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```
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## DO NOT EDIT - This file generated from ./build-aux/ltmain.in
## by inline-source v2014-01-03.01
```

- # libtool (GNU libtool) 2.4.6
- ${\it \# Provide generalized \ library-building \ support \ services.}$
- # Written by Gordon Matzigkeit <gord@gnu.ai.mit.edu>, 1996
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/*

- * FILE: sha2.c
- * AUTHOR: Aaron D. Gifford http://www.aarongifford.com/

*

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*

- * Modified by Jelte Jansen to fit in ldns, and not clash with any
- * system-defined SHA code.
- * Changes:
- * Renamed (external) functions and constants to fit ldns style
- * Removed _End and _Data functions
- * Added ldns_shaX(data, len, digest) convenience functions
- * Removed prototypes of _Transform functions and made those static

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* \$Id:

sha2.c,v 1.1 2001/11/08 00:01:51 adg Exp adg \$

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```
/* from openssh 4.3p2 compat/strlcpy.c */
```

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```
/* From openssh4.3p2 compat/inet_aton.c */
/*
```

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1.3 websocketpp 0.8.0

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Bundled Libraries:

***** Base 64 Library (base64/base64.hpp) *****

base64.hpp is a repackaging of the base64.cpp and base64.h files into a single header suitable for use as a header only library. This conversion was done by Peter Thorson (webmaster@zaphoyd.com) in 2012. All modifications to the code are redistributed under the same license as the original, which is listed below.

base64.cpp and base64.h

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Ren Nyffenegger rene.nyffenegger@adp-gmbh.ch

****** SHA1 Library (sha1/sha1.hpp) ******
sha1.hpp is a repackaging of the sha1.cpp and sha1.h files from the shallsha1
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***** MD5 Library (common/md5.hpp) *****

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Peter Thorson (webmaster@zaphoyd.com) in 2012 for the WebSocket++ project. The changes are released under the same license as the original (listed below)

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***** UTF8 Validation logic (utf8_validation.hpp) ***** utf8_validation.hpp is adapted from code originally written by Bjoern Hoehrmann

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1.12 util-linux 2.31.1

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- * /guava-30-1-1-android-sources-jar/com/google/common/collect/ForwardingSortedSet.java
- * /guava-30-1-1-android-sources-jar/com/google/common/collect/ImmutableList.java

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- * /guava-30-1-1-android-sources-jar/com/google/common/collect/Ordering.java
- * /guava-30-1-1-android-sources-jar/com/google/common/collect/NullsLastOrdering.java
- * /guava-30-1-1-android-sources-jar/com/google/common/collect/ImmutableSet.java
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*/guava-30-1-1-android-sources-jar/com/google/common/collect/AbstractIterator.java
* /guava-30-1-1-android-sources-jar/com/google/common/collect/Maps.java
*/guava-30-1-1-android-sources-jar/com/google/common/collect/ForwardingIterator.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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*/
* 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.

*/

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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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*/guava-30-1-1-android-sources-jar/com/google/common/hash/Java8Compatibility.java
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jar/com/google/common/collect/LinkedHashMultimapGwtSerializationDependencies.java
*/guava-30-1-1-android-sources-jar/com/google/common/graph/UndirectedNetworkConnections.java
/guava-30-1-1-android-sources-jar/com/google/common/graph/DirectedMultiNetworkConnections.java
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*/guava-30-1-1-android-sources-jar/com/google/common/graph/ForwardingNetwork.java
*/guava-30-1-1-android-sources-jar/com/google/common/graph/DirectedGraphConnections.java
* /guava-30-1-1-android-sources-jar/com/google/common/graph/StandardValueGraph.java
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jar/com/google/common/collect/HashMultimapGwtSerializationDependencies.java
```

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jar/com/google/common/collect/ImmutableMultisetGwtSerializationDependencies.java
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*/guava-30-1-1-android-sources-jar/com/google/common/graph/Network.java
* /guava-30-1-1-android-sources-jar/com/google/common/graph/MutableNetwork.java
* /guava-30-1-1-android-sources-jar/com/google/common/graph/ImmutableNetwork.java
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*/
/**
 * Not supported. <br/>
<br/>
* 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>
```

```
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```

*/guava-30-1-1-android-sources-jar/com/google/common/collect/ImmutableSortedMapFauxverideShim.java No license file was found, but licenses were detected in source scan.

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- * /guava-30-1-1-android-sources-jar/com/google/common/base/Strings.java
- */guava-30-1-1- and roid-sources-jar/com/google/common/util/concurrent/ThreadFactoryBuilder.java

*

/guava-30-1-1-and roid-sources-jar/com/google/common/base/Ascii.java

*/guava-30-1-1-android-sources-jar/com/google/common/collect/ContiguousSet.java

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*/guava-30-1-1-android-sources-jar/com/google/common/util/concurrent/Monitor.java
*/guava-30-1-1-android-sources-jar/com/google/common/util/concurrent/ForwardingBlockingQueue.java
* /guava-30-1-1-android-sources-jar/com/google/common/base/Equivalence.java
* /guava-30-1-1-android-sources-jar/com/google/common/collect/SortedLists.java
*/guava-30-1-1-android-sources-jar/com/google/common/util/concurrent/UncaughtExceptionHandlers.java
* /guava-30-1-1-android-sources-jar/com/google/common/primitives/package-info.java
*/guava-30-1-1-android-sources-jar/com/google/common/annotations/Beta.java
*/guava-30-1-1-android-sources-jar/com/google/common/util/concurrent/ListeningExecutorService.java
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*/guava-30-1-1-android-sources-jar/com/google/common/annotations/VisibleForTesting.java
* /guava-30-1-1-android-sources-
jar/com/google/common/util/concurrent/GwtFluentFutureCatchingSpecialization.java
/guava-30-1-1-android-sources-jar/com/google/common/util/concurrent/FuturesGetChecked.java
*/guava-30-1-1-android-sources-jar/com/google/common/util/concurrent/SimpleTimeLimiter.java
*/guava-30-1-1-android-sources-jar/com/google/common/util/concurrent/FakeTimeLimiter.java
* /guava-30-1-1-android-sources-jar/com/google/common/io/AppendableWriter.java
*/guava-30-1-1-android-sources-jar/com/google/common/util/concurrent/Futures.java
* /guava-30-1-1-android-sources-jar/com/google/common/reflect/TypeToken.java
* /guava-30-1-1-android-sources-jar/com/google/common/escape/CharEscaperBuilder.java
*/guava-30-1-1-android-sources-jar/com/google/common/util/concurrent/FluentFuture.java
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* /guava-30-1-1-android-sources-jar/com/google/common/util/concurrent/TimeLimiter.java
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*/
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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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 * java.util.HashMap
class.
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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.
 * This method assumes that the collection size doesn't change while the method is running.
 * TODO(kevinb): support concurrently modified collections?
 * @param c the collection for which to return an array of elements
 */
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- /guava-30-1-1-android-sources-jar/com/google/common/math/PairedStats.java

*/guava-30-1-1-android-sources-jar/com/google/common/xml/package-info.java

*/guava-30-1-1-android-sources-jar/com/google/common/util/concurrent/SmoothRateLimiter.java

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- */guava-30-1-1-android-sources-jar/com/google/common/reflect/TypeCapture.java
- */guava-30-1-1-android-sources-jar/com/google/common/math/Stats.java

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*/guava-30-1-1-android-sources-jar/com/google/common/reflect/Element.java
*/guava-30-1-1-android-sources-jar/com/google/common/cache/LongAddables.java
* /guava-30-1-1-android-sources-jar/com/google/common/io/FileWriteMode.java
*/guava-30-1-1-android-sources-jar/com/google/common/hash/LongAddables.java
*/guava-30-1-1-android-sources-jar/com/google/common/io/ByteSink.java
/guava-30-1-1-android-sources-jar/com/google/common/util/concurrent/ServiceManager.java
* /guava-30-1-1-android-sources-jar/com/google/common/base/StandardSystemProperty.java
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*/guava-30-1-1-android-sources-jar/com/google/common/hash/AbstractByteHasher.java
* /guava-30-1-1-android-sources-jar/com/google/common/math/LinearTransformation.java
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*/guava-30-1-1-android-sources-jar/com/google/common/hash/ChecksumHashFunction.java
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- */guava-30-1-1-android-sources-jar/com/google/common/collect/CollectPreconditions.java
- */guava-30-1-1- and roid-sources-jar/com/google/common/collect/ImmutableMapEntrySet.java

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- */guava-30-1-1-android-sources-jar/com/google/common/collect/ImmutableCollection.java
- */guava-30-1-1-android-sources-jar/com/google/common/collect/Table.java
- * /guava-30-1-1-android-sources-jar/com/google/common/collect/ImmutableSortedSet.java
- */guava-30-1-1-android-sources-jar/com/google/common/collect/UnmodifiableIterator.java
- */guava-30-1-1-android-sources-jar/com/google/common/collect/ImmutableMap.java
- */guava-30-1-1-android-sources-jar/com/google/common/collect/ImmutableBiMap.java
- */guava-30-1-1-android-sources-jar/com/google/common/collect/TreeBasedTable.java
- */guava-30-1-1-android-sources-jar/com/google/common/collect/RegularImmutableBiMap.java
- */guava-30-1-1-android-sources-jar/com/google/common/collect/Platform.java
- * /guava-30-1-1-android-sources-jar/com/google/common/collect/ImmutableListMultimap.java
- * /guava-30-1-1-android-sources-jar/com/google/common/collect/Tables.java

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/guava-30-1-1-android-sources-jar/com/google/common/collect/Range.java

- * /guava-30-1-1-android-sources-jar/com/google/common/collect/HashBasedTable.java
- * /guava-30-1-1-android-sources-jar/com/google/common/collect/ImmutableMultimap.java
- * /guava-30-1-1-android-sources-jar/com/google/common/collect/RegularImmutableMap.java
- */guava-30-1-1-android-sources-jar/com/google/common/collect/Collections2.java
- * /guava-30-1-1-android-sources-jar/com/google/common/collect/ImmutableMultiset.java
- * /guava-30-1-1-android-sources-jar/com/google/common/collect/StandardTable.java
- */guava-30-1-1-android-sources-jar/com/google/common/collect/Serialization.java
- */guava-30-1-1-android-sources-jar/com/google/common/collect/StandardRowSortedTable.java
- */guava-30-1-1-android-sources-jar/com/google/common/collect/PeekingIterator.java
- * /guava-30-1-1-android-sources-jar/com/google/common/collect/EmptyImmutableListMultimap.java
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*/guava-30-1-1-android-sources-jar/com/google/common/eventbus/Subscriber.java
/guava-30-1-1-android-sources-jar/com/google/common/eventbus/Dispatcher.java
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- */guava-30-1-1-android-sources-jar/com/google/common/base/VerifyException.java
- */guava-30-1-1- and roid-sources-jar/com/google/common/util/concurrent/Runnables. java

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/guava-30-1-1-android-sources-jar/com/google/common/base/Verify.java

- */guava-30-1-1-android-sources-jar/com/google/common/hash/HashingInputStream.java
- */guava-30-1-1-android-sources-jar/com/google/common/util/concurrent/WrappingScheduledExecutorService.java
- */guava-30-1-1-android-sources-jar/com/google/common/eventbus/SubscriberExceptionContext.java
- */guava-30-1-1-android-sources-jar/com/google/thirdparty/publicsuffix/PublicSuffixType.java
- */guava-30-1-1-android-sources-jar/com/google/common/base/Utf8.java
- */guava-30-1-1-android-sources-jar/com/google/common/collect/FilteredMultimapValues.java
- */guava-30-1-1-android-sources-jar/com/google/common/io/CharSequenceReader.java
- */guava-30-1-1-android-sources-jar/com/google/common/eventbus/SubscriberExceptionHandler.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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/**
* Holder for web specializations of methods of {@code Ints}. Intended to be empty for regular
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*/
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*/guava-30-1-1-android-sources-jar/com/google/common/collect/ForwardingSetMultimap.java
* /guava-30-1-1-android-sources-jar/com/google/common/collect/ForwardingSortedSetMultimap.java
* /guava-30-1-1-android-sources-jar/com/google/common/collect/RowSortedTable.java
*/guava-30-1-1-android-sources-jar/com/google/common/collect/ForwardingImmutableCollection.java
/guava-30-1-1-android-sources-jar/com/google/common/collect/AbstractSequentialIterator.java
*/guava-30-1-1-android-sources-jar/com/google/common/collect/UnmodifiableListIterator.java
*/guava-30-1-1-android-sources-jar/com/google/common/collect/ForwardingListMultimap.java
*/guava-30-1-1-android-sources-jar/com/google/common/collect/MinMaxPriorityQueue.java
*/guava-30-1-1-android-sources-jar/com/google/common/collect/SortedMapDifference.java
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* /guava-30-1-1-android-sources-jar/com/google/common/base/Converter.java
*/guava-30-1-1-android-sources-jar/com/google/common/net/PercentEscaper.java
* /guava-30-1-1-android-sources-jar/com/google/thirdparty/publicsuffix/TrieParser.java
*/guava-30-1-1-android-sources-jar/com/google/common/primitives/Booleans.java
/guava-30-1-1-android-sources-jar/com/google/common/base/internal/Finalizer.java
*/guava-30-1-1-android-sources-jar/com/google/common/primitives/Doubles.java
* /guava-30-1-1-android-sources-jar/com/google/common/base/CharMatcher.java
* /guava-30-1-1-android-sources-jar/com/google/common/primitives/Floats.java
*/guava-30-1-1-android-sources-jar/com/google/common/util/concurrent/SequentialExecutor.java
* /guava-30-1-1-android-sources-jar/com/google/common/primitives/Bytes.java
*/guava-30-1-1-android-sources-jar/com/google/common/util/concurrent/ListenableFutureTask.java
*/guava-30-1-1-android-sources-jar/com/google/common/collect/FluentIterable.java
* /guava-30-1-1-android-sources-jar/com/google/common/base/Stopwatch.java
*/guava-30-1-1-android-sources-jar/com/google/common/io/FileBackedOutputStream.java
*/guava-30-1-1-android-sources-jar/com/google/common/primitives/Shorts.java
* /guava-30-1-1-android-sources-jar/com/google/common/primitives/Ints.java
* /guava-30-1-1-android-sources-jar/com/google/common/primitives/Chars.java
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* /guava-30-1-1-android-sources-jar/com/google/common/primitives/Longs.java
* /guava-30-1-1-android-sources-jar/com/google/common/net/InetAddresses.java
*/guava-30-1-1-android-sources-jar/com/google/common/escape/Escaper.java
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- * /guava-30-1-1-android-sources-jar/com/google/common/collect/RangeSet.java
- * /guava-30-1-1-android-sources-jar/com/google/common/collect/SortedIterable.java
- */guava-30-1-1- and roid-sources-jar/com/google/common/collect/Sorted Iterables. java

*

/guava-30-1-1-android-sources-jar/com/google/common/collect/AbstractRangeSet.java

- * /guava-30-1-1-android-sources-jar/com/google/common/collect/ImmutableSortedMultiset.java
- */guava-30-1-1-android-sources-jar/com/google/common/collect/GeneralRange.java
- * /guava-30-1-1-android-sources-jar/com/google/common/collect/RegularImmutableSortedMultiset.java
- */guava-30-1-1-android-sources-jar/com/google/common/collect/ForwardingSortedMultiset.java
- * /guava-30-1-1-android-sources-jar/com/google/common/collect/Count.java

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- */guava-30-1-1-android-sources-jar/com/google/common/io/Resources.java
- */guava-30-1-1-android-sources-jar/com/google/common/io/package-info.java
- * /guava-30-1-1-android-sources-jar/com/google/common/base/FinalizablePhantomReference.java

*

/guava-30-1-1-android-sources-jar/com/google/common/base/Suppliers.java

- */guava-30-1-1-android-sources-jar/com/google/common/base/Charsets.java
- * /guava-30-1-1-android-sources-jar/com/google/common/io/LineReader.java
- */guava-30-1-1-android-sources-jar/com/google/common/base/FinalizableSoftReference.java
- */guava-30-1-1-android-sources-jar/com/google/common/io/CharStreams.java

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* /guava-30-1-1-android-sources-jar/com/google/common/base/Predicate.java
*/guava-30-1-1-android-sources-jar/com/google/common/io/ByteStreams.java
* /guava-30-1-1-android-sources-jar/com/google/common/primitives/Primitives.java
* /guava-30-1-1-android-sources-jar/com/google/common/io/LineBuffer.java
*/guava-30-1-1-android-sources-jar/com/google/common/base/FinalizableWeakReference.java
*/guava-30-1-1-android-sources-jar/com/google/common/base/Predicates.java
*/guava-30-1-1-android-sources-jar/com/google/common/base/Functions.java
* /guava-30-1-1-android-sources-jar/com/google/common/base/AbstractIterator.java
/guava-30-1-1-android-sources-jar/com/google/common/base/package-info.java
* /guava-30-1-1-android-sources-jar/com/google/common/collect/HashBiMap.java
* /guava-30-1-1-android-sources-jar/com/google/common/eventbus/DeadEvent.java
*/guava-30-1-1-android-sources-jar/com/google/common/base/FinalizableReference.java
* /guava-30-1-1-android-sources-jar/com/google/common/eventbus/Subscribe.java
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* /guava-30-1-1-android-sources-jar/com/google/common/io/MultiInputStream.java
*/guava-30-1-1-android-sources-jar/com/google/common/collect/Interners.java
* /guava-30-1-1-android-sources-jar/com/google/common/collect/EnumMultiset.java
* /guava-30-1-1-android-sources-jar/com/google/common/util/concurrent/ExecutionList.java
*/guava-30-1-1-android-sources-jar/com/google/common/util/concurrent/package-info.java
* /guava-30-1-1-android-sources-jar/com/google/common/base/Defaults.java
/guava-30-1-1-android-sources-jar/com/google/common/base/Function.java
*/guava-30-1-1-android-sources-jar/com/google/common/base/FinalizableReferenceQueue.java
*/guava-30-1-1-android-sources-jar/com/google/common/util/concurrent/AbstractFuture.java
*/guava-30-1-1-android-sources-jar/com/google/common/io/Closeables.java
*/guava-30-1-1-android-sources-jar/com/google/common/eventbus/AllowConcurrentEvents.java
* /guava-30-1-1-android-sources-jar/com/google/common/io/Files.java
*/guava-30-1-1-android-sources-jar/com/google/common/eventbus/AsyncEventBus.java
*/guava-30-1-1-android-sources-jar/com/google/common/io/LittleEndianDataOutputStream.java
* /guava-30-1-1-android-sources-jar/com/google/common/eventbus/EventBus.java
*/guava-30-1-1-android-sources-jar/com/google/common/io/CountingOutputStream.java
* /guava-30-1-1-android-sources-jar/com/google/common/base/Throwables.java
*/guava-30-1-1-android-sources-jar/com/google/common/util/concurrent/ListenableFuture.java
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* /guava-30-1-1-android-sources-jar/com/google/common/io/CountingInputStream.java
*/guava-30-1-1-android-sources-jar/com/google/common/io/LittleEndianDataInputStream.java
*/guava-30-1-1-android-sources-jar/com/google/common/io/Flushables.java
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*/guava-30-1-1-android-sources-jar/com/google/common/collect/ImmutableClassToInstanceMap.java
*/guava-30-1-1-android-sources-jar/com/google/common/collect/RegularImmutableSortedSet.java
* /guava-30-1-1-android-sources-jar/com/google/common/collect/ArrayTable.java
*/guava-30-1-1-android-sources-jar/com/google/common/collect/ImmutableSortedMap.java
/guava-30-1-1-android-sources-jar/com/google/common/collect/ForwardingTable.java
*/guava-30-1-1-android-sources-jar/com/google/common/collect/DiscreteDomain.java
*/guava-30-1-1-android-sources-jar/com/google/common/collect/RegularImmutableList.java
*/guava-30-1-1-android-sources-jar/com/google/common/collect/ImmutableSetMultimap.java
* /guava-30-1-1-android-sources-jar/com/google/common/collect/ImmutableAsList.java
* /guava-30-1-1-android-sources-jar/com/google/common/collect/SingletonImmutableTable.java
*/guava-30-1-1-android-sources-jar/com/google/common/collect/EmptyImmutableSetMultimap.java
*/guava-30-1-1-android-sources-jar/com/google/common/collect/ImmutableSortedSetFauxverideShim.java
*/guava-30-1-1-android-sources-jar/com/google/common/collect/ComputationException.java
*/guava-30-1-1-android-sources-jar/com/google/common/collect/ComparisonChain.java
*/guava-30-1-1-android-sources-jar/com/google/common/collect/AbstractIndexedListIterator.java
/guava-30-1-1-android-sources-jar/com/google/common/collect/ImmutableEnumSet.java
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*/guava-30-1-1-android-sources-jar/com/google/common/hash/AbstractHasher.java

*/guava-30-1-1-android-sources-jar/com/google/common/util/concurrent/AbstractListeningExecutorService.java

*/guava-30-1-1-android-sources-jar/com/google/common/primitives/UnsignedInts.java
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- /guava-30-1-1-android-sources-jar/com/google/common/primitives/UnsignedLongs.java
- */guava-30-1-1-android-sources-jar/com/google/common/util/concurrent/ListeningScheduledExecutorService.java
- */guava-30-1-1-android-sources-jar/com/google/common/hash/Crc32cHashFunction.java
- */guava-30-1-1-android-sources-jar/com/google/common/cache/CacheLoader.java
- * /guava-30-1-1-android-sources-jar/com/google/common/cache/AbstractCache.java
- * /guava-30-1-1-android-sources-jar/com/google/common/math/package-info.java
- */guava-30-1-1-android-sources-jar/com/google/common/util/concurrent/AsyncFunction.java
- */guava-30-1-1- and roid-sources-jar/com/google/common/hash/AbstractNonStreamingHashFunction.java
- * /guava-30-1-1-android-sources-jar/com/google/common/primitives/ParseRequest.java
- * /guava-30-1-1-android-sources-jar/com/google/common/hash/Funnel.java
- */guava-30-1-1-android-sources-jar/com/google/common/cache/RemovalNotification.java
- * /guava-30-1-1-android-sources-jar/com/google/common/collect/TreeRangeSet.java

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- */guava-30-1-1-android-sources-jar/com/google/common/util/concurrent/Uninterruptibles.java
- * /guava-30-1-1-android-sources-jar/com/google/common/net/HostAndPort.java
- * /guava-30-1-1-android-sources-jar/com/google/common/hash/AbstractCompositeHashFunction.java
- */guava-30-1-1-android-sources-jar/com/google/common/hash/BloomFilterStrategies.java
- * /guava-30-1-1-android-sources-jar/com/google/common/hash/HashCode.java
- */guava-30-1-1-android-sources-jar/com/google/common/util/concurrent/ExecutionError.java
- */guava-30-1-1-android-sources-jar/com/google/common/hash/MessageDigestHashFunction.java
- */guava-30-1-1-android-sources-jar/com/google/common/hash/Murmur3_128HashFunction.java
- */guava-30-1-1-android-sources-jar/com/google/common/math/IntMath.java
- */guava-30-1-1-android-sources-jar/com/google/common/hash/Hashing.java
- */guava-30-1-1-and roid-sources-jar/com/google/common/base/Optional.java

/guava-30-1-1-android-sources-jar/com/google/common/util/concurrent/UncheckedExecutionException.java

- */guava-30-1-1-android-sources-jar/com/google/common/math/LongMath.java
- * /guava-30-1-1-android-sources-jar/com/google/common/collect/BoundType.java
- */guava-30-1-1-android-sources-jar/com/google/common/primitives/UnsignedLong.java
- * /guava-30-1-1-android-sources-jar/com/google/common/hash/BloomFilter.java
- */guava-30-1-1-android-sources-jar/com/google/common/util/concurrent/CycleDetectingLockFactory.java
- */guava-30-1-1-android-sources-jar/com/google/common/cache/RemovalListeners.java
- */guava-30-1-1-android-sources-jar/com/google/common/collect/Queues.java
- * /guava-30-1-1-android-sources-jar/com/google/common/math/BigIntegerMath.java
- */guava-30-1-1-android-sources-jar/com/google/common/cache/CacheBuilderSpec.java
- * /guava-30-1-1-android-sources-jar/com/google/common/net/HttpHeaders.java
- * /guava-30-1-1-android-sources-jar/com/google/common/util/concurrent/ForwardingExecutorService.java

/guava-30-1-1-android-sources-jar/com/google/common/collect/DescendingImmutableSortedMultiset.java

- */guava-30-1-1-android-sources-jar/com/google/common/base/Ticker.java
- */guava-30-1-1-android-sources-jar/com/google/common/hash/HashingOutputStream.java

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*/guava-30-1-1-android-sources-jar/com/google/common/hash/Funnels.java
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* /guava-30-1-1-android-sources-jar/com/google/common/hash/PrimitiveSink.java
* /guava-30-1-1-android-sources-jar/com/google/common/hash/HashFunction.java
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* /guava-30-1-1-android-sources-jar/com/google/common/cache/RemovalListener.java
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*/guava-30-1-1-android-sources-jar/com/google/common/base/Enums.java
/guava-30-1-1-android-sources-jar/com/google/common/cache/LoadingCache.java
*/guava-30-1-1-android-sources-jar/com/google/common/base/Present.java
* /guava-30-1-1-android-sources-jar/com/google/common/math/MathPreconditions.java
*/guava-30-1-1-android-sources-jar/com/google/common/collect/AbstractSortedMultiset.java
*/guava-30-1-1-android-sources-jar/com/google/common/util/concurrent/AbstractScheduledService.java
* /guava-30-1-1-android-sources-jar/com/google/common/collect/RegularContiguousSet.java
*/guava-30-1-1-android-sources-jar/com/google/common/cache/CacheStats.java
*/guava-30-1-1-android-sources-jar/com/google/common/hash/AbstractStreamingHasher.java
*/guava-30-1-1-android-sources-jar/com/google/common/cache/Cache.java
*/guava-30-1-1-android-sources-jar/com/google/common/util/concurrent/AtomicLongMap.java
* /guava-30-1-1-android-sources-jar/com/google/common/cache/RemovalCause.java
* /guava-30-1-1-android-sources-jar/com/google/common/util/concurrent/WrappingExecutorService.java
/guava-30-1-1-android-sources-jar/com/google/common/base/PairwiseEquivalence.java
*/guava-30-1-1-android-sources-jar/com/google/common/util/concurrent/ForwardingListeningExecutorService.java
*/guava-30-1-1-android-sources-jar/com/google/common/cache/AbstractLoadingCache.java
*/guava-30-1-1-android-sources-jar/com/google/common/base/Absent.java
*/guava-30-1-1-android-sources-jar/com/google/common/cache/ForwardingCache.java
*/guava-30-1-1-android-sources-jar/com/google/common/base/FunctionalEquivalence.java
*/guava-30-1-1-android-sources-jar/com/google/common/hash/Murmur3_32HashFunction.java
* /guava-30-1-1-android-sources-jar/com/google/common/math/DoubleUtils.java
*/guava-30-1-1-android-sources-jar/com/google/common/collect/EmptyContiguousSet.java
* /guava-30-1-1-android-sources-jar/com/google/common/reflect/TypeParameter.java
*/guava-30-1-1-android-sources-jar/com/google/common/collect/RegularImmutableMultiset.java
/guava-30-1-1-android-sources-jar/com/google/common/primitives/UnsignedInteger.java
*/guava-30-1-1-android-sources-jar/com/google/common/net/MediaType.java
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* /guava-30-1-1-android-sources-jar/com/google/common/reflect/Types.java

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- */guava-30-1-1-android-sources-jar/com/google/common/collect/ForwardingImmutableSet.java
- * /guava-30-1-1-android-sources-jar/com/google/common/collect/SortedMultisetBridge.java
- */guava-30-1-1- and roid-sources-jar/com/google/common/collect/Descending Immutable Sorted Set. java

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- /guava-30-1-1-android-sources-jar/com/google/common/collect/FilteredKeySetMultimap.java
- * /guava-30-1-1-android-sources-jar/com/google/common/collect/ImmutableEnumMap.java
- */guava-30-1-1-android-sources-jar/com/google/common/collect/FilteredEntryMultimap.java
- */guava-30-1-1-android-sources-jar/com/google/common/collect/DescendingMultiset.java
- * /guava-30-1-1-android-sources-jar/com/google/common/collect/TreeRangeMap.java
- * /guava-30-1-1-android-sources-jar/com/google/common/collect/ForwardingNavigableSet.java
- */guava-30-1-1-android-sources-jar/com/google/common/collect/AllEqualOrdering.java
- * /guava-30-1-1-android-sources-jar/com/google/common/collect/TreeTraverser.java
- * /guava-30-1-1-android-sources-jar/com/google/common/collect/RegularImmutableAsList.java
- */guava-30-1-1-android-sources-jar/com/google/common/collect/CompactHashMap.java
- */guava-30-1-1- and roid-sources-jar/com/google/common/collect/Transformed Iterator. java

*

- /guava-30-1-1-android-sources-jar/com/google/common/util/concurrent/ForwardingBlockingDeque.java
- */guava-30-1-1- and roid-sources-jar/com/google/common/collect/Forwarding Deque.java
- */guava-30-1-1-android-sources-jar/com/google/common/collect/AbstractSortedKeySortedSetMultimap.java
- */guava-30-1-1-android-sources-jar/com/google/common/collect/ForwardingNavigableMap.java
- */guava-30-1-1-android-sources-jar/com/google/common/collect/TransformedListIterator.java
- */guava-30-1-1-android-sources-jar/com/google/common/collect/ForwardingBlockingDeque.java
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- */guava-30-1-1-android-sources-jar/com/google/common/collect/AbstractMultimap.java
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- */guava-30-1-1-android-sources-jar/com/google/common/collect/EvictingQueue.java
- * /guava-30-1-1-android-sources-jar/com/google/common/collect/FilteredSetMultimap.java
- */guava-30-1-1-android-sources-jar/com/google/common/collect/CompactLinkedHashMap.java

*

- /guava-30-1-1-android-sources-jar/com/google/common/collect/CompactLinkedHashSet.java
- */guava-30-1-1-android-sources-jar/com/google/common/collect/AbstractNavigableMap.java
- * /guava-30-1-1-android-sources-jar/com/google/common/collect/ForwardingImmutableMap.java
- */guava-30-1-1-android-sources-jar/com/google/common/collect/FilteredKeyListMultimap.java
- * /guava-30-1-1-android-sources-jar/com/google/common/collect/UnmodifiableSortedMultiset.java
- * /guava-30-1-1-android-sources-jar/com/google/common/collect/RangeMap.java
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*/
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* http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the

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1.17 google-play-services 18.0.1

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1.18 kotlin 1.6.10

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1.19 okio 3.0.0

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* /okio-3-0-0-sources-jar/jvmMain/okio/CipherSink.kt
* /okio-3-0-0-sources-jar/jvmTest/okio/CipherAlgorithm.kt
* /okio-3-0-0-sources-jar/jvmTest/okio/CipherSinkTest.kt
/okio-3-0-0-sources-jar/jvmTest/okio/CipherSourceTest.kt
* /okio-3-0-0-sources-jar/jvmMain/okio/CipherSource.kt
* /okio-3-0-0-sources-jar/jvmTest/okio/CipherFactory.kt
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* /okio-3-0-0-sources-jar/commonMain/okio/internal/-RealBufferedSource.kt
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- * /okio-3-0-0-sources-jar/commonMain/okio/internal/-RealBufferedSink.kt
- * /okio-3-0-0-sources-jar/commonMain/okio/internal/-SegmentedByteString.kt

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* /okio-3-0-0-sources-jar/commonMain/okio/HashingSource.kt
* /okio-3-0-0-sources-jar/mingwX64Main/okio/-Windows.kt
* /okio-3-0-0-sources-jar/commonTest/okio/PathTest.kt
* /okio-3-0-0-sources-jar/commonMain/okio/HashingSink.kt
* /okio-3-0-0-sources-jar/commonMain/okio/FileMetadata.kt
/okio-3-0-0-sources-jar/commonTest/okio/ForwardingFileSystemTest.kt
* /okio-3-0-0-sources-jar/commonMain/okio/Path.kt
* /okio-3-0-0-sources-jar/sizet64Main/okio/-Sizet64.kt
* /okio-3-0-0-sources-jar/jsMain/okio/-JsPlatform.kt
* /okio-3-0-0-sources-jar/commonMain/okio/ExperimentalFileSystem.kt
* /okio-3-0-0-sources-jar/sizet32Main/okio/-Sizet32.kt
* /okio-3-0-0-sources-jar/nativeMain/okio/-Cinterop.kt
* /okio-3-0-0-sources-jar/commonMain/okio/internal/-Path.kt
* /okio-3-0-0-sources-jar/jsMain/okio/FileSystem.kt
* /okio-3-0-0-sources-jar/nativeMain/okio/-PosixVariant.kt
*/okio-3-0-0-sources-jar/commonMain/okio/ForwardingFileSystem.kt\\
* /okio-3-0-0-sources-jar/nativeTest/okio/NativeSystemFileSystemTest.kt
* /okio-3-0-0-sources-jar/nonJvmMain/okio/internal/Hmac.kt
* /okio-3-0-0-sources-jar/nonJvmMain/okio/Path.kt
* /okio-3-0-0-sources-jar/jvmTest/okio/FileSystemJavaTest.java
* /okio-3-0-0-sources-jar/unixMain/okio/-UnixPosixVariant.kt
* /okio-3-0-0-sources-jar/nativeMain/okio/FileSource.kt
/okio-3-0-0-sources-jar/nonJvmMain/okio/HashingSink.kt
* /okio-3-0-0-sources-jar/linuxX64Main/okio/-LinuxX64PosixVariant.kt
* /okio-3-0-0-sources-jar/commonTest/okio/UnsafeCursorTest.kt
* /okio-3-0-0-sources-jar/appleMain/okio/-ApplePosixVariant.kt
* /okio-3-0-0-sources-jar/nativeMain/okio/PosixFileSystem.kt
* /okio-3-0-0-sources-jar/nonJvmMain/okio/HashingSource.kt
```

- * /okio-3-0-0-sources-jar/jvmTest/okio/internal/Hmac.kt
- * /okio-3-0-0-sources-jar/nativeMain/okio/FileSink.kt
- * /okio-3-0-0-sources-jar/jvmTest/okio/JvmTest.kt
- * /okio-3-0-0-sources-jar/appleMain/okio/ByteString.kt
- * /okio-3-0-0-sources-jar/jvmMain/okio/Path.kt
- * /okio-3-0-0-sources-jar/mingwX64Main/okio/-WindowsPosixVariant.kt
- * /okio-3-0-0-sources-jar/jvmTest/okio/internal/HmacTest.kt
- */okio-3-0-0-sources-jar/appleTest/okio/AppleByteStringTest.kt
- * /okio-3-0-0-sources-jar/jvmMain/okio/NioSystemFileSystem.kt
- * /okio-3-0-0-sources-jar/jvmTest/okio/ZipFileSystemJavaTest.java
- */okio-3-0-0-sources-jar/jvmMain/okio/JvmSystemFileSystem.kt

*

/okio-3-0-0-sources-jar/commonMain/okio/FileSystem.kt

* /okio-3-0-0-sources-jar/jvmTest/okio/JvmSystemFileSystemTest.kt

1.20 protobuf-java 3.20.1

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Manifest-Version: 1.0

Automatic-Module-Name: com.google.protobuf

Bnd-LastModified: 1650575142706 Build-Jdk: 1.8.0_181-google-v7

Built-By: haberman

Bundle-Description: Core Protocol Buffers library. Protocol Buffers are a way of encoding structured data in an efficient yet extensible for

Bundle-DocURL: https://developers.google.com/protocol-buffers/Bundle-License: https://opensource.org/licenses/BSD-3-Clause

Bundle-ManifestVersion: 2

Bundle-Name: Protocol Buffers [Core]

Bundle-Symbolic Name: com.google.protobuf

Bundle-Version: 3.20.1

Created-By: Apache Maven Bundle Plugin

Export-Package: com.google.protobuf;version="3.20.1"

Import-Package: sun.misc; resolution:= optional, com.google.protobuf; versional, com.google.

n="[3.20,4)"

Require-Capability: osgi.ee; filter:="(&(osgi.ee=JavaSE)(version=1.7))"

Tool: Bnd-3.0.0.201509101326

Found in path(s):

* /protobuf-java-3-20-1-3-jar/META-INF/MANIFEST.MF

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* /protobuf-java-3-20-1-3-jar/google/protobuf/empty.proto
* /protobuf-java-3-20-1-3-jar/google/protobuf/source_context.proto
* /protobuf-java-3-20-1-3-jar/google/protobuf/wrappers.proto
* /protobuf-java-3-20-1-3-jar/google/protobuf/any.proto
* /protobuf-java-3-20-1-3-jar/google/protobuf/descriptor.proto
/protobuf-java-3-20-1-3-jar/google/protobuf/struct.proto
* /protobuf-java-3-20-1-3-jar/google/protobuf/timestamp.proto
* /protobuf-java-3-20-1-3-jar/google/protobuf/api.proto
* /protobuf-java-3-20-1-3-jar/google/protobuf/compiler/plugin.proto
* /protobuf-java-3-20-1-3-jar/google/protobuf/type.proto
```

1.21 constraintlayout 2.1.4

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* /constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/motion/utils/ViewOscillator.java

```
*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/helper/widget/MotionEffect.java
* /constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/widget/ReactiveGuide.java
*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/motion/widget/ViewTransition.java
/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/motion/utils/ViewTimeCycle.java
*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/utils/widget/MotionButton.java
*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/motion/utils/ViewSpline.java
*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/motion/widget/ViewTransitionController.java
*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/motion/widget/FloatLayout.java
*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/utils/widget/MotionLabel.java
* /constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/widget/SharedValues.java
* /constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/helper/widget/Carousel.java
*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/motion/widget/MotionHelperInterface.java
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* /constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/widget/Constraints.java
* /constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/widget/Placeholder.java
* /constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/widget/Barrier.java
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*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/motion/widget/TransitionAdapter.java
*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/motion/widget/OnSwipe.java
* /constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/widget/Group.java
*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/helper/widget/MotionPlaceholder.java
/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/helper/widget/Layer.java
*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/motion/widget/MotionHelper.java
*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/utils/widget/MockView.java
* /constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/widget/ConstraintHelper.java
* /constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/motion/utils/ViewState.java
*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/helper/widget/CircularFlow.java
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*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/motion/widget/TransitionBuilder.java
* /constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/helper/widget/Flow.java
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*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/widget/ConstraintsChangedListener.java
*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/motion/widget/MotionLayout.java
/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/motion/widget/KeyTimeCycle.java
*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/motion/widget/KeyPosition.java
*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/motion/widget/KeyTrigger.java
*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/motion/widget/KeyFrames.java
*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/motion/widget/MotionScene.java
*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/motion/widget/Key.java
*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/motion/widget/TouchResponse.java
*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/widget/ConstraintProperties.java
* /constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/motion/widget/Debug.java
*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/utils/widget/ImageFilterView.java
*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/motion/widget/KeyCycle.java
/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/utils/widget/MotionTelltales.java
* /constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/widget/StateSet.java
*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/motion/widget/KeyPositionBase.java
*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/motion/widget/MotionController.java
*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/widget/VirtualLayout.java
*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/motion/widget/DesignTool.java
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*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/motion/utils/StopLogic.java

*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/motion/widget/KeyAttributes.java

*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/utils/widget/ImageFilterButton.java

*/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/motion/widget/MotionPaths.java

* /constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/widget/ConstraintLayoutStates.java

/constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/motion/widget/CustomFloatAttributes.java */constraintlayout-2-1-4-sources-jar/androidx/constraintlayout/motion/widget/MotionConstrainedPoint.java

1.22 safestring 2.0

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* strcat s.c
* October 2008, Bo Berry
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Found in path(s):
* /safe-lib-2-0-1-tar-gz/safe_lib_2_0/src/safe_string/strcat_s.c
```

* strispassword_s.c * October 2008, Bo Berry * Copyright (c) 2008-2010, 2013 by Cisco Systems, Inc. * All rights Reserved. Found in path(s): * /safe-lib-2-0-1-tar-gz/safe_lib_2_0/src/safe_string/strispassword_s.c No license file was found, but licenses were detected in source scan. /*_____ * safe str constraint.h * October 2008, Bo Berry * Copyright (c) 2008-2010, 2013 by Cisco Systems, Inc. * Permission is hereby granted, free of charge, to any person * obtaining a copy of this software and associated documentation * files (the "Software"), to deal in the Software without restriction, * including without limitation the rights to use, copy, modify, merge, * publish, distribute, sublicense, and/or sell copies of the Software, * and to permit persons to whom the Software is furnished to do so, * subject to the following conditions: * The above copyright notice and this permission notice shall be * included in all copies or substantial portions of the Software. * THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, * EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES * OF MERCHANTABILITY. FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. * IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY * CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, * TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE * SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE. */ Found in path(s): * /safe-lib-2-0-1-tar-gz/safe_lib_2_0/src/safe_string/safe_str_constraint.h

* strlastsame s.c * November 2008, Bo Berry * Copyright (c) 2008-2010, 2013 by Cisco Systems, Inc. * All rights reserved Found in path(s): */safe-lib-2-0-1-tar-gz/safe_lib_2_0/src/safe_string/strlastsame_s.c No license file was found, but licenses were detected in source scan. * safe limits.h -- limits include for portability * February 2009, Bo Berry * Copyright (c) 2009-2010, 2013 by Cisco Systems, Inc. * Permission is hereby granted, free of charge, to any person * obtaining a copy of this software and associated documentation * files (the "Software"), to deal in the Software without restriction, * including without limitation the rights to use, copy, modify, merge, * publish, distribute, sublicense, and/or sell copies of the Software, * and to permit persons to whom the Software is furnished to do so, * subject to the following conditions: * The above copyright notice and this permission notice shall be * included in all copies or substantial portions of the Software. * THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, * EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE **WARRANTIES** * OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. * IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY * CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, * TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE * SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE. */ Found in path(s): * /safe-lib-2-0-1-tar-gz/safe_lib_2_0/include/safe_limits.h

* strlastchar_s.c * November 2008, Bo Berry * Copyright (c) 2008-2010, 2013 by Cisco Systems, Inc. * All rights reserved */ Found in path(s): * /safe-lib-2-0-1-tar-gz/safe_lib_2_0/src/safe_string/strlastchar_s.c No license file was found, but licenses were detected in source scan. /*_____ * strncat_s.c * October 2008, Bo Berry * Copyright (c) 2008-2010, 2013 by Cisco Systems, Inc. * All Rights reserved *_____ Found in path(s): */safe-lib-2-0-1-tar-gz/safe_lib_2_0/src/safe_string/strncat_s.c No license file was found, but licenses were detected in source scan. * strcpyfldin_s.c * November 2008, Bo Berry * Copyright (c) 2008-2010, 2013 by Cisco Systems, Inc. * All rights Reserved. */ Found in path(s): * /safe-lib-2-0-1-tar-gz/safe_lib_2_0/src/safe_string/strcpyfldin_s.c No license file was found, but licenses were detected in source scan. /*_____ * strisuppercase_s.c * October 2008, Bo Berry * Copyright (c) 2008-2010, 2013 by Cisco Systems, Inc.

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* /safe-lib-2-0-1-tar-gz/safe_lib_2_0/src/safe_string/strisuppercase_s.c
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* strislowercase s.c
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* /safe-lib-2-0-1-tar-gz/safe_lib_2_0/src/safe_string/strislowercase_s.c
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* safe types.h -- types include for portability
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*/
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* /safe-lib-2-0-1-tar-gz/safe_lib_2_0/include/safe_types.h
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*_____
Found in path(s):
* /safe-lib-2-0-1-tar-gz/safe lib 2 0/src/safe string/strprefix s.c
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* safe lib.h -- library include for portability
* February 2009, Bo Berry
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```

```
* /safe-lib-2-0-1-tar-gz/safe_lib_2_0/include/safe_lib.h
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* strncpy_s.c
* October 2008, Bo Berry
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*_____
*/
Found in path(s):
* /safe-lib-2-0-1-tar-gz/safe_lib_2_0/src/safe_string/strncpy_s.c
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* strishex_s.c
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* safe_str_lib.h -- Safe C Library String APIs
* October 2008, Bo Berry
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```

1.23 re2 2022-06-01

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1.24 appcompat 1.6.0

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Found in path(s):

- * /appcompat-1-6-0-sources-jar/com/am/appcompat/view/ToggleView.java
- */appcompat-1-6-0-sources-jar/com/am/appcompat/dialog/MaterialAlertDialog.java
- * /appcompat-1-6-0-sources-jar/com/am/appcompat/view/FloatingActionMode.java

```
* /appcompat-1-6-0-sources-jar/com/am/appcompat/dialog/MaterialDialogFragment.java
/appcompat-1-6-0-sources-jar/com/am/appcompat/widget/ShapeableImageView.java
* /appcompat-1-6-0-sources-jar/com/am/appcompat/app/PendingIntentCompat.java
* /appcompat-1-6-0-sources-jar/com/am/appcompat/view/LayoutParams.java
* /appcompat-1-6-0-sources-jar/com/am/appcompat/dialog/MaterialDialog.java
* /appcompat-1-6-0-sources-jar/com/am/appcompat/app/ToolbarDelegate.java
* /appcompat-1-6-0-sources-jar/com/am/appcompat/storage/StorageManagerCompat.java
*/appcompat-1-6-0-sources-jar/com/am/appcompat/storage/StorageVolumeCompat.java
* /appcompat-1-6-0-sources-jar/com/am/appcompat/view/ActionModeCompat.java
* /appcompat-1-6-0-sources-jar/com/am/appcompat/graphics/CanvasCompat.java
* /appcompat-1-6-0-sources-jar/com/am/appcompat/os/BundleCompat.java
* /appcompat-1-6-0-sources-jar/com/am/appcompat/widget/AppCompatImageView.java
* /appcompat-1-6-0-sources-jar/com/am/appcompat/dialog/MaterialDialogHelper.java
*/appcompat-1-6-0-sources-jar/com/am/appcompat/widget/DividerItemDecoration.java
/appcompat-1-6-0-sources-jar/com/am/appcompat/view/MenuListView.java
* /appcompat-1-6-0-sources-jar/com/am/appcompat/view/MainLayout.java
*/appcompat-1-6-0-sources-jar/com/am/appcompat/dialog/MaterialAlertDialogFragment.java
* /appcompat-1-6-0-sources-jar/com/am/appcompat/view/MenuItemView.java
* /appcompat-1-6-0-sources-jar/com/am/appcompat/widget/ImageViewHelper.java
* /appcompat-1-6-0-sources-jar/com/am/appcompat/app/BackPressedDelegate.java
* /appcompat-1-6-0-sources-jar/com/am/appcompat/app/ApplicationCompat.java
* /appcompat-1-6-0-sources-jar/com/am/appcompat/widget/AppCompatImageButton.java
* /appcompat-1-6-0-sources-jar/com/am/appcompat/view/ToggleLayout.java
* /appcompat-1-6-0-sources-jar/com/am/appcompat/view/FloatingPopupWindow.java
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```

* /appcompat-1-6-0-sources-jar/com/am/appcompat/view/OverflowListView.java

- * /appcompat-1-6-0-sources-jar/com/am/appcompat/app/Fragment.java
- * /appcompat-1-6-0-sources-jar/com/am/appcompat/app/ApplicationHolder.java
- * /appcompat-1-6-0-sources-jar/com/am/appcompat/app/AppCompatDialogFragment.java
- */appcompat-1-6-0-sources-jar/com/am/appcompat/app/AppCompatAlertDialogFragment.java
- * /appcompat-1-6-0-sources-jar/com/am/appcompat/app/AppCompatActivity.java

1.25 gson 2.10.1

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Manifest-Version: 1.0

Created-By: 11.0.16.1 (Azul Systems, Inc.)

Build-Jdk-Spec: 11

Bnd-LastModified: 1673019830620

Bundle-ContactAddress: https://github.com/google/gson

Bundle-Description: Gson JSON library

Bundle-Developers: google;organization=Google;organizationUrl="https://w

ww.google.com"

Bundle-DocURL: https://github.com/google/gson/gson

Bundle-License: "Apache-2.0";link="https://www.apache.org/licenses/LICEN

SE-2.0.txt"

Bundle-ManifestVersion: 2

Bundle-Name: Gson

Bundle-RequiredExecutionEnvironment: JavaSE-1.7, JavaSE-1.8

Bundle-SCM: url="https://github.com/google/gson/gson/",connection="scm:g it:https://github.com/google/gson.git/gson",developer-connection="scm:g it:git@github.com:google/gson.git/gson",tag="gson-parent-2.10.1"

Bundle-SymbolicName: com.google.gson

Bundle-Vendor: Google Gson Project

Bundle-Version: 2.10.1

Export-Package: com.google.gson;uses:="com.google.gson.reflect,com.google.gson.stream";version="2.10.1",com.google.gson.annotations;version="2.10.1",com.google.gson.stream;v

10.1 ,com.googie.gson.fefiect,version= 2.10.1 ,com.googie.gson.stream,v

ersion="2.10.1"

Import-Package: sun.misc;resolution:=optional,com.google.gson.annotation

s

Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"

Tool: Bnd-6.4.0.202211291949

Multi-Release: true

Found in path(s):

* /gson-2-10-1-jar/META-INF/MANIFEST.MF

1.26 okhttp 4.11.0

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1.27 openh264 3.35.0

1.27.1 Available under license:

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1.28 firebase-messaging 31.4.0

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nav_order: 1 permalink: /

Contributor documentation

This site is a collection of docs and best practices for contributors to Firebase Android SDKs. It describes how Firebase works on Android and provides guidance on how to build/maintain a Firebase SDK.

New to Firebase?

```
- [Development Environment Setup]({{ site.baseurl }}{% link onboarding/env_setup.md %})
```

- [Creating a new SDK]({{ site.baseurl }}{% link onboarding/new_sdk.md %})
- [How Firebase works]({{ site.baseurl }}{% link how_firebase_works.md %})

has_children: true

permalink: /best_practices/

nav_order: 5

Best Practices

parent: Best Practices

Dependency Injection

While [Firebase Components]({{ site.baseurl }}{% link components/components.md %}) provides basic Dependency Injection capabilities for interop between Firebase SDKs, it's not ideal as a general purpose DI framework for a few reasons, to name some:

* It's verbose, i.e. requires manually specifying dependencies and constructing instances of components in Component

definitions.

* It has a runtime cost, i.e. initialization time is linear in the number of Components present in the graph

As a result using [Firebase Components]({{ site.baseurl }}{% link components/components.md %}) is appropriate only

for inter-SDK injection and scoping instances per `FirebaseApp`.

On the other hand, manually instantiating SDKs is often tedious, errorprone, and leads to code smells that make code less testable and couples it to the implementation rather than the interface. For more context see [Dependency Injection](https://en.wikipedia.org/wiki/Dependency_injection) and [Motivation](https://github.com/google/guice/wiki/Motivation).

{: .important }

It's recommended to use [Dagger](https://dagger.dev) for internal dependency injection within the SDKs and [Components]({{ site.baseurl }}{% link components/components.md %}) to inject inter-sdk dependencies that are available only at

runtime into the [Dagger Graph](https://dagger.dev/dev-guide/#building-the-graph) via [builder setters](https://dagger.dev/dev-guide/#binding-instances) or [factory arguments](https://dagger.dev/api/latest/dagger/Component.Factory.html).

```
See: [Dagger docs](https://dagger.dev)
See: [Dagger tutorial](https://dagger.dev/tutorial/)
```

{: .highlight }

While Hilt is the recommended way to use dagger in Android applications, it's not suitable for SDK/library development.

How to get started

Since [Dagger](https://dagger.dev) does not strictly follow semver and requires the dagger-compiler version to match the dagger library version,

it's not safe to depend

on it via a pom level dependency, see [This comment](https://github.com/firebase/firebase-android-sdk/issues/1677#issuecomment-645669608) for context. For this reason in Firebase SDKs we "vendor/repackage" Dagger into the SDK itself under

`com.google.firebase.{sdkname}.dagger`. While it incurs in a size increase, it's usually on the order of a couple of KB and is considered negligible.

To use Dagger in your SDK use the following in your Gradle build file:

```
""groovy
plugins {
    id("firebase-vendor")
}

dependencies {
    implementation(libs.javax.inject)
    vendor(libs.dagger.dagger) {
        exclude group: "javax.inject", module: "javax.inject"
    }
    annotationProcessor(libs.dagger.compiler)
}
"""
```

General Dagger setup

As mentioned in [Firebase Components]({{ site.baseurl }}{% link components/components.md %}), all components are scoped per `FirebaseApp`

meaning there is a single instance of the component within a given `FirebaseApp`.

inter-sdk dependencies and instatiate the Dagger component inside the `ComponentRegistrar`. ```kotlin class MyRegistrar : ComponentRegistrar { override fun getComponents() = listOf(Component.builder(MySdk::class.java) .add(Dependency.required(FirebaseOptions::class.java)) .add(Dependency.optionalProvider(SomeInteropDep::class.java)) .factory(c -> DaggerMySdkComponent.builder() .setFirebaseApp(c.get(FirebaseApp::class.java)) .setSomeInterop(c.getProvider(SomeInteropDep::class.java)) .build() .getMySdk()) .build() } Here's a simple way to define the dagger component: ```kotlin @Component(modules = MySdkComponent.MainModule::class) @Singleton interface MySdkComponent { // Informs dagger that this is one of the types we want to be able to create // In this example we only care about MySdk fun getMySdk(): MySdk // Tells Dagger that some types are not available statically and in order to create the component // it needs FirebaseApp and Provider<SomeInteropDep> @Component.Builder interface Builder { @BindsInstance fun setFirebaseApp(app: FirebaseApp) @BindsInstance fun setSomeInterop(interop: com.google.firebase.inject.Provider<SomeInteropDep>) fun build(): MySdkComponent @Module interface MainModule { // define module @Provides and @Binds here } } ... The only thing left to do is to properly annotate `MySdk`: ```kotlin

This makes it a natural fit to get all

@Singleton

```
class MySdk @Inject constructor(app: FirebaseApp, interopAdapter: MySdkAdapter) {
 fun someMethod() {
    interopAdapter.doInterop()
  }
}
@Singleton
class MySdkInteropAdapter @Inject constructor(private val interop:
com.google.firebase.inject.Provider<SomeInteropDep>) {
 fun doInterop() {
    interop.get().doStuff()
 }
}
## Scope
Unlike Component, Dagger does not use singleton scope by default and instead injects a new instance of a type at
each injection point,
in the example above we want 'MySdk' and
`MySdkInteropAdapter` to be singletons so they are are annotated with `@Singleton`.
See [Scoped bindings](https://dagger.dev/dev-guide/#singletons-and-scoped-bindings) for more details.
### Support multiple instances of the SDK per `FirebaseApp`(multi-resource)
As mentioned in [Firebase Components]({{ site.baseurl }}{% link components/components.md %}), some SDKs
support multi-resource mode,
which effectively means that there are 2 scopes at play:
1. `@Singleton` scope that the main `MultiResourceComponent` has.
2. Each instance of the sdk will have its own scope.
```mermaid
flowchart LR
subgraph FirebaseApp
 direction TB
 subgraph FirebaseComponents
 direction BT
 subgraph GlobalComponents[Outside of SDK]
 direction LR
 FirebaseOptions
 SomeInterop
 Executor["@Background Executor"]
 end
 subgraph DatabaseComponent["@Singleton DatabaseMultiDb"]
```

```
direction TB
 subgraph Singleton["@Singleton"]
SomeImpl -.-> SomeInterop
 SomeImpl -.-> Executor
 end
 subgraph Default["@DbScope SDK(default)"]
 MainClassDefault[FirebaseDatabase] --> SomeImpl
 SomeOtherImplDefault[SomeOtherImpl] -.-> FirebaseOptions
 MainClassDefault --> SomeOtherImplDefault
 end
 subgraph MyDbName["@DbScope SDK(myDbName)"]
 MainClassMyDbName[FirebaseDatabase] --> SomeImpl
 SomeOtherImplMyDbName[SomeOtherImpl] -.-> FirebaseOptions
 MainClassMyDbName --> SomeOtherImplMyDbName
 end
 end
 end
end
classDef green fill:#4db6ac
classDef blue fill:#1a73e8
class GlobalComponents green
class DatabaseComponent green
class Default blue
class MyDbName blue
As you can see above, `DatabaseMultiDb` and `SomeImpl` are singletons, while `FirebaseDatabase` and
`SomeOtherImpl` are scoped per `database name`.
It can be easily achieved with the help of [Dagger's subcomponents](https://dagger.dev/dev-guide/subcomponents).
For
example:
```kotlin
@Scope
annotation class DbScope
@Component(modules = DatabaseComponent.MainModule::class)
interface DatabaseComponent {
 fun getMultiDb(): DatabaseMultiDb
  @Component.Builder
 interface Builder {
   // usual setters for Firebase component dependencies
```

```
// ...
    fun build(): DatabaseComponent
  @Module(subcomponents = DbInstanceComponent::class)
 interface MainModule {}
  @Subcomponent(modules = DbInstanceComponent.InstanceModule::class)
  @DbScope
 interface DbInstanceComponent {
    fun factory(): Factory
    @Subcomponent.Factory
    interface Factory {
      fun create(@BindsInstance @Named("dbName") dbName: String)
    }
  }
  @Module
 interface InstanceModule {
    // ...
 }
}
Annotating `FirebaseDatabase`:
```kotlin
@DbScope
class FirebaseDatabase @Inject constructor(options: FirebaseOptions, @Named dbName: String) {
// ...
}
Implementing
`DatabaseMultiDb`:
```kotlin
@Singleton
class DatabaseMultiDb @Inject constructor(private val factory: DbInstanceComponent.Factory) {
private val instances = mutableMapOf<String, FirebaseDatabase>()
@Synchronized
fun get(dbName: String) : FirebaseDatabase {
 if (!instances.containsKey(dbName)) {
  mInstances.put(dbName, factory.create(dbName))
  }
 return mInstances.get(dbName);
```

```
}
}
parent: Onboarding
# Creating a new Firebase SDK
{:.no_toc}
1. TOC
{:toc}
Want to create a new SDK in
[firebase/firebase-android-sdk](https://github.com/firebase/firebase-android-sdk)?
Read on.
{:toc}
## Repository layout and Gradle
[firebase/firebase-android-sdk](https://github.com/firebase/firebase-android-sdk)
uses a multi-project Gradle build to organize the different libraries it hosts.
As a consequence, each project/product within this repo is hosted under its own
subdirectory with its respective build file(s).
```bash
firebase-android-sdk
buildSrc
appcheck
 firebase-appcheck
 firebase-appcheck-playintegrity
firebase-annotations
firebase-common
 firebase-common.gradle # note the name of the build file
 ktx.gradle.kts # it can also be kts
build.gradle # root project build file.
Most commonly, SDKs are located as immediate child directories of the root
directory, with the directory name being the exact name of the Maven artifact ID
the
library will have once released. e.g. `firebase-common` directory
hosts code for the `com.google.firebase:firebase-common` SDK.
{:.warning}
Note that the build file name for any given SDK is not `build.gradle` or `build.gradle.kts`
```

but rather mirrors the name of the sdk, e.g.

`firebase-common/firebase-common.gradle` or `firebase-common/firebase-common.gradle.kts`.

All of the core Gradle build logic lives in `buildSrc` and is used by all SDKs.

SDKs can be grouped together for convenience by placing them in a directory of choice.

```
Creating an SDK
```

Let's say you want to create an SDK named `firebase-foo`

- 1. Create a directory called `firebase-foo`.
- 1. Create a file `firebase-foo/firebase-foo.gradle.kts`.
- 1. Add `firebase-foo` line to `subprojects.cfg` at the root of the tree.

### Update `firebase-foo.gradle.kts` with the following content

```
<details open markdown="block">
<summary>
 firebase-foo.gradle.kts
</summary>
```kotlin
plugins {
id("firebase-library")
// Uncomment
for Kotlin
// id("kotlin-android")
firebaseLibrary {
 // enable this only if you have tests in `androidTest`.
 testLab.enabled = true
 publishSources = true
 publishJavadoc = true
}
android {
val targetSdkVersion: Int by rootProject
val minSdkVersion: Int by rootProject
compileSdk = targetSdkVersion
defaultConfig {
 namespace = "com.google.firebase.foo"
 // change this if you have custom needs.
 minSdk = minSdkVersion
 targetSdk = targetSdkVersion
```

```
testInstrumentationRunner = "androidx.test.runner.AndroidJUnitRunner"
}
testOptions.unitTests.isIncludeAndroidResources = true \\
}
dependencies {
implementation(project(":firebase-common"))
implementation(project(":firebase-components"))
}
</details>
### Create `src/main/AndroidManifest.xml` with the following content:
<details open markdown="block">
<summary>
 src/main/AndroidManifest.xml
</summary>
```xml
<?xml version="1.0" encoding="utf-8"?>
<!-- Copyright { { 'now' |
date: "%Y" }} Google LLC -->
<!--->
<!-- Licensed 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 -->
<!--->
<!--
 http://www.apache.org/licenses/LICENSE-2.0 -->
<!--->
<!-- 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 -->
<!-- limitations under the License. -->
<manifest xmlns:android="http://schemas.android.com/apk/res/android">
<application>
 <service android:name="com.google.firebase.components.ComponentDiscoveryService"</pre>
 android:exported="false">
 <meta-data
 and roid: name = "com.google.firebase.components:com.google.firebase.foo.FirebaseFooRegistrar" \\
 android:value="com.google.firebase.components.ComponentRegistrar" />
 </service>
</application>
</manifest>
```

```
</details>
Create `com.google.firebase.foo.FirebaseFoo`
For Kotlin
<details open markdown="block">
<summary>
 src/main/kotlin/com/google/firebase/foo/FirebaseFoo.kt\\
</summary>
```kotlin
class FirebaseFoo {
companion object {
  @JvmStatic
 val instance: FirebaseFoo
   get() = getInstance(Firebase.app)
  @JvmStatic fun getInstance(app: FirebaseApp): FirebaseFoo = app.get(FirebaseFoo::class.java)
}
}
</details>
For Java
<details markdown="block">
<summary>
 src/main/java/com/google/firebase/foo/FirebaseFoo.java
</summary>
```java
public class FirebaseFoo {
public static FirebaseFoo getInstance() {
 return getInstance(FirebaseApp.getInstance());
public static FirebaseFoo getInstance(FirebaseApp app) {
 return app.get(FirebaseFoo.class);
}
</details>
Create `com.google.firebase.foo.FirebaseFooRegistrar`
```

For

```
Kotlin
<details open markdown="block">
<summary>
 src/main/kotlin/com/google/firebase/foo/FirebaseFooRegistrar.kt \\
</summary>
{:.warning}
You should strongly consider using [Dependency Injection]({{ site.baseurl }}{% link
best_practices/dependency_injection.md % })
to instantiate your sdk instead of manually constructing its instance in the `factory()` below.
```kotlin
class FirebaseFooRegistrar : ComponentRegistrar {
override fun getComponents() =
 listOf(
   Component.builder(FirebaseFoo::class.java).factory { container -> FirebaseFoo() }.build(),
  Library Version Component.create ("fire-foo", Build Config. VERSION_NAME)
}
</details>
For Java
<details markdown="block">
<summary>
 src/main/java/com/google/firebase/foo/FirebaseFooRegistrar.java
</summary>
```java
public class FirebaseFooRegistrar implements ComponentRegistrar {
@Override
public List<Component<?>> getComponents() {
 return Arrays.asList(
 Component.builder(FirebaseFoo.class).factory(c
-> new FirebaseFoo()).build(),
 Library Version Component.create ("fire-foo", Build Config. VERSION_NAME));
}
</details>
Continue to [How Firebase works]({{ site.baseurl }}{% link how_firebase_works.md %}).
Test license
has_children: true
```

```
permalink: /components/
nav_order: 4

Firebase Components
{: .no_toc}

1. TOC
{:toc}
```

Firebase is known for being easy to use and requiring no/minimal configuration at runtime. Just adding SDKs to the app makes them discover each other to provide additional functionality, e.g. `Firestore` automatically integrates with `Auth` if present in the app.

- \* Firebase SDKs have required and optional dependencies on other Firebase SDKs
- \* SDKs have different initialization requirements, e.g. `Analytics` and `Crashlytics` must be initialized upon application startup, while some are initialized on demand only.

To accommodate these requirements Firebase uses a component model that discovers SDKs present in the app, determines their dependencies and provides them to dependent SDKs via a `Dependency Injection` mechanism.

This page describes the aforementioned Component Model, how it works and why it's needed.

## Design Considerations

### Transparent/invisible to 3p Developers

То

provide good developer experience, we don't want developers to think about how SDKs work and interoperate internally.

Instead we want our SDKs to have a simple API surface that hides all of the internal details.

Most products have an API surface that allows developers to get aninstance of a given SDK via

`FirebaseFoo.getInstance()`

and start using it right away.

### Simple to use and integrate with for component developers

- \* The component model is lightweight in terms of integration effort. It is not opinionated on how components are structured.
- \* The component model should require as little cooperation from components runtime as possible.
- \* It provides component developers with an API that is easy to use correctly, and hard to use incorrectly.
- \* Does not sacrifice testability of individual components in isolation

### Performant at startup and initialization

The runtime does as little work as possible during initialization.

## What is a Component?

## A Firebase Component is an entity that: \* Implements one or more interfaces \* Has a list of dependencies(required or optional). See [Dependencies]({{ site.baseurl }}{% link components/dependencies.md % }) \* Has initialization requirements(e.g. eager in default app) \* Defines a factory creates an instance of the components interface given it's dependencies. (In other words describes how to create the given component.) Example: ```java // Defines a component that is registered as both `FirebaseAuth` and `InternalAuthProvider`. Component<FirebaseAuth> auth = Component.builder(FirebaseAuth.class, InternalAuthProvider.class) // Declares dependencies .add(Dependency.required(FirebaseOptions.class)) // Defines a factory .factory(container -> new FirebaseAuth(container.get(FirebaseOptions.class))) .eagerInDefaultApp() // alwaysEager() or lazy(), lazy is the default. .build() All components are singletons within a Component Container(e.g. one instance per FirebaseApp). There are however SDKs that need the ability to expose multiple objects per FirebaseApp, for example RTBD(as well as Storage and Firestore) has multidb support which allows developers to access one or more databases within one FirebaseApp. To address this requirement, SDKs have to register their components in the following form(or similar): // This is the singleton holder of different instances of FirebaseDatabase. interface RtdbComponent { FirebaseDatabase getDefault(); FirebaseDatabase get(String databaseName); As you can see in the previous section, components are just values and don't have any behavior per se, essentially they are just blueprints of how to create them and what dependencies they need.

So there needs to be some ComponentRuntime that can discover and wire them together into a dependency graph, in order to do that, there needs to be an agreed upon location where SDKs can register the components they provide.

The next 2 sections describe how it's done.

## Component

In order to define the `Components` an SDK provides, it needs to define a class that implements `ComponentRegistrar`,

this class contains all component definitions the SDK wants to register with the runtime:

```
public class MyRegistrar implements ComponentRegistrar {

/// Returns a one or more Components that will be registered in

/// FirebaseApp and participate in dependency resolution and injection.

@Override

public Collection<FirebaseComponent<?>>> getComponents() {

Arrays.asList(Component.builder(MyType.class)

/* ... */

.build());

}

}
```

## Component Discovery

In addition to creating the `ComponentRegistrar` class, SDKs also need to add them to their `AndroidManifest.xml` under `ComponentDiscoveryService`:

When the final app is built, manifest registrar entries will all end up inside the above `service` as metadata key-value pairs.

At this point `FirebaseApp` will instantiate them and use the `ComponentRuntime` to construct the component graph.

## Dependency resolution and initialization

### Definitions and constraints

\* \*\*Component A depends on Component B\*\* if `B` depends on an `interface` that `A` implements.

\* \*\*For any Interface I, only one component is allowed to implement I\*\*(with the exception of

[Set Dependencies]({{ site.baseurl }}{% link components/dependencies.md %}#set-dependencies)). If this invariant is violated, the container will

fail to start at runtime.

\* \*\*There must not be any dependency cycles\*\* among components.

See Dependency Cycle Resolution on how this limitation can

be mitigated

\* \*\*Components are initialized lazily by default\*\*(unless a component is declared eager) and are initialized when requested

by an application either directly or transitively.

The initialization phase of the FirebaseApp will consist of the following steps:

- 1. Get a list of available FirebaseComponents that were discovered by the Discovery mechanism
- 2. Topologically sort components based on their declared dependencies failing if a dependency cycle is detected or multiple implementations are registered for any interface.
- 3. Store a map of {iface -> ComponentFactory} so that components can be instantiated on demand(Note that component instantiation does not yet happen)
- 4. Initialize EAGER components or schedule them to initialize on device unlock, if in direct boot mode.

### Initialization example

Below is an example illustration of the state of the component graph after initialization:

```mermaid

flowchart

TD

Analytics --> Installations

Auth --> Context

Auth --> FirebaseOptions

Context[android.os.Context]

Crashlytics --> Installations

Crashlytics --> FirebaseApp

Crashlytics --> FirebaseOptions

Crashlytics -.-> Analytics

Crashlytics --> Context

Database -.-> Auth

Database --> Context

Database --> FirebaseApp

Database --> FirebaseOptions

Firestore -.-> Auth

Messaging --> Installations

 $Messaging {\it -->} FirebaseOptions$

Messaging --> Context

RemoteConfig --> FirebaseApp

RemoteConfig --> Context

RemoteConfig --> Installations

```
classDef eager fill:#4db66e,stroke:#4db6ac,color:#000;
 classDef transitive fill:#4db6ac,stroke:#4db6ac,color:#000;
 classDef always fill:#1a73e8,stroke:#7baaf7,color:#fff;
 class Analytics eager
 class Crashlytics eager
 class Context always
 class FirebaseOptions always
 class FirebaseApp always
 class Installations transitive
There are **2
explicitly eager** components in this example: `Crashlytics` and `Analytics`.
These components are initialized when `FirebaseApp` is initialized. `Installations` is initialized eagerly because
eager components depends on it(see Prefer Lazy dependencies to avoid this as mush as possible).
`FirebaseApp`, `FirebaseOptions` and `Android Context` are always present in the Component Container and are
considered initialized as well.
*The rest of the components are left uninitialized and will remain so until the client application requests them or an
eager
component initializes them by using a Lazy dependency.*
For example, if the application calls `FirebaseDatabase.getInstance()`, the container will initialize `Auth` and
`Database`
and will return 'Database' to the user.
### Support multiple instances of the SDK per `FirebaseApp`(multi-resource)
Some SDKs support multi-resource mode of operation, where it's possible to create more than one instance per
`FirebaseApp`.
Examples:
* RTDB allows
more than one database in a single Firebase project, so it's possible to instantiate one instance of the sdk per datbase
```kotlin
val rtdbOne = Firebase.database(app) // uses default database
val rtdbTwo = Firebase.database(app, "dbName")
```

\* Firestore, functions, and others support the same usage pattern

To allow for that, such SDKs register a singleton "MultiResource" [Firebase component]({{ site.baseurl }}{% link components/components.md %}),

which creates instances per resource(e.g. db name).

```
Example
```kotlin
class DatabaseComponent(private val app: FirebaseApp, private val tokenProvider: InternalTokenProvider) {
private val instances: MutableMap<String, FirebaseDatabase> = new HashMap<>();
@Synchronized
fun get(dbName: String) : FirebaseDatabase {
 if (!instances.containsKey(dbName)) {
   instances.put(dbName, FirebaseDatabase(app, tokenProvider, dbName))
 return instances.get(dbName);
}
class FirebaseDatabase(
 app: FirebaseApp,
 tokenProvider:
InternalTokenProvider.
 private val String dbName)
 companion object {
   fun getInstance(app : FirebaseApp) = getInstance("default")
   fun getInstance(app : FirebaseApp, dbName: String) =
    app.get(DatabaseComponent::class.java).get("default")
  }
title: Contributor documentation
description: Documentation and best practices for Android SDK development
logo: "https://firebase.google.com/downloads/brand-guidelines/SVG/logo-logomark.svg"
remote_theme: just-the-docs/just-the-docs@v0.4.0.rc3
plugins:
- jekyll-remote-theme
color_scheme: light
# Aux links for the upper right navigation
aux_links:
"SDK Github Repo":
 - "//github.com/firebase/firebase-android-sdk"
# Enable or disable the site search
```

Split pages into sections that can be searched individually

Supports true (default) or false

search_enabled: true

search:

```
# Supports 1 - 6, default: 2
heading_level: 6
# Maximum amount of previews per search result
# Default: 3
previews: 2
# Maximum amount of words to display before a matched word in the preview
# Default: 5
preview_words_before: 3
# Maximum amount of words to display after a matched word in the preview
# Default: 10
preview_words_after: 3
# Set the search token separator
# Default: /[\s\-/]+/
 # Example: enable support for hyphenated search words
tokenizer_separator: /[\s/]+/
# Display the relative url in search results
# Supports true (default) or false
rel url: true
# Enable or disable the search button that appears in the bottom right corner of every page
# Supports true or false (default)
button: false
mermaid:
# Version of mermaid library
# Pick an available version from https://cdn.jsdelivr.net/npm/mermaid/
version: "9.2.2"
# Put any additional configuration, such as setting the theme, in _includes/mermaid_config.js
# Enable or disable heading anchors
heading_anchors: true
permalink: pretty
callouts_level: quiet
callouts:
highlight:
 color: yellow
important:
 title: Important
 color: blue
new:
 title: New
 color: green
note:
 title: Note
 color: purple
warning:
 title: Warning
 color: red
```

```
# Back to top link
back_to_top: true
back_to_top_text: "Back to top"
# Footer last edited timestamp
last_edit_timestamp:
true # show or hide edit time - page must have `last_modified_date` defined in the frontmatter
last_edit_time_format: "%b %e %Y at %I:%M %p" # uses ruby's time format: https://ruby-doc.org/stdlib-
2.7.0/libdoc/time/rdoc/Time.html
# Footer "Edit this page on GitHub" link text
gh_edit_link: true # show or hide edit this page link
gh_edit_link_text: "Edit this page on GitHub"
gh_edit_repository: "https://github.com/firebase/firebase-android-sdk" # the github URL for your repo
gh_edit_branch: "master" # the branch that your docs is served from
gh edit source: "contributor-docs" # the source that your files originate from
gh_edit_view_mode: "edit" # "tree" or "edit" if you want the user to jump into the editor immediately
name: Copyright check
on: pull_request
concurrency:
group: ${{ github.workflow }}-${{ github.event.pull_request.number || github.ref }}
cancel-in-progress: true
jobs:
copyright-check:
 runs-on: ubuntu-22.04
 steps:
   - uses: actions/checkout@v3.0.2
   - uses: actions/setup-python@v2
    with:
     python-version: '3.9'
     pip install -e "ci/fireci"
   - run:
     fireci copyright_check \
      -е ру
      -e gradle
      -e java
      -e kt
      -e groovy
      -e sh
       -e proto
parent: Firebase Components
```

```
# Dynamic Module Support
TODO
parent: Firebase Components
# Executors
{:.no_toc}
1. TOC
{:toc}
## Intro
OS threads are a limited resource that needs to be used with care. In order to minimize the number of threads used
by Firebase
as a whole and to increase resource sharing Firebase Common provides a set of standard
[executors](https://developer.android.com/reference/java/util/concurrent/Executor)
and [coroutine dispatchers](https://kotlinlang.org/api/kotlinx.coroutines/kotlinx-coroutines-core/kotlinx.coroutines/-
coroutine-dispatcher/)
for use by all Firebase SDKs.
These executors are available as components and can be requested by product SDKs as component dependencies.
Example:
```java
public class MyRegistrar implements ComponentRegistrar {
public List<Component<?>>> getComponents() {
 Qualified<Executor> backgroundExecutor = Qualified.qualified(Background.class, Executor.class);
 Qualified<ExecutorService> liteExecutorService = Qualified.qualified(Lightweight.class, ExecutorService.class);
 return Collections.singletonList(
 Component.builder(MyComponent.class)
 .add(Dependency.required(backgroundExecutor))
 .add(Dependency.required(liteExecutorService))
 .factory(c -> new MyComponent(c.get(backgroundExecutor), c.get(liteExecutorService)))
 .build());
}
All executors(with the exception of `@UiThread`) are available as the following interfaces:
```

\* `Executor`

```
* `ExecutorService`
```

`@UiThread` is provided only as a plain `Executor`.

### Validation

### UiThread

All SDKs have a custom linter check that detects creation of thread pools and threads, this is to ensure SDKs use the above executors instead of creating their own.

## Choose the right executor

Use the following diagram to pick the right executor for the task you have at hand.

```
```mermaid
flowchart TD
 Start[Start] --> DoesBlock{Does it block?}
 DoesBlock -->|No| NeedUi{Does it need to run\n on UI thread?}
 NeedUi -->
|Yes| UiExecutor[[UiThread Executor]]
 NeedUi --> |No| \ TakesLong\{Does \ it \ take \ more \ than \ \ 10ms \ to \ execute?\}
 TakesLong --> |No| LiteExecutor[[Lightweight Executor]]
 TakesLong --> |Yes| BgExecutor[[Background Executor]]
 DoesBlock --> |Yes| DiskIO{Does it block only\n on disk IO?}
 DiskIO --> |Yes| BgExecutor
 DiskIO --> |No| BlockExecutor[[Blocking Executor]]
 classDef start fill:#4db6ac,stroke:#4db6ac,color:#000;
 class Start start
 classDef condition fill:#f8f9fa,stroke:#bdc1c6,color:#000;
 class DoesBlock condition;
 class NeedUi condition;
 class TakesLong condition;
 class DiskIO condition;
 classDef executor fill:#1a73e8,stroke:#7baaf7,color:#fff;
 class UiExecutor executor;
 class LiteExecutor executor;
 class BgExecutor executor;
 class BlockExecutor executor;
```

Used to schedule tasks on application's UI thread, internally it uses a Handler to post runnables onto the main

^{* `}ScheduledExecutorService`

^{* `}CoroutineDispatcher`

```
looper.
Example:
```java
//
Java
Qualified<Executor> uiExecutor = qualified(UiThread.class, Executor.class);
```kotlin
// Kotlin
Qualified<CoroutineDispatcher> dispatcher = qualified(UiThread::class.java, CoroutineDispatcher::class.java);
### Lightweight
Use for tasks that never block and don't take to long to execute. Backed by a thread pool of N threads
where N is the amount of parallelism available on the device(number of CPU cores)
Example:
```java
// Java
Qualified<Executor> liteExecutor = qualified(Lightweight.class, Executor.class);
```kotlin
// Kotlin
Qualified<CoroutineDispatcher> dispatcher = qualified(Lightweight::class.java, CoroutineDispatcher::class.java);
### Background
Use for tasks that may block on disk IO(use `@Blocking` for network IO or blocking on other threads).
Backed by 4 threads.
Example:
```java
// Java
Qualified<Executor> bgExecutor = qualified(Background.class, Executor.class);
```kotlin
// Kotlin
Qualified<CoroutineDispatcher> dispatcher
```

```
= qualified(Background::class.java, CoroutineDispatcher::class.java);
### Blocking
Use for tasks that can block for arbitrary amounts of time, this includes network IO.
Example:
```java
// Java
Qualified<Executor> blockingExecutor = qualified(Blocking.class, Executor.class);
```kotlin
// Kotlin
Qualified<CoroutineDispatcher> dispatcher = qualified(Blocking::class.java, CoroutineDispatcher::class.java);
### Other executors
#### Direct executor
{:.warning}
Prefer `@Lightweight` instead of using direct executor as it could cause dead locks and stack overflows.
For any trivial tasks that don't need to run asynchronously
Example:
```kotlin
FirebaseExecutors.directExecutor()
Sequential Executor
When you need an executor that runs tasks sequentially and guarantees any memory access is synchronized prefer to
use a sequential executor instead of creating a `newSingleThreadedExecutor()`.
Example:
```java
// Pick the appropriate underlying executor using the
Qualified<Executor> bgExecutor = qualified(Background.class, Executor.class);
// ...
Executor\ sequential Executor = Firebase Executors. new Sequential Executor (c.get (bg Executor));
```

```
## Proper Kotlin usage
```

A `CoroutineContext` should be preferred when possible over an explicit `Executor` or `CoroutineDispatcher`. You should only use an `Executor` at the highest (or inversely the lowest) level of your implementations. Most classes should not be concerned with the existence of an `Executor`.

Keep in mind that you can combine `CoroutineContext` with other `CoroutineScope` or `CoroutineContext`. And that all `suspend` functions inherent their `coroutineContext`:

```
"`kotlin
suspend fun createSession(): Session {
  val context = backgroundDispatcher.coroutineContext + coroutineContext
  return Session(context)
}
```

To learn more, you should give the following Kotlin wiki page a read:

[Coroutine context and dispatchers](https://kotlinlang.org/docs/coroutine-context-and-dispatchers.html#dispatchers-and-threads)

##

Testing

Using Executors in tests

`@Lightweight` and `@Background` executors have StrictMode enabled and throw exceptions on violations. For example trying to do Network IO on either of them will throw.

With that in mind, when it comes to writing tests, prefer to use the common executors as opposed to creating your own thread pools. This will ensure that your code uses the appropriate executor and does not slow down all of Firebase by using the wrong one.

To do that, you should prefer relying on Components to inject the right executor even in tests. This will ensure your tests are always using the executor that is actually used in your SDK build. If your SDK uses Dagger, see [Dependency Injection]({{ site.baseurl }}{% link best_practices/dependency_injection.md %}) and [Dagger's testing guide](https://dagger.dev/dev-guide/testing).

When the above is not an option, you can use `TestOnlyExecutors`, but make sure you're testing your code with

the same executor that is used in production code:

```
""kotlin
dependencies {
   // ...
testImplementation(project(":integ-testing"))
```

```
// or
androidTestImplementation(project(":integ-testing"))
}

This gives access to

"``java
TestOnlyExecutors.ui();
TestOnlyExecutors.background();
TestOnlyExecutors.blocking();
TestOnlyExecutors.lite();

"``
```

Unit tests require [Robolectric](https://github.com/robolectric/robolectric) to function correctly, and this comes with a major drawback; no policy validation.

Robolectric supports `StrictMode`- but does not provide the backing for its policy mechanisms to fire on violations. As such, you'll be able to do things like using `TestOnlyExecutors.background()` to execute blocking actions; usage that would have otherwise crashed in a real application.

Unfortunately, there is no easy way to fix this for unit tests. You can get around the issue by moving the tests to an emulator (integration tests)- but those can

be more expensive than your standard unit test, so you may want to take that into consideration when planning your testing strategy.

StandardTestDispatcher support

Policy violations in tests

The [kotlin.coroutines.test](https://kotlin.github.io/kotlinx.coroutines/kotlinx-coroutines-test/) library provides support for a number of different mechanisms in tests. Some of the more famous features include:

- [advanceUntilIdle] (https://kotlin.github.io/kotlinx.coroutines/kotlinx-coroutines-test/kotlinx.coroutines.test/-test-coroutine-scheduler/advance-until-idle.html)
- [advanceTimeBy](https://kotlin.github.io/kotlinx.coroutines/kotlinx-coroutines-test/kotlinx.coroutines.test/-test-coroutine-scheduler/advance-time-by.html)
- [runCurrent](https://kotlin.github.io/kotlinx.coroutines/kotlinx-coroutines-test/kotlinx.coroutines.test/-test-coroutine-scheduler/run-current.html)

These features are all backed by `StandardTestDispatcher`, or more appropriately, the `TestScope` provided in a `runTest` block.

Unfortunately,

```
Meaning, should you use `TestOnlyExecutors` in your tests- you won't be able to utilize
the features provided by `TestScope`:
```kotlin
@Test
fun doesStuff() = runTest {
 val scope = CoroutineScope(TestOnlyExecutors.background().asCoroutineDispatcher())
 scope.launch {
 // ... does stuff
 }
 runCurrent() // doesn't invoke scope ??
}
To help fix this, we provide an extension method on `TestScope` called
`firebaseExecutors`. It facilitates the binding of `TestOnlyExecutors` with the
current `TestScope`.
For example, here's how you could use this extension method in a test:
```kotlin
@Test
fun doesStuff() = runTest {
  val scope = CoroutineScope(firebaseExecutors.background)
  scope.launch {
   // ... does stuff
  }
  runCurrent()
}
nav_order: 3
# How Firebase Works
## Background
### Eager Initialization
```

`TestOnlyExecutors` does not natively bind with `TestScope`.

One of the biggest strengths for Firebase clients is the ease of integration. In a common case, a developer has very few things to do to integrate with Firebase. There is no need to initialize/configure Firebase at runtime. Firebase automatically initializes at application start and begins providing value to developers. A few notable examples:

^{* `}Analytics` automatically tracks app events

- * `Firebase Performance` automatically tracks app startup time, all network requests and screen performance
- * `Crashlytics` automatically captures all application crashes, ANRs and non-fatals

This feature makes onboarding and adoption very simple. However, comes with the great responsibility of keeping the application snappy. We shouldn't slow down application startup for 3p developers as it can stand in the way of user adoption of their application.

Automatic Inter-Product Discovery

When present together in an

application, Firebase products can detect each other and automatically provide additional functionality to the developer, e.g.:

- * `Firestore` automatically detects `Auth` and `AppCheck` to protect read/write access to the database
- * `Crashlytics` integrates with `Analytics`, when available, to provide additional insights into the application behavior and enables safe app rollouts

FirebaseApp at the Core of Firebase

Regardless of what Firebase SDKs are present in the app, the main initialization point of Firebase is `FirebaseApp`. It acts as a container for all SDKs, manages their configuration, initialization and lifecycle.

Initialization

`FirebaseApp` gets initialized with the help of `FirebaseApp#initializeApp()`. This happens [automatically at app startup](https://firebase.blog/posts/2016/12/how-does-firebase-initialize-on-android) or manually by the developer.

During initialization, `FirebaseApp` discovers all Firebase SDKs present in the app, determines the dependency graph between products(for inter-product functionality) and initializes `eager` products that need to start immediately, e.g. `Crashlytics` and `FirebasePerformance`.

Firebase Configuration

`FirebaseApp` contains Firebase configuration for all products to use, namely `FirebaseOptions`, which tells Firebase which `Firebase` project to talk to, which real-time database to use, etc.

Additional Services/Components

In addition to `FirebaseOptions`, `FirebaseApp` registers additional components that product SDKs can request via dependency injection. To name a few:

- * `android.content.Context`(Application context)
- * [Common Executors]({{ site.baseurl }}{% link components/executors.md %})
- * `FirebaseOptions`
- * Various internal components

Discovery and Dependency Injection

There are multiple considerations that lead to the current design of how Firebase SDKs initialize.

- 1. Certain SDKs need to initialize at app startup.
- 2. SDKs have optional dependencies on other products that get enabled when the developer adds the dependency to their app.

To enable this functionality, Firebase uses a runtime discovery and dependency injection framework [firebase-components](https://github.com/firebase/firebase-android-sdk/tree/master/firebase-components).

To integrate with this framework SDKs register the components they provide via a `ComponentRegistrar` and declare any dependencies they need to initialize, e.g.

```
```java
public class MyRegistrar implements ComponentRegistrar {
@Override
public List<Component<?>>> getComponents() {
 return Arrays.asList(
 // declare the component
 Component.builder(MyComponent.class)
 // declare dependencies
 .add(Dependency.required(Context.class))
 .add(Dependency.required(FirebaseOptions.class))
 . add (Dependency. optional Provider (Internal Auth Provider. class)) \\
 // let the runtime know how to create your component.
 .factory(
 diContainer
->
 new MyComponent(
 diContainer.get(Context.class),
 diContainer.get(FirebaseOptions.class),
 diContainer.get(InternalAuthProvider.class)))
 .build());
}
}
```

This registrar is then registered in `AndroidManifest.xml` of the SDK and is used by `FirebaseApp` to discover all components and construct the dependency graph.

```
More details in [Firebase Components]({{ site.baseurl }}{% link components/components.md %}).

parent: Onboarding

```

# Development Environment Setup

This page describes software and configuration required to work on code in the [Firebase/firebase-android-sdk](https://github.com/firebase/firebase-android-sdk)

repository. {:toc} ## JDK The currently required version of the JDK is `11`. Any other versions are unsupported and using them could result in build failures. ## Android Studio In general, the most recent version of Android Studio should work. The version that is tested at the time of this writing is `Dolphin | 2021.3.1`. Download it here: [Download Android Studio](https://developer.android.com/studio) ## Emulators If you plan to run tests on emulators(you should), you should be able to install them directly from Android Studio's AVD manager. ## Github (Googlers Only) To onboard and get write access to the github repository you need to have a github account fully linked with [go/github](http://go/github). File a bug using this [bug template](http://b/issues/new?component=312729&template=1016566) for access to be granted. After that configure github keys as usual using this [Github documentation page](https://docs.github.com/en/github/authenticating-to-github/connecting-to-github-withssh). ## Importing the repository 1. Clone the repository with `git clone --recurse-submodules

- git@github.com:firebase/firebase-android-sdk.git`.
- 1. Open Android Studio and click "Open an existing project". ![Open an existing project](as\_open\_project.png)
- 1. Find the `firebase-android-sdk` directory and open.
- 1. To run integration/device tests you will need a `google-services.json` file.

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has children: true
permalink: /onboarding/
nav order: 2
Onboarding
parent: Firebase Components
Dependencies
{:.no_toc}
1. TOC
{:toc}
This page gives an overview of the different dependency types supported by the Components Framework.
Background
As discussed in [Firebase Components]({{ site.baseurl }}{% link components/components.md %}), in order
for a `Component` to be injected with the things it needs to function, it has to declare its dependencies.
Firebase Components provide different types of dependencies.
```

These dependencies are then made available and injected into `Components` at runtime.

## Lazy vs Eager dependencies

When it comes to initialize a component, there are 2 ways of provide its dependencies.

### Direct Injection

With this type of injection, the component gets an instance of its dependency directly.

```
```kotlin
class MyComponent(private val dep : MyDep) {
  fun someMethod() {
    dep.use();
  }
}
```

As you can see above the component's dependency is passed by value directly, which means that the dependency needs

to be fully initialized before

it's handed off to the requesting component. As a result `MyComponent` may have to pay the cost of initializing `MyDep` just to be created.

Lazy/Provider Injection

With this type of injection, instead of getting an instance of the dependency directly, the dependency is passed into the `Component` with the help of a `com.google.firebase.inject.Provider`

```
""java
public interface Provider<T> { T get(); }
""
kotlin
class MyComponent(private val dep : Provider<MyDep>) {
fun someMethod() {
    // Since all components are singletons, each call to
    // get() will return the same instance.
    dep.get().use();
}
}
```

On the surface this does not look like a big change, but it has an important side effect. In order to create an instance of `MyComponent`, we don't need to initialize `MyDep` anymore. Instead, initialization can be delayed until `MyDep` is actually used.

It is also benefitial to use a `Provider` in the context of [Play's dynamic feature delivery](https://developer.android.com/guide/playcore/feature-delivery).

See [Dynamic Module Support]({{ site.baseurl }}{% link components/dynamic_modules.md %}) for more details.

Required dependencies

This type of dependency informs the `ComponentRuntime` that a given `Component` cannot function without a dependency.

When the dependency is missing during initialization, `ComponentRuntime` will throw a `MissingDependencyException`.

This type of dependency is useful for built-in components that are always present like `Context`, `FirebaseApp`, `FirebaseOptions`, [Executors]({{ site.baseurl }}{% link components/executors.md %}).

To declare a required dependency use one of the following in your `ComponentRegistrar`:

```
// Required directly injected dependency
.add(Dependency.required(MyDep.class))
// Required lazily injected dependency
.add(Dependency.requiredProvider(MyOtherDep.class))
.factory( c -> new MyComponent(c.get(MyDep.class), c.getProvider(MyOtherDep.class)))
.build();
```

Optional Dependencies

This type of dependencies is useful when your `Component` can operate normally when the dependency is not available, but can have enhanced functionality when present. e.g. `Firestore` can work without `Auth` but provides secure database access when `Auth` is present.

To declare an optional dependency use the following in your `ComponentRegistrar`:

```
""java
.add(Dependency.optionalProvider(MyDep.class))
.factory(c -> new MyComponent(c.getProvider(MyDep.class)))
.build();
```

The provider will return `null` if the dependency is not present in the app.

```
{:.warning}
```

When the app uses [Play's dynamic feature delivery](https://developer.android.com/guide/playcore/feature-delivery),

`provider.get()` will return your dependency when it becomes available. To support this use case, don't store references to the result of `provider.get()` calls.

```
See [Dynamic Module Support]({{ site.baseurl }}{% link components/dynamic_modules.md %}) for details
```

```
{: .warning }
```

See Deferred dependencies if you your dependency has a callback based API

Deferred Dependencies

Useful for optional dependencies which have a listener-style API, i.e. the dependent component registers a listener with the dependency and never calls it again (instead the dependency will call the registered listener). A good example is `Firestore`'s use of `Auth`, where `Firestore` registers a token change listener to get notified when a new token is available. The problem is that when `Firestore` initializes, `Auth` may not be

present in the app, and is instead part of a dynamic module that can be loaded at runtime on demand.

To solve this problem, Components have a notion of a `Deferred` dependency. A deferred is defined as follows:

```
```java
public interface Deferred<T> {
interface DeferredHandler<T> {
 @DeferredApi
 void handle(Provider<T> provider);
}
void whenAvailable(DeferredHandler<T> handler);
}
To use it a component needs to
call `Dependency.deferred(SomeType.class)`:
```kotlin
class MyComponent(deferred: Deferred<SomeType>) {
 deferred.whenAvailable { someType ->
   someType.registerListener(myListener)
  }
}
}
See [Dynamic Module Support]({{ site.baseurl }}{% link components/dynamic_modules.md %}) for details
## Set Dependencies
The Components Framework allows registering components to be part of a set, such components are registered
explicitly to be a part of a `Set<T>` as opposed to be a unique value of `T`:
```java
// Sdk 1
Component.intoSet(new SomeTypeImpl(), SomeType.class);
// Sdk 2
Component. into SetBuilder (Some Type. class) \\
.add(Dependency(SomeDep.class))
.factory(c -> new SomeOtherImpl(c.get(SomeDep.class)))
.build();
With the above setup each SDK contributes a value of `SomeType` into a `Set<SomeType>` which becomes
available as a
`Set` dependency.
```

To consume such a set the interested `Component` needs to declare a special kind of dependency in one of 2 ways:

\*

- `Dependency.setOf(SomeType.class)`, a dependency of type `Set<SomeType>`.
- \* `Dependency.setOfProvider(SomeType.class)`, a dependency of type `Provider<Set<SomeType>>`. The advantage of this

is that the `Set` is not initialized until the first call to `provider.get()` at which point all elements of the set will get initialized.

```
{:.warning}
```

Similar to optional `Provider` dependencies, where an optional dependency can become available at runtime due to [Play's dynamic feature delivery](https://developer.android.com/guide/playcore/feature-delivery),

`Set` dependencies can change at runtime by new elements getting added to the set.

So make sure to hold on to the original `Set` to be able to observe new values in it as they are added.

## Example:

```
""kotlin
class MyClass(private val set1: Set<SomeType>, private val set2: Provider<Set<SomeOtherType>>)
""java
Component.builder(MyClass.class)
.add(Dependency.setOf(SomeType.class))
.add(Dependency.setOfProvider(SomeOtherType.class))
.factory(c -> MyClass(c.setOf(SomeType.class), c.setOfProvider(SomeOtherType.class)))
.build();
```

# 1.29 crashlytics 31.4.0

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# 1.30 sipcc 12.8.0

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# contribution to the Google C++ Mocking Framework project. People

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# 1.31 libxml2 2.12.5

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# 1.32 sqlite 3.45.2

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```
** CAPI3REF: Configuration Options
** KEYWORDS: {configuration option}
** These constants are the available integer configuration options that
** can be passed as the first argument to the [sqlite3 config()] interface.
** Most of the configuration options for sqlite3_config()
** will only work if invoked prior to [sqlite3 initialize()] or after
** [sqlite3_shutdown()]. The few exceptions to this rule are called
** "anytime configuration options".
** ^Calling [sqlite3 config()] with a first argument that is not an
** anytime configuration option in between calls to [sqlite3_initialize()] and
** [sqlite3 shutdown()] is a no-op that returns SQLITE MISUSE.
** The set of anytime configuration options can change (by insertions
** and/or deletions) from one release of SQLite to the next.
** As of SQLite version 3.42.0, the complete set of anytime configuration
** options is:
**
** SQLITE CONFIG LOG
SQLITE CONFIG PCACHE HDRSZ
**
** New configuration options may be added in future releases of SQLite.
** Existing configuration options might be discontinued. Applications
** should check the return code from [sqlite3_config()] to make sure that
** the call worked. The [sqlite3_config()] interface will return a
** non-zero [error code] if a discontinued or unsupported configuration option
** is invoked.
**
** <dl>
** [[SQLITE_CONFIG_SINGLETHREAD]] <dt>SQLITE_CONFIG_SINGLETHREAD</dt>
** <dd>There are no arguments to this option. ^This option sets the
** [threading mode] to Single-thread. In other words, it disables
```

```
** by a single thread. ^If SQLite is compiled with
** the [SQLITE THREADSAFE | SQLITE THREADSAFE=0] compile-time option then
** it is not possible to change the [threading mode] from its default
** value of Single-thread and so [sqlite3 config()] will return
** [SQLITE ERROR] if called
with the SQLITE CONFIG SINGLETHREAD
** configuration option.</dd>
** [[SQLITE CONFIG MULTITHREAD]] < dt>SQLITE CONFIG MULTITHREAD</ dt>
** <dd>There are no arguments to this option. ^This option sets the
** [threading mode] to Multi-thread. In other words, it disables
** mutexing on [database connection] and [prepared statement] objects.
** The application is responsible for serializing access to
** [database connections] and [prepared statements]. But other mutexes
** are enabled so that SQLite will be safe to use in a multi-threaded
** environment as long as no two threads attempt to use the same
** [database connection] at the same time. ^If SQLite is compiled with
** the [SQLITE THREADSAFE | SQLITE THREADSAFE=0] compile-time option then
** it is not possible to set the Multi-thread [threading mode] and
** [sqlite3 config()] will return [SQLITE ERROR] if called with the
** SQLITE CONFIG MULTITHREAD configuration option.</dd>
** [[SQLITE CONFIG SERIALIZED]] < dt>SQLITE CONFIG SERIALIZED</dt>
<dd>There are no arguments to this option. ^This option sets the
** [threading mode] to Serialized. In other words, this option enables
** all mutexes including the recursive
** mutexes on [database connection] and [prepared statement] objects.
** In this mode (which is the default when SQLite is compiled with
** [SQLITE_THREADSAFE=1]) the SQLite library will itself serialize access
** to [database connections] and [prepared statements] so that the
** application is free to use the same [database connection] or the
** same [prepared statement] in different threads at the same time.
** ^If SQLite is compiled with
** the [SQLITE THREADSAFE | SQLITE THREADSAFE=0] compile-time option then
** it is not possible to set the Serialized [threading mode] and
** [sqlite3_config()] will return [SQLITE_ERROR] if called with the
** SQLITE_CONFIG_SERIALIZED configuration option.</dd>
** [[SQLITE_CONFIG_MALLOC]] <dt>SQLITE_CONFIG_MALLOC</dt>
** <dd>^(The SQLITE_CONFIG_MALLOC option
takes a single argument which is
** a pointer to an instance of the [sqlite3_mem_methods] structure.
** The argument specifies
** alternative low-level memory allocation routines to be used in place of
** the memory allocation routines built into SQLite.)^ ^SQLite makes
** its own private copy of the content of the [sqlite3_mem_methods] structure
```

\*\* all mutexing and puts SQLite into a mode where it can only be used

```
** before the [sqlite3 config()] call returns.</dd>
** [[SQLITE CONFIG GETMALLOC]] <dt>SQLITE CONFIG GETMALLOC</dt>
** <dd> ^(The SQLITE_CONFIG_GETMALLOC option takes a single argument which
** is a pointer to an instance of the [sqlite3 mem methods] structure.
** The [sqlite3 mem methods]
** structure is filled with the currently defined memory allocation routines.)^
** This option can be used to overload the default memory allocation
** routines with a wrapper that simulations memory allocation failure or
** tracks memory usage, for example. </dd>
** [[SQLITE_CONFIG_SMALL_MALLOC]] <dt>SQLITE_CONFIG_SMALL_MALLOC</dt>
** <dd> ^The SQLITE CONFIG SMALL MALLOC
option takes single argument of
** type int, interpreted as a boolean, which if true provides a hint to
** SQLite that it should avoid large memory allocations if possible.
** SQLite will run faster if it is free to make large memory allocations,
** but some application might prefer to run slower in exchange for
** guarantees about memory fragmentation that are possible if large
** allocations are avoided. This hint is normally off.
** </dd>
**
** [[SQLITE_CONFIG_MEMSTATUS]] <dt>SQLITE_CONFIG_MEMSTATUS</dt>
** <dd> ^The SQLITE CONFIG MEMSTATUS option takes single argument of type int,
** interpreted as a boolean, which enables or disables the collection of
** memory allocation statistics. ^(When memory allocation statistics are
** disabled, the following SQLite interfaces become non-operational:
**
** sqlite3 hard heap limit64()]
** [sqlite3 memory used()]
** [sqlite3_memory_highwater()]
** [sqlite3 soft heap limit64()]
 | (sqlite3 status64())|
**)^
** ^Memory allocation statistics are enabled by default unless SQLite is
** compiled with [SQLITE DEFAULT MEMSTATUS]=0 in which case memory
** allocation statistics are disabled by default.
** </dd>
**
** [[SQLITE_CONFIG_SCRATCH]] <dt>SQLITE_CONFIG_SCRATCH</dt>
** <dd> The SQLITE_CONFIG_SCRATCH option is no longer used.
** </dd>
** [[SQLITE_CONFIG_PAGECACHE]] < dt>SQLITE_CONFIG_PAGECACHE < / dt>
** <dd> ^The SQLITE_CONFIG_PAGECACHE option specifies a memory pool
** that SQLite can use for the database page cache with the default page
** cache implementation.
```

```
** This configuration option is a no-op if an application-defined page
** cache implementation is loaded using the [SQLITE CONFIG PCACHE2].
** ^There are three arguments to SQLITE_CONFIG_PAGECACHE: A pointer to
** 8-byte aligned memory (pMem), the size of each page cache line (sz),
** and the number of cache lines (N).
** The sz argument should be the size of the largest database page
** (a power
of two between 512 and 65536) plus some extra bytes for each
** page header. ^The number of extra bytes needed by the page header
** can be determined using [SQLITE CONFIG PCACHE HDRSZ].
** ^It is harmless, apart from the wasted memory,
** for the sz parameter to be larger than necessary. The pMem
** argument must be either a NULL pointer or a pointer to an 8-byte
** aligned block of memory of at least sz*N bytes, otherwise
** subsequent behavior is undefined.
** ^When pMem is not NULL, SQLite will strive to use the memory provided
** to satisfy page cache needs, falling back to [sqlite3_malloc()] if
** a page cache line is larger than sz bytes or if all of the pMem buffer
** is exhausted.
** ^If pMem is NULL and N is non-zero, then each database connection
** does an initial bulk allocation for page cache memory
** from [sqlite3 malloc()] sufficient for N cache lines if N is positive or
** of -1024*N bytes if N is negative, . ^If additional
** page cache memory is needed beyond
what is provided by the initial
** allocation, then SQLite goes to [sqlite3 malloc()] separately for each
** additional cache line. </dd>
** [[SQLITE CONFIG HEAP]] <dt>SQLITE CONFIG HEAP</dt>
** <dd> ^The SQLITE CONFIG HEAP option specifies a static memory buffer
** that SQLite will use for all of its dynamic memory allocation needs
** beyond those provided for by [SQLITE CONFIG PAGECACHE].
** ^The SQLITE CONFIG HEAP option is only available if SQLite is compiled
** with either [SQLITE ENABLE MEMSYS3] or [SQLITE ENABLE MEMSYS5] and returns
** [SQLITE ERROR] if invoked otherwise.
** ^There are three arguments to SQLITE CONFIG HEAP:
** An 8-byte aligned pointer to the memory,
** the number of bytes in the memory buffer, and the minimum allocation size.
** ^If the first pointer (the memory pointer) is NULL, then SQLite reverts
** to using its default memory allocator (the system malloc() implementation),
** undoing any prior invocation of [SQLITE_CONFIG_MALLOC]. ^If the
** memory pointer
is not NULL then the alternative memory
** allocator is engaged to handle all of SQLites memory allocation needs.
** The first pointer (the memory pointer) must be aligned to an 8-byte
```

\*\* boundary or subsequent behavior of SQLite will be undefined.

\*\* The minimum allocation size is capped at 2\*\*12. Reasonable values

\*\* for the minimum allocation size are 2\*\*5 through 2\*\*8.</dd>

```
** [[SOLITE CONFIG MUTEX]] <dt>SOLITE CONFIG MUTEX</dt>
** <dd> ^(The SQLITE_CONFIG_MUTEX option takes a single argument which is a
** pointer to an instance of the [sqlite3 mutex methods] structure.
** The argument specifies alternative low-level mutex routines to be used
** in place the mutex routines built into SQLite.)^ ^SQLite makes a copy of
** the content of the [sqlite3 mutex methods] structure before the call to
** [sqlite3 config()] returns. ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** the entire mutexing subsystem is omitted from the
build and hence calls to
** [sqlite3_config()] with the SQLITE_CONFIG_MUTEX configuration option will
** return [SQLITE ERROR].</dd>
** [[SQLITE_CONFIG_GETMUTEX]] <dt>SQLITE_CONFIG_GETMUTEX</dt>
** <dd>^(The SQLITE_CONFIG_GETMUTEX option takes a single argument which
** is a pointer to an instance of the [sqlite3_mutex_methods] structure. The
** [sqlite3 mutex methods]
** structure is filled with the currently defined mutex routines.)^
** This option can be used to overload the default mutex allocation
** routines with a wrapper used to track mutex usage for performance
** profiling or testing, for example. ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** the entire mutexing subsystem is omitted from the build and hence calls to
** [sqlite3_config()] with the SQLITE_CONFIG_GETMUTEX configuration option will
** return [SQLITE ERROR].</dd>
** [[SQLITE CONFIG LOOKASIDE]] < dt>SQLITE CONFIG LOOKASIDE < / dt>
** <dd> ^(The SQLITE CONFIG LOOKASIDE
option takes two arguments that determine
** the default size of lookaside memory on each [database connection].
** The first argument is the
** size of each lookaside buffer slot and the second is the number of
** slots allocated to each database connection.) ^ (SQLITE CONFIG LOOKASIDE
** sets the <i>default</i> lookaside size. The [SQLITE DBCONFIG LOOKASIDE]
** option to [sqlite3 db config()] can be used to change the lookaside
** configuration on individual connections.)^ </dd>
** [[SQLITE_CONFIG_PCACHE2]] <dt>SQLITE_CONFIG_PCACHE2</dt>
** <dd>^(The SQLITE_CONFIG_PCACHE2 option takes a single argument which is
** a pointer to an [sqlite3_pcache_methods2] object. This object specifies
** the interface to a custom page cache implementation.)^
** ^SQLite makes a copy of the [sqlite3_pcache_methods2] object.</dd>
** [[SOLITE CONFIG GETPCACHE2]] < dt > SOLITE CONFIG GETPCACHE2 < / dt >
** <dd>^(The SQLITE_CONFIG_GETPCACHE2 option takes a single argument which
** is
```

```
a pointer to an [sqlite3 pcache methods2] object. SQLite copies of
** the current page cache implementation into that object.)^ </dd>
** [[SQLITE CONFIG LOG]] <dt>SQLITE CONFIG LOG</dt>
** <dd> The SQLITE CONFIG LOG option is used to configure the SQLite
** global [error log].
** (^The SQLITE CONFIG LOG option takes two arguments: a pointer to a
** function with a call signature of void(*)(void*,int,const char*),
** and a pointer to void. ^If the function pointer is not NULL, it is
** invoked by [sqlite3 log()] to process each logging event. ^If the
** function pointer is NULL, the [sqlite3_log()] interface becomes a no-op.
** ^The void pointer that is the second argument to SQLITE_CONFIG_LOG is
** passed through as the first parameter to the application-defined logger
** function whenever that function is invoked. ^The second parameter to
** the logger function is a copy of the first parameter to the corresponding
** [sqlite3 log()] call and is intended to be a [result code] or
** [extended result code]. ^The third parameter passed to the logger is
** log message after formatting via [sqlite3 snprintf()].
** The SQLite logging interface is not reentrant; the logger function
** supplied by the application must not invoke any SQLite interface.
** In a multi-threaded application, the application-defined logger
** function must be threadsafe. </dd>
** [[SQLITE CONFIG URI]] < dt>SQLITE CONFIG URI
** <dd>^(The SQLITE CONFIG URI option takes a single argument of type int.
** If non-zero, then URI handling is globally enabled. If the parameter is zero,
** then URI handling is globally disabled.)^ ^If URI handling is globally
** enabled, all filenames passed to [sqlite3 open()], [sqlite3 open v2()],
** [sqlite3 open16()] or
** specified as part of [ATTACH] commands are interpreted as URIs, regardless
** of whether or not the [SQLITE OPEN URI] flag is set when the database
** connection is opened. Alf it is globally disabled, filenames are
** only interpreted as
URIs if the SQLITE OPEN URI flag is set when the
** database connection is opened. ^(By default, URI handling is globally
** disabled. The default value may be changed by compiling with the
** [SQLITE_USE_URI] symbol defined.)^
** [[SQLITE_CONFIG_COVERING_INDEX_SCAN]] <dt>SQLITE_CONFIG_COVERING_INDEX_SCAN
** <dd>^The SQLITE_CONFIG_COVERING_INDEX_SCAN option takes a single integer
** argument which is interpreted as a boolean in order to enable or disable
** the use of covering indices for full table scans in the query optimizer.
** ^The default setting is determined
** by the [SQLITE ALLOW COVERING INDEX SCAN] compile-time option, or is "on"
** if that compile-time option is omitted.
** The ability to disable the use of covering indices for full table scans
** is because some incorrectly coded legacy applications might malfunction
```

```
** when the optimization is enabled. Providing the ability to
** disable the optimization allows the older, buggy application code to work
** without change
even with newer versions of SQLite.
** [[SQLITE_CONFIG_PCACHE]] [[SQLITE_CONFIG_GETPCACHE]]
** <dt>SQLITE CONFIG PCACHE and SQLITE CONFIG GETPCACHE
** <dd> These options are obsolete and should not be used by new code.
** They are retained for backwards compatibility but are now no-ops.
** </dd>
**
** [[SQLITE_CONFIG_SQLLOG]]
** <dt>SQLITE CONFIG SQLLOG
** <dd>This option is only available if sqlite is compiled with the
** [SQLITE_ENABLE_SQLLOG] pre-processor macro defined. The first argument should
** be a pointer to a function of type void(*)(void*,sqlite3*,const char*, int).
** The second should be of type (void*). The callback is invoked by the library
** in three separate circumstances, identified by the value passed as the
** fourth parameter. If the fourth parameter is 0, then the database connection
** passed as the second argument has just been opened. The third argument
** points to a buffer containing the name of the main database file. If the
** fourth parameter is 1,
then the SQL statement that the third parameter
** points to has just been executed. Or, if the fourth parameter is 2, then
** the connection being passed as the second parameter is being closed. The
** third parameter is passed NULL In this case. An example of using this
** configuration option can be seen in the "test sqllog.c" source file in
** the canonical SQLite source tree.</dd>
** [[SQLITE CONFIG MMAP SIZE]]
** <dt>SQLITE_CONFIG_MMAP_SIZE
** <dd>^SQLITE CONFIG MMAP SIZE takes two 64-bit integer (sqlite3 int64) values
** that are the default mmap size limit (the default setting for
** [PRAGMA mmap size]) and the maximum allowed mmap size limit.
** ^The default setting can be overridden by each database connection using
** either the [PRAGMA mmap_size] command, or by using the
** [SQLITE FCNTL MMAP SIZE] file control. ^(The maximum allowed mmap size
** will be silently truncated if necessary so that it does not exceed the
** compile-time maximum mmap size set by the
** [SQLITE_MAX_MMAP_SIZE]
compile-time option.)^
** ^If either argument to this option is negative, then that argument is
** changed to its compile-time default.
** [[SQLITE_CONFIG_WIN32_HEAPSIZE]]
** <dt>SQLITE_CONFIG_WIN32_HEAPSIZE
** <dd>^The SQLITE_CONFIG_WIN32_HEAPSIZE option is only available if SQLite is
** compiled for Windows with the [SQLITE_WIN32_MALLOC] pre-processor macro
```

```
** defined. ^SQLITE CONFIG WIN32 HEAPSIZE takes a 32-bit unsigned integer value
** that specifies the maximum size of the created heap.
** [[SQLITE CONFIG PCACHE HDRSZ]]
** <dt>SQLITE CONFIG PCACHE HDRSZ
** <dd>^The SQLITE_CONFIG_PCACHE_HDRSZ option takes a single parameter which
** is a pointer to an integer and writes into that integer the number of extra
** bytes per page required for each page in [SQLITE_CONFIG_PAGECACHE].
** The amount of extra space required can change depending on the compiler,
** target platform, and SQLite version.
** [[SQLITE_CONFIG_PMASZ]]
** <dt>SQLITE CONFIG PMASZ
** <dd>^The
SQLITE_CONFIG_PMASZ option takes a single parameter which
** is an unsigned integer and sets the "Minimum PMA Size" for the multithreaded
** sorter to that integer. The default minimum PMA Size is set by the
** [SQLITE SORTER PMASZ] compile-time option. New threads are launched
** to help with sort operations when multithreaded sorting
** is enabled (using the [PRAGMA threads] command) and the amount of content
** to be sorted exceeds the page size times the minimum of the
** [PRAGMA cache size] setting and this value.
** [[SQLITE CONFIG STMTJRNL SPILL]]
** <dt>SQLITE CONFIG STMTJRNL SPILL
** <dd>^The SQLITE CONFIG STMTJRNL SPILL option takes a single parameter which
** becomes the [statement journal] spill-to-disk threshold.
** [Statement journals] are held in memory until their size (in bytes)
** exceeds this threshold, at which point they are written to disk.
** Or if the threshold is -1, statement journals are always held
** exclusively in memory.
** Since many statement journals
never become large, setting the spill
** threshold to a value such as 64KiB can greatly reduce the amount of
** I/O required to support statement rollback.
** The default value for this setting is controlled by the
** [SQLITE STMTJRNL SPILL] compile-time option.
** [[SQLITE CONFIG SORTERREF SIZE]]
** <dt>SQLITE_CONFIG_SORTERREF_SIZE
** <dd>The SQLITE_CONFIG_SORTERREF_SIZE option accepts a single parameter
** of type (int) - the new value of the sorter-reference size threshold.
** Usually, when SQLite uses an external sort to order records according
** to an ORDER BY clause, all fields required by the caller are present in the
** sorted records. However, if SQLite determines based on the declared type
** of a table column that its values are likely to be very large - larger
** than the configured sorter-reference size threshold - then a reference
** is stored in each sorted record and the required column values loaded
```

```
** from the database as records are returned in sorted order.
The default
** value for this option is to never use this optimization. Specifying a
** negative value for this option restores the default behavior.
** This option is only available if SQLite is compiled with the
** [SQLITE_ENABLE_SORTER_REFERENCES] compile-time option.
** [[SQLITE CONFIG MEMDB MAXSIZE]]
** <dt>SQLITE_CONFIG_MEMDB_MAXSIZE
** <dd>The SQLITE CONFIG MEMDB MAXSIZE option accepts a single parameter
** [sqlite3_int64] parameter which is the default maximum size for an in-memory
** database created using [sqlite3_deserialize()]. This default maximum
** size can be adjusted up or down for individual databases using the
** [SQLITE_FCNTL_SIZE_LIMIT] [sqlite3_file_control|file-control]. If this
** configuration setting is never used, then the default maximum is determined
** by the [SQLITE_MEMDB_DEFAULT_MAXSIZE] compile-time option. If that
** compile-time option is not set, then the default maximum is 1073741824.
** </dl>
*/
Found in path(s):
*/sqlite-amalgamation-3450200-zip/sqlite-amalgamation-3450200/sqlite3.h
No license file was found, but licenses were detected in source scan.
** 2022-11-18
** The author disclaims copyright to this source code. In place of
** a legal notice, here is a blessing:
**
 May you do good and not evil.
**
 May you find forgiveness for yourself and forgive others.
 May you share freely, never taking more than you give.

** This is a SQLite extension for converting in either direction
** between a (binary) blob and base64 text. Base64 can transit a
** sane USASCII channel unmolested. It also plays nicely in CSV or
** written as TCL brace-enclosed literals or SQL string literals,
** and can be used unmodified in XML-like documents.
** This is an independent implementation of conversions specified in
** RFC 4648, done on the above date by the author (Larry Brasfield)
** who thereby has the right to put this into the public domain.
** The conversions meet RFC 4648 requirements,
```

```
provided that this
** C source specifies that line-feeds are included in the encoded
** data to limit visible line lengths to 72 characters and to
** terminate any encoded blob having non-zero length.
** Length limitations are not imposed except that the runtime
** SQLite string or blob length limits are respected. Otherwise,
** any length binary sequence can be represented and recovered.
** Generated base64 sequences, with their line-feeds included,
** can be concatenated; the result converted back to binary will
** be the concatenation of the represented binary sequences.
** This SQLite3 extension creates a function, base64(x), which
** either: converts text x containing base64 to a returned blob;
** or converts a blob x to returned text containing base64. An
** error will be thrown for other input argument types.
** This code relies on UTF-8 encoding only with respect to the
** meaning of the first 128 (7-bit) codes matching that of USASCII.
** It will fail miserably
if somehow made to try to convert EBCDIC.
** Because it is table-driven, it could be enhanced to handle that,
** but the world and SQLite have moved on from that anachronism.
** To build the extension:
** Set shell variable SQDIR=<your favorite SQLite checkout directory>
** *Nix: gcc -O2 -shared -I$SQDIR -fPIC -o base64.so base64.c
** OSX: gcc -O2 -dynamiclib -fPIC -I$SQDIR -o base64.dylib base64.c
** Win32: gcc -O2 -shared -I%SQDIR% -o base64.dll base64.c
** Win32: cl /Os -I%SQDIR% base64.c -link -dll -out:base64.dll
*/
/*
** 2022-11-16
** The author disclaims copyright to this source code. In place of
** a legal notice, here is a blessing:
**
**
 May you do good and not evil.
 May you find forgiveness for yourself and forgive others.
**
 May you share freely, never taking more than you give.

** This is a utility for converting binary to base85 or vice-versa.
** It can be built as a standalone
program or an SQLite3 extension.
```

\*\* Much like base64 representations, base85 can be sent through a

```
** It is not suited for unmodified use in XML-like documents.
** The encoding used resembles Ascii85, but was devised by the author
** (Larry Brasfield) before Mozilla, Adobe, ZMODEM or other Ascii85
** variant sources existed, in the 1984 timeframe on a VAX mainframe.
** Further, this is an independent implementation of a base85 system.
** Hence, the author has rightfully put this into the public domain.
** Base85 numerals are taken from the set of 7-bit USASCII codes,
** excluding control characters and Space!"'(){|}~Del
** in code order representing digit values 0 to 84 (base 10.)
** Groups of 4 bytes, interpreted as big-endian 32-bit values,
** are represented as 5-digit base85 numbers with MS to LS digit
** order. Groups
of 1-3 bytes are represented with 2-4 digits,
** still big-endian but 8-24 bit values. (Using big-endian yields
** the simplest transition to byte groups smaller than 4 bytes.
** These byte groups can also be considered base-256 numbers.)
** Groups of 0 bytes are represented with 0 digits and vice-versa.
** No pad characters are used; Encoded base85 numeral sequence
** (aka "group") length maps 1-to-1 to the decoded binary length.
** Any character not in the base85 numeral set delimits groups.
** When base85 is streamed or stored in containers of indefinite
** size, newline is used to separate it into sub-sequences of no
** more than 80 digits so that fgets() can be used to read it.
** Length limitations are not imposed except that the runtime
** SQLite string or blob length limits are respected. Otherwise,
** any length binary sequence can be represented and recovered.
** Base85 sequences can be concatenated by separating them with
** a non-base85 character; the conversion to binary
** be the concatenation of the represented binary sequences.
** The standalone program either converts base85 on stdin to create
** a binary file or converts a binary file to base85 on stdout.
** Read or make it blurt its help for invocation details.
** The SQLite3 extension creates a function, base85(x), which will
** either convert text base85 to a blob or a blob to text base85
** and return the result (or throw an error for other types.)
** Unless built with OMIT_BASE85_CHECKER defined, it also creates a
** function, is_base85(t), which returns 1 iff the text t contains
** nothing other than base85 numerals and whitespace, or 0 otherwise.
```

\*\* sane USASCII channel unmolested. It also plays nicely in CSV or \*\* written as TCL brace-enclosed literals or SQL string literals.

```
** To build the extension:
** Set shell variable SQDIR=<your favorite SQLite checkout directory>
** and variable OPTS to -DOMIT_BASE85_CHECKER if is_base85() unwanted.
** *Nix: gcc -O2 -shared -I$SQDIR $OPTS -fPIC -o base85.so base85.c
** OSX: gcc -O2 -dynamiclib -fPIC -I$SQDIR $OPTS -o base85.dylib base85.c
** Win32: gcc -O2
-shared -I%SQDIR% %OPTS% -o base85.dll base85.c
** Win32: cl /Os -I%SQDIR% %OPTS% base85.c -link -dll -out:base85.dll
** To build the standalone program, define PP symbol BASE85_STANDALONE. Eg.
** *Nix or OSX: gcc -O2 -DBASE85_STANDALONE base85.c -o base85
** Win32: gcc -O2 -DBASE85 STANDALONE -o base85.exe base85.c
** Win32: cl /Os /MD -DBASE85_STANDALONE base85.c
/* This will be more informative in a later version. */
Found in path(s):
*/sqlite-amalgamation-3450200-zip/sqlite-amalgamation-3450200/shell.c
No license file was found, but licenses were detected in source scan.
** CAPI3REF: Configuration Options
** KEYWORDS: {configuration option}
** These constants are the available integer configuration options that
** can be passed as the first argument to the [sqlite3_config()] interface.
** Most of the configuration options for sqlite3 config()
** will only work if invoked prior to [sqlite3 initialize()] or after
** [sqlite3_shutdown()]. The few exceptions to this rule are called
** "anytime configuration options".
** ^Calling [sqlite3_config()] with a first argument that is not an
** anytime configuration option in between calls to [sqlite3_initialize()] and
** [sqlite3_shutdown()] is a no-op that returns SQLITE_MISUSE.
** The set of anytime configuration options can change (by insertions
** and/or deletions) from one release of SQLite to the next.
** As of SQLite version 3.42.0, the complete set of anytime configuration
** options is:
**
** SQLITE_CONFIG_LOG
SQLITE_CONFIG_PCACHE_HDRSZ
**
** New configuration options may be added in future releases of SQLite.
** Existing configuration options might be discontinued. Applications
```

```
** the call worked. The [sqlite3 config()] interface will return a
** non-zero [error code] if a discontinued or unsupported configuration option
** is invoked.
**
** <dl>
** [[SQLITE CONFIG SINGLETHREAD]] < dt>SQLITE CONFIG SINGLETHREAD</ dt>
** <dd>There are no arguments to this option. ^This option sets the
** [threading mode] to Single-thread. In other words, it disables
** all mutexing and puts SQLite into a mode where it can only be used
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** it is not possible to change the [threading mode] from its default
** value of Single-thread and so [sqlite3_config()] will return
** [SQLITE_ERROR] if called
with the SQLITE CONFIG SINGLETHREAD
** configuration option.</dd>
** [[SQLITE CONFIG MULTITHREAD]] <dt>SQLITE CONFIG MULTITHREAD</dt>
** <dd>There are no arguments to this option. ^This option sets the
** [threading mode] to Multi-thread. In other words, it disables
** mutexing on [database connection] and [prepared statement] objects.
** The application is responsible for serializing access to
** [database connections] and [prepared statements]. But other mutexes
** are enabled so that SQLite will be safe to use in a multi-threaded
** environment as long as no two threads attempt to use the same
** [database connection] at the same time. ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** it is not possible to set the Multi-thread [threading mode] and
** [sqlite3 config()] will return [SQLITE ERROR] if called with the
** SQLITE_CONFIG_MULTITHREAD configuration option.</dd>
** [[SQLITE CONFIG SERIALIZED]] < dt>SQLITE CONFIG SERIALIZED < / dt>
<dd>There are no arguments to this option. ^This option sets the
** [threading mode] to Serialized. In other words, this option enables
** all mutexes including the recursive
** mutexes on [database connection] and [prepared statement] objects.
** In this mode (which is the default when SQLite is compiled with
** [SQLITE_THREADSAFE=1]) the SQLite library will itself serialize access
** to [database connections] and [prepared statements] so that the
** application is free to use the same [database connection] or the
** same [prepared statement] in different threads at the same time.
** ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** it is not possible to set the Serialized [threading mode] and
** [sqlite3_config()] will return [SQLITE_ERROR] if called with the
** SQLITE_CONFIG_SERIALIZED configuration option.</dd>
```

\*\* should check the return code from [sqlite3 config()] to make sure that

```
** [[SQLITE CONFIG MALLOC]] <dt>SQLITE CONFIG MALLOC</dt>
** <dd> ^(The SQLITE_CONFIG_MALLOC option
takes a single argument which is
** a pointer to an instance of the [sqlite3 mem methods] structure.
** The argument specifies
** alternative low-level memory allocation routines to be used in place of
** the memory allocation routines built into SQLite.)^ ^SQLite makes
** its own private copy of the content of the [sqlite3_mem_methods] structure
** before the [sqlite3 config()] call returns.</dd>
** [[SQLITE_CONFIG_GETMALLOC]] <dt>SQLITE_CONFIG_GETMALLOC</dt>
** <dd>^(The SQLITE CONFIG GETMALLOC option takes a single argument which
** is a pointer to an instance of the [sqlite3_mem_methods] structure.
** The [sqlite3_mem_methods]
** structure is filled with the currently defined memory allocation routines.)^
** This option can be used to overload the default memory allocation
** routines with a wrapper that simulations memory allocation failure or
** tracks memory usage, for example. </dd>
** [[SQLITE CONFIG SMALL MALLOC]] < dt>SQLITE CONFIG SMALL MALLOC</dt>
** <dd> ^The SQLITE_CONFIG_SMALL_MALLOC
option takes single argument of
** type int, interpreted as a boolean, which if true provides a hint to
** SQLite that it should avoid large memory allocations if possible.
** SQLite will run faster if it is free to make large memory allocations,
** but some application might prefer to run slower in exchange for
** guarantees about memory fragmentation that are possible if large
** allocations are avoided. This hint is normally off.
** </dd>
**
** [[SQLITE CONFIG MEMSTATUS]] < dt>SQLITE CONFIG MEMSTATUS </dt>
** <dd> ^The SQLITE CONFIG MEMSTATUS option takes single argument of type int,
** interpreted as a boolean, which enables or disables the collection of
** memory allocation statistics. ^(When memory allocation statistics are
** disabled, the following SQLite interfaces become non-operational:
**
** [sqlite3_hard_heap_limit64()]
** [sqlite3_memory_used()]
** [sqlite3_memory_highwater()]
** [sqlite3_soft_heap_limit64()]
 [sqlite3_status64()]
**)^
** ^Memory allocation statistics are enabled by default unless SQLite is
** compiled with [SQLITE_DEFAULT_MEMSTATUS]=0 in which case memory
** allocation statistics are disabled by default.
** </dd>
```

```
** [[SQLITE_CONFIG_SCRATCH]] < dt > SQLITE CONFIG SCRATCH < / dt >
** <dd> The SQLITE_CONFIG_SCRATCH option is no longer used.
** </dd>
**
** [[SQLITE CONFIG PAGECACHE]] < dt>SQLITE CONFIG PAGECACHE < / dt>
** <dd> ^The SQLITE CONFIG PAGECACHE option specifies a memory pool
** that SQLite can use for the database page cache with the default page
** cache implementation.
** This configuration option is a no-op if an application-defined page
** cache implementation is loaded using the [SQLITE_CONFIG_PCACHE2].
** ^There are three arguments to SQLITE_CONFIG_PAGECACHE: A pointer to
** 8-byte aligned memory (pMem), the size of each page cache line (sz),
** and the number of cache lines (N).
** The sz argument should be the size of the largest database page
** (a power
of two between 512 and 65536) plus some extra bytes for each
** page header. ^The number of extra bytes needed by the page header
** can be determined using [SQLITE CONFIG PCACHE HDRSZ].
** ^It is harmless, apart from the wasted memory,
** for the sz parameter to be larger than necessary. The pMem
** argument must be either a NULL pointer or a pointer to an 8-byte
** aligned block of memory of at least sz*N bytes, otherwise
** subsequent behavior is undefined.
** ^When pMem is not NULL, SQLite will strive to use the memory provided
** to satisfy page cache needs, falling back to [sqlite3 malloc()] if
** a page cache line is larger than sz bytes or if all of the pMem buffer
** is exhausted.
** ^If pMem is NULL and N is non-zero, then each database connection
** does an initial bulk allocation for page cache memory
** from [sqlite3_malloc()] sufficient for N cache lines if N is positive or
** of -1024*N bytes if N is negative, . ^If additional
** page cache memory is needed beyond
what is provided by the initial
** allocation, then SQLite goes to [sqlite3_malloc()] separately for each
** additional cache line. </dd>
** [[SQLITE CONFIG HEAP]] < dt>SQLITE CONFIG HEAP</dt>
** <dd> ^The SQLITE_CONFIG_HEAP option specifies a static memory buffer
** that SQLite will use for all of its dynamic memory allocation needs
** beyond those provided for by [SQLITE_CONFIG_PAGECACHE].
** ^The SQLITE_CONFIG_HEAP option is only available if SQLite is compiled
** with either [SQLITE_ENABLE_MEMSYS3] or [SQLITE_ENABLE_MEMSYS5] and returns
** [SQLITE_ERROR] if invoked otherwise.
** ^There are three arguments to SOLITE CONFIG HEAP:
** An 8-byte aligned pointer to the memory,
```

\*\* the number of bytes in the memory buffer, and the minimum allocation size.

\*\* ^If the first pointer (the memory pointer) is NULL, then SQLite reverts

```
** memory pointer
is not NULL then the alternative memory
** allocator is engaged to handle all of SQLites memory allocation needs.
** The first pointer (the memory pointer) must be aligned to an 8-byte
** boundary or subsequent behavior of SQLite will be undefined.
** The minimum allocation size is capped at 2**12. Reasonable values
** for the minimum allocation size are 2**5 through 2**8.</dd>
** [[SQLITE_CONFIG_MUTEX]] <dt>SQLITE_CONFIG_MUTEX</dt>
** <dd>^(The SQLITE_CONFIG_MUTEX option takes a single argument which is a
** pointer to an instance of the [sqlite3 mutex methods] structure.
** The argument specifies alternative low-level mutex routines to be used
** in place the mutex routines built into SQLite.)^ ^SQLite makes a copy of
** the content of the [sqlite3 mutex methods] structure before the call to
** [sqlite3_config()] returns. ^If SQLite is compiled with
** the [SQLITE THREADSAFE | SQLITE THREADSAFE=0] compile-time option then
** the entire mutexing subsystem is omitted from the
build and hence calls to
** [sqlite3 config()] with the SQLITE CONFIG MUTEX configuration option will
** return [SQLITE ERROR].</dd>
** [[SQLITE CONFIG GETMUTEX]] <dt>SQLITE CONFIG GETMUTEX</dt>
** <dd> ^(The SQLITE_CONFIG_GETMUTEX option takes a single argument which
** is a pointer to an instance of the [sqlite3_mutex_methods] structure. The
** [sqlite3 mutex methods]
** structure is filled with the currently defined mutex routines.)^
** This option can be used to overload the default mutex allocation
** routines with a wrapper used to track mutex usage for performance
** profiling or testing, for example. ^If SQLite is compiled with
** the [SQLITE THREADSAFE | SQLITE THREADSAFE=0] compile-time option then
** the entire mutexing subsystem is omitted from the build and hence calls to
** [sqlite3 config()] with the SQLITE CONFIG GETMUTEX configuration option will
** return [SQLITE ERROR].</dd>
** [[SQLITE CONFIG LOOKASIDE]] < dt>SQLITE CONFIG LOOKASIDE < / dt>
** <dd> ^(The SQLITE CONFIG LOOKASIDE
option takes two arguments that determine
** the default size of lookaside memory on each [database connection].
** The first argument is the
** size of each lookaside buffer slot and the second is the number of
** slots allocated to each database connection.) ^ (SQLITE_CONFIG_LOOKASIDE
** sets the <i>default</i> lookaside size. The [SQLITE_DBCONFIG_LOOKASIDE]
** option to [sqlite3_db_config()] can be used to change the lookaside
** configuration on individual connections.)^ </dd>
** [[SQLITE_CONFIG_PCACHE2]] < dt>SQLITE_CONFIG_PCACHE2</dt>
```

\*\* to using its default memory allocator (the system malloc() implementation),
\*\* undoing any prior invocation of [SQLITE CONFIG MALLOC]. ^If the

```
** a pointer to an [sqlite3 pcache methods2] object. This object specifies
** the interface to a custom page cache implementation.)^
** ^SQLite makes a copy of the [sqlite3_pcache_methods2] object.</dd>
** [[SQLITE CONFIG GETPCACHE2]] <dt>SQLITE CONFIG GETPCACHE2</dt>
** <dd>^(The SQLITE CONFIG GETPCACHE2 option takes a single argument which
a pointer to an [sqlite3_pcache_methods2] object. SQLite copies of
** the current page cache implementation into that object.)^ </dd>
** [[SQLITE_CONFIG_LOG]] <dt>SQLITE_CONFIG_LOG</dt>
** <dd> The SQLITE CONFIG LOG option is used to configure the SQLite
** global [error log].
** (^The SQLITE_CONFIG_LOG option takes two arguments: a pointer to a
** function with a call signature of void(*)(void*,int,const char*),
** and a pointer to void. ^If the function pointer is not NULL, it is
** invoked by [sqlite3 log()] to process each logging event. ^If the
** function pointer is NULL, the [sqlite3 log()] interface becomes a no-op.
** ^The void pointer that is the second argument to SQLITE_CONFIG_LOG is
** passed through as the first parameter to the application-defined logger
** function whenever that function is invoked. ^The second parameter to
** the logger function is a copy of the first parameter to the corresponding
** [sqlite3 log()] call and is intended to be a [result code] or
** [extended result code]. ^The third parameter passed to the logger is
** log message after formatting via [sqlite3 snprintf()].
** The SQLite logging interface is not reentrant; the logger function
** supplied by the application must not invoke any SQLite interface.
** In a multi-threaded application, the application-defined logger
** function must be threadsafe. </dd>
** [[SQLITE CONFIG URI]] < dt>SQLITE CONFIG URI
** <dd>^(The SQLITE CONFIG URI option takes a single argument of type int.
** If non-zero, then URI handling is globally enabled. If the parameter is zero,
** then URI handling is globally disabled.)^ ^If URI handling is globally
** enabled, all filenames passed to [sqlite3 open()], [sqlite3 open v2()],
** [sqlite3 open16()] or
** specified as part of [ATTACH] commands are interpreted as URIs, regardless
** of whether or not the [SQLITE_OPEN_URI] flag is set when the database
** connection is opened. Alf it is globally disabled, filenames are
** only interpreted as
URIs if the SQLITE_OPEN_URI flag is set when the
** database connection is opened. ^(By default, URI handling is globally
** disabled. The default value may be changed by compiling with the
** [SQLITE_USE_URI] symbol defined.)^
** [[SQLITE_CONFIG_COVERING_INDEX_SCAN]] <dt>SQLITE_CONFIG_COVERING_INDEX_SCAN
```

\*\* <dd> ^(The SQLITE CONFIG PCACHE2 option takes a single argument which is

```
** <dd>^The SQLITE CONFIG COVERING INDEX SCAN option takes a single integer
** argument which is interpreted as a boolean in order to enable or disable
** the use of covering indices for full table scans in the query optimizer.
** ^The default setting is determined
** by the [SQLITE ALLOW COVERING INDEX SCAN] compile-time option, or is "on"
** if that compile-time option is omitted.
** The ability to disable the use of covering indices for full table scans
** is because some incorrectly coded legacy applications might malfunction
** when the optimization is enabled. Providing the ability to
** disable the optimization allows the older, buggy application code to work
** without change
even with newer versions of SQLite.
** [[SQLITE_CONFIG_PCACHE]] [[SQLITE_CONFIG_GETPCACHE]]
** <dt>SQLITE_CONFIG_PCACHE and SQLITE_CONFIG_GETPCACHE
** <dd> These options are obsolete and should not be used by new code.
** They are retained for backwards compatibility but are now no-ops.
** </dd>
**
** [[SQLITE_CONFIG_SQLLOG]]
** <dt>SQLITE CONFIG SQLLOG
** <dd>This option is only available if sqlite is compiled with the
** [SQLITE_ENABLE_SQLLOG] pre-processor macro defined. The first argument should
** be a pointer to a function of type void(*)(void*,sqlite3*,const char*, int).
** The second should be of type (void*). The callback is invoked by the library
** in three separate circumstances, identified by the value passed as the
** fourth parameter. If the fourth parameter is 0, then the database connection
** passed as the second argument has just been opened. The third argument
** points to a buffer containing the name of the main database file. If the
** fourth parameter is 1,
then the SQL statement that the third parameter
** points to has just been executed. Or, if the fourth parameter is 2, then
** the connection being passed as the second parameter is being closed. The
** third parameter is passed NULL In this case. An example of using this
** configuration option can be seen in the "test sqllog.c" source file in
** the canonical SQLite source tree.</dd>
** [[SQLITE CONFIG MMAP SIZE]]
** <dt>SQLITE CONFIG MMAP SIZE
** <dd>^SQLITE_CONFIG_MMAP_SIZE takes two 64-bit integer (sqlite3_int64) values
** that are the default mmap size limit (the default setting for
** [PRAGMA mmap size]) and the maximum allowed mmap size limit.
** ^The default setting can be overridden by each database connection using
** either the [PRAGMA mmap_size] command, or by using the
** [SQLITE_FCNTL_MMAP_SIZE] file control. ^(The maximum allowed mmap size
** will be silently truncated if necessary so that it does not exceed the
** compile-time maximum mmap size set by the
** [SQLITE_MAX_MMAP_SIZE]
```

```
compile-time option.)^
** ^If either argument to this option is negative, then that argument is
** changed to its compile-time default.
** [[SQLITE CONFIG WIN32 HEAPSIZE]]
** <dt>SQLITE CONFIG WIN32 HEAPSIZE
** <dd>^The SQLITE_CONFIG_WIN32_HEAPSIZE option is only available if SQLite is
** compiled for Windows with the [SQLITE WIN32 MALLOC] pre-processor macro
** defined. ^SQLITE_CONFIG_WIN32_HEAPSIZE takes a 32-bit unsigned integer value
** that specifies the maximum size of the created heap.
** [[SQLITE_CONFIG_PCACHE_HDRSZ]]
** <dt>SQLITE CONFIG PCACHE HDRSZ
** <dd>^The SQLITE_CONFIG_PCACHE_HDRSZ option takes a single parameter which
** is a pointer to an integer and writes into that integer the number of extra
** bytes per page required for each page in [SQLITE CONFIG PAGECACHE].
** The amount of extra space required can change depending on the compiler,
** target platform, and SQLite version.
** [[SQLITE_CONFIG_PMASZ]]
** <dt>SQLITE CONFIG PMASZ
** <dd>^The
SQLITE_CONFIG_PMASZ option takes a single parameter which
** is an unsigned integer and sets the "Minimum PMA Size" for the multithreaded
** sorter to that integer. The default minimum PMA Size is set by the
** [SQLITE SORTER PMASZ] compile-time option. New threads are launched
** to help with sort operations when multithreaded sorting
** is enabled (using the [PRAGMA threads] command) and the amount of content
** to be sorted exceeds the page size times the minimum of the
** [PRAGMA cache size] setting and this value.
** [[SQLITE CONFIG STMTJRNL SPILL]]
** <dt>SQLITE CONFIG STMTJRNL SPILL
** <dd>^The SQLITE CONFIG STMTJRNL SPILL option takes a single parameter which
** becomes the [statement journal] spill-to-disk threshold.
** [Statement journals] are held in memory until their size (in bytes)
** exceeds this threshold, at which point they are written to disk.
** Or if the threshold is -1, statement journals are always held
** exclusively in memory.
** Since many statement journals
never become large, setting the spill
** threshold to a value such as 64KiB can greatly reduce the amount of
** I/O required to support statement rollback.
** The default value for this setting is controlled by the
** [SQLITE_STMTJRNL_SPILL] compile-time option.
** [[SQLITE_CONFIG_SORTERREF_SIZE]]
** <dt>SQLITE_CONFIG_SORTERREF_SIZE
```

```
** of type (int) - the new value of the sorter-reference size threshold.
** Usually, when SQLite uses an external sort to order records according
** to an ORDER BY clause, all fields required by the caller are present in the
** sorted records. However, if SQLite determines based on the declared type
** of a table column that its values are likely to be very large - larger
** than the configured sorter-reference size threshold - then a reference
** is stored in each sorted record and the required column values loaded
** from the database as records are returned in sorted order.
The default
** value for this option is to never use this optimization. Specifying a
** negative value for this option restores the default behavior.
** This option is only available if SQLite is compiled with the
** [SQLITE ENABLE SORTER REFERENCES] compile-time option.
**
** [[SQLITE CONFIG MEMDB MAXSIZE]]
** <dt>SQLITE_CONFIG_MEMDB_MAXSIZE
** <dd>The SQLITE CONFIG MEMDB MAXSIZE option accepts a single parameter
** [sqlite3 int64] parameter which is the default maximum size for an in-memory
** database created using [sqlite3_deserialize()]. This default maximum
** size can be adjusted up or down for individual databases using the
** [SQLITE_FCNTL_SIZE_LIMIT] [sqlite3_file_control|file-control]. If this
** configuration setting is never used, then the default maximum is determined
** by the [SQLITE MEMDB DEFAULT MAXSIZE] compile-time option. If that
** compile-time option is not set, then the default maximum is 1073741824.
** </dl>
*/
** The "printf" code that follows dates
from the 1980's. It is in
** the public domain.

** This file contains code for a set of "printf"-like routines. These
** routines format strings much like the printf() from the standard C
** library, though the implementation here has enhancements to support
** SQLite.
*/
** 2004 May 22
** The author disclaims copyright to this source code. In place of
** a legal notice, here is a blessing:
 May you do good and not evil.
**
 May you find forgiveness for yourself and forgive others.
 May you share freely, never taking more than you give.
```

\*\* <dd>The SQLITE CONFIG SORTERREF SIZE option accepts a single parameter

```

** This file contains the VFS implementation for unix-like operating systems
** include Linux, MacOSX, *BSD, QNX, VxWorks, AIX, HPUX, and others.
** There are actually several different VFS implementations in this file.
** The differences are in the way that file
locking is done. The default
** implementation uses Posix Advisory Locks. Alternative implementations
** use flock(), dot-files, various proprietary locking schemas, or simply
** skip locking all together.
** This source file is organized into divisions where the logic for various
** subfunctions is contained within the appropriate division. PLEASE
** KEEP THE STRUCTURE OF THIS FILE INTACT. New code should be placed
** in the correct division and should be clearly labelled.
** The layout of divisions is as follows:
 * General-purpose declarations and utility functions.
 * Unique file ID logic used by VxWorks.
 * Various locking primitive implementations (all except proxy locking):
 + for Posix Advisory Locks
 + for no-op locks
**
 + for dot-file locks
 + for flock() locking
**
 + for named semaphore locks (VxWorks only)
 + for AFP filesystem locks (MacOSX only)
 * sqlite3 file methods not associated with locking.
**
**
 * Definitions of sqlite3_io_methods objects for all locking
 methods plus "finder" functions for each locking method.
 * sqlite3 vfs method implementations.
 * Locking primitives for the proxy uber-locking-method. (MacOSX only)
** * Definitions of sqlite3_vfs objects for all locking methods
 plus implementations of sqlite3_os_init() and sqlite3_os_end().
*/
** Return a pointer to the "temporary page" buffer held internally
** by the pager. This is a buffer that is big enough to hold the
** entire content of a database page. This buffer is used internally
** during rollback and will be overwritten whenever a rollback
** occurs. But other modules are free to use it too, as long as
** no rollbacks are happening.
*/
```

Found in path(s):

## 1.33 curl 8.7.1

### 1.33.1 Available under license:

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## 1.34 fmt 10.1.1

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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 the various releases.

Release	Deriv	red Ye	ar Ow	ner GPL-
from			con	npatible? (1)
0.9.0 thr	ru 1.2		-1995 CW	•
1.3 thru 1.5.2 1.2		1995	5-1999 CI	NRI 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
2.0.1	2.0+1.6	5.1 2001	l PSF	yes
2.1.1	2.1+2.0	0.1 2001	l PSF	yes
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	2002-2	003 PSF	yes
2.3.1	2.3	2002-2	003 PSF	yes
2.3.2	2.3.1	2002-2	2003 PSF	yes
2.3.3	2.3.2	2002-2	2003 PSF	yes
2.3.4	2.3.3	2004	PSF	yes
2.3.5	2.3.4	2005	PSF	yes
2.4	2.3	2004	PSF	yes
2.4.1	2.4	2005	PSF	yes
2.4.2	2.4.1	2005	PSF	yes
2.4.3	2.4.2	2006	PSF	yes
2.4.4	2.4.3	2006	PSF	yes
2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes
2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes

2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes
2.6.3	2.6.2	2009	PSF	yes
2.6.4	2.6.3	2009	PSF	yes
2.6.5	2.6.4	2010	PSF	yes
3.0	2.6	2008	PSF	yes
3.0.1	3.0	2009	PSF	yes
3.1	3.0.1	2009	PSF	yes
3.1.1	3.1	2009	PSF	yes
3.1.2	3.1.1	2010	PSF	yes
3.1.3	3.1.2	2010	PSF	yes
3.1.4	3.1.3	2011	PSF	yes
3.2	3.1	2011	PSF	yes
3.2.1	3.2	2011		
PSF	yes			
3.2.2	3.2.1	2011	PSF	yes
3.2.3	3.2.2	2012	PSF	yes
3.3.0	3.2	2012	PSF	yes

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## 1.37 unbound 1.19.3

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# 1.38 bcpkix-fips 1.56

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* National Center for Supercomputing Applications
* University of Illinois at Urbana-Champaign
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Written by Adam Twiss (adam@zeus.co.uk). March 1996

Thanks to the following people for their input:

Mike Belshe (mbelshe@netscape.com)

Michael Campanella (campanella@stevms.enet.dec.com)

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For the expat xml parser component:

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//http-parser

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placed here should be pointed towards suggestions on improving the documentation or server, and may be removed
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(function(w, d) {
 if (w.location.hostname.toLowerCase() == "httpd.apache.org") {
 d.write('<div id="comments_thread"><\/div>');
 var s = d.createElement('script');
 s.type = 'text/javascript';
```

s.src = 'https://comments.apache.org/show\_comments.lua?site=' + comments\_shortname + '&page=' +

(d.getElementsByTagName('head')[0] || d.getElementsByTagName('body')[0]).appendChild(s);

s.async = true;

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 }
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# 1.40 jsoup 1.18.1

# 1.40.1 Available under license:

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