Open Source Used In Webex Teams Desktop Client 3.0.15879.0

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/* zlib.h -- interface of the 'zlib' general purpose compression library
   version 1.2.11, January 15th, 2017

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*/

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1.8 zlib 1.2.5

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/* zlib.h -- interface of the 'zlib' general purpose compression library
   version 1.2.11, January 15th, 2017

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<h3>3. Lao Word Break Dictionary Data (laodict.txt)</h3>

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<h3>4. Burmese Word Break Dictionary Data (burmesedict.txt)</h3>
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</body>
</html>

## -*-makefile-*-
## BSD-specific setup (FreeBSD, OpenBSD, NetBSD, *BSD)
## Copyright (c) 1999-2013, International Business Machines Corporation and
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## Commands to generate dependency files
GEN_DEPS.c=$(CC) -E -MM $(DEFS) $(CPPFLAGS)
GEN_DEPS.cc=$(CXX) -E -MM $(DEFS) $(CPPFLAGS)

## Flags for position independent code
SHAREDLIBCFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -fPIC
SHAREDLIBCPPFLAGS = -DPIC

## Additional flags when building libraries and with threads
THREADSCPPFLAGS = -D_REENTRANT
LIBCPPFLAGS =

## Compiler switch to embed a runtime search path
LD_RPATH=
LD_RPATH_PRE=-Wl,-rpath,

## Compiler switch to embed a library name
LD_SONAME = -Wl,-soname -Wl,$(notdir $(MIDDLE_SO_TARGET))

## Shared library options
LD_SOOPTIONS= -Wl,-Bsymbolic

## Shared object suffix
SO = so
## Non-shared intermediate object suffix
STATIC_O = ao

## Compilation rules
%.$(STATIC_O): $(srcdir)/%.c
$(COMPILE.c) $(STATICCPPFLAGS) $(STATICCFLAGS) -o $@ $<
%.o: $(srcdir)/%.c
$(COMPILE.c) $(DYNAMICCPPFLAGS) $(DYNAMICCFLAGS) -o $@ $<

%.$(STATIC_O): $(srcdir)/%.cpp
$(COMPILE.cc) $(STATICCPPFLAGS) $(STATICCXXFLAGS) -o $@ $<
%.o: $(srcdir)/%.cpp
$(COMPILE.cc) $(DYNAMICCPPFLAGS) $(DYNAMICCXXFLAGS) -o $@ $<

## Dependency rules
%.d: $(srcdir)/%.c
@echo "generating dependency information for $<"
@$(SHELL) -ec "$(GEN_DEPS.c) $< \ 
| sed "\(^\$(\$\$)\).o[ :]*\!^3.1.o $@ : /g" > $@; \ 
[ -s $@ ] || rm -f $@"

%.d: $(srcdir)/%.cpp
@echo "generating dependency information for $<"
@$(SHELL) -ec "$(GEN_DEPS.cc) $< \ 
| sed "\(^\$(\$\$)\).o[ :]*\!^3.1.o $@ : /g" > $@; \ 
[ -s $@ ] || rm -f $@"

## Versioned libraries rules
%.$(SO).$(SO_TARGET_VERSION_MAJOR): %.$(SO).$(SO_TARGET_VERSION)
$(RM) $@ && ln -s ${<F} $@
%.$(SO): %.$(SO).$(SO_TARGET_VERSION_MAJOR)
$(RM) $@ && ln -s {*F}.$(SO).$(SO_TARGET_VERSION) $@

## Bind internal references

# LDflags that pkgdata will use
BIR_LDFLAGS= -Wl,-Bsymbolic

# Dependencies [i.e. map files] for the final library
BIR_DEPS=

## Remove shared library 's'
STATIC_PREFIX_WHEN_USED =
STATIC_PREFIX =
## End BSD-specific setup

### 1.10 sqlite 3.32.3

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### 1.12 zlib 1.2.11

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/* zlib.h -- interface of the 'zlib' general purpose compression library
   version 1.2.11, January 15th, 2017

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*/
1.13 automapper 5.2.0

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1.16 solid-practices-composition-core 2.2.0

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1.17 system-windows-interactivity-wpf
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1.18 pcre2 10.30
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1.32 libxml 2.9.10

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1.33 solid-core 2.2.0

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1.34 system-threading-tasks-extensions

4.6.27129.04

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1.36 libjpeg 6b

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==========================================
README for release 6b of 27-Mar-1998
====================================

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

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

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

DOCUMENTATION ROADMAP
=====================
This file contains the following sections:

OVERVIEW General description of JPEG and the IJG software.
LEGAL ISSUES Copyright, lack of warranty, terms of distribution.
REFERENCES Where to learn more about JPEG.
ARCHIVE LOCATIONS Where to find newer versions of this software.
RELATED SOFTWARE Other stuff you should get.
FILE FORMAT WARS Software *not* to get.
TO DO Plans for future IJG releases.

Other documentation files in the distribution are:

User documentation:
install.doc How to configure and install the IJG software.
usage.doc Usage instructions for cjpeg, djpeg, jpegtran, rdjpgcom, and wrjpgcom.
Programmer and internal documentation:

libjpeg.doc  How to use the JPEG library in your own programs.
example.c    Sample code for calling the JPEG library.
structure.doc Overview of the JPEG library's internal structure.
filelist.doc Road map of IJG files.
coderules.doc Coding style rules --- please read if you contribute code.

Please read at least the files install.doc and usage.doc. Useful information can also be found in the JPEG FAQ (Frequently Asked Questions) article. See ARCHIVE LOCATIONS below to find out where to obtain the FAQ article.

If you want to understand how the JPEG code works, we suggest reading one or more of the REFERENCES, then looking at the documentation files (in roughly the order listed) before diving into the code.

OVERVIEW
========

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

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

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

In order to support file conversion and viewing software, we have included considerable functionality beyond the bare JPEG coding/decoding capability:
for example, the color quantization modules are not strictly part of JPEG decoding, but they are essential for output to colormapped file formats or colormapped displays. These extra functions can be compiled out of the library if not required for a particular application. We have also included "jpegtran", a utility for lossless transcoding between different JPEG processes, and "rdjpgcom" and "wrjpgcom", two simple applications for inserting and extracting textual comments in JFIF files.

The emphasis in designing this software has been on achieving portability and flexibility, while also making it fast enough to be useful. In particular, the software is not intended to be read as a tutorial on JPEG. (See the REFERENCES section for introductory material.) Rather, it is intended to be reliable, portable, industrial-strength code. We do not claim to have achieved that goal in every aspect of the software, but we strive for it.

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============

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by the usual distribution terms of the Free Software Foundation; principally,
that you must include source code if you redistribute it. (See the file
ansi2knr.c for full details.) However, since ansi2knr.c is not needed as part
of any program generated from the IJG code, this does not limit you more than
the foregoing paragraphs do.

The Unix configuration script "configure" was produced with GNU Autoconf.
It is copyright by the Free Software Foundation but is freely distributable.
The same holds for its supporting scripts (config.guess, config.sub,
lcconfig, lcmain.sh). Another support script, install-sh, is copyright
by M.I.T. but is also freely distributable.

It appears that the arithmetic coding option of the JPEG spec is covered by
patents owned by IBM, AT&T, and Mitsubishi. Hence arithmetic coding cannot
legally be used without obtaining one or more licenses. For this reason,
support for arithmetic coding has been removed from the free JPEG software.
(Since arithmetic coding provides only a marginal gain over the unpatented
Huffman mode, it is unlikely that very many implementations will support it.)
So far as we are aware, there are no patent restrictions on the remaining
code.

The IJG distribution formerly included code to read and write GIF files.
To avoid entanglement with the Unisys LZW patent, GIF reading support has
been removed altogether, and the GIF writer has been simplified to produce "uncompressed GIFs". This technique does not use the LZW algorithm; the resulting GIF files are larger than usual, but are readable by all standard GIF decoders.

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REFERENCES
 ==========

We highly recommend reading one or more of these references before trying to understand the innards of the JPEG software.

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

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


The JPEG standard itself is not available electronically; you must order a paper copy through ISO or ITU. (Unless you feel a need to own a certified official copy, we recommend buying the Pennebaker and Mitchell book instead;
it's much cheaper and includes a great deal of useful explanatory material.)
In the USA, copies of the standard may be ordered from ANSI Sales at (212) 642-4900, or from Global Engineering Documents at (800) 854-7179. (ANSI
doesn't take credit card orders, but Global does.) It's not cheap: as of
1992, ANSI was charging $95 for Part 1 and $47 for Part 2, plus 7% 
shipping/handling. The standard is divided into two parts, Part 1 being the 
actual specification, while Part 2 covers compliance testing methods. Part 1
is titled "Digital Compression and Coding of Continuous-tone Still Images,
Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS 
10918-1, ITU-T T.81. Part 2 is titled "Digital Compression and Coding of
Continuous-tone Still Images, Part 2: Compliance testing" and has document

Some extensions to the original JPEG standard are defined in JPEG Part 3,
a newer ISO standard numbered ISO/IEC IS 10918-3 and ITU-T T.84. IJG
currently does not support any Part 3 extensions.

The JPEG standard does not specify all details of an interchangeable file
format. For the omitted details we follow the "JFIF" conventions, revision
1.02. A copy of the JFIF spec is available from:

Literature Department
C-Cube Microsystems, Inc.
1778 McCarthy Blvd.
Milpitas, CA 95035
phone (408) 944-6300,  fax (408) 944-6314

A PostScript version of this document is available by FTP at
ftp://ftp.uu.net/graphics/jpeg/jfif.ps.gz. There is also a plain text
version at ftp://ftp.uu.net/graphics/jpeg/jfif.txt.gz, but it is missing
the figures.

The TIFF 6.0 file format specification can be obtained by FTP from
found in the TIFF 6.0 spec of 3-June-92 has a number of serious problems.
IJG does not recommend use of the TIFF 6.0 design (TIFF Compression tag 6).
Instead, we recommend the JPEG design proposed by TIFF Technical Note #2
(Compression tag 7). Copies of this Note can be obtained from ftp.sgi.com or
from ftp://ftp.uu.net/graphics/jpeg/. It is expected that the next revision
of the TIFF spec will replace the 6.0 JPEG design with the Note's design.
Although IJG's own code does not support TIFF/JPEG, the free libtiff library
uses our library to implement TIFF/JPEG per the Note. libtiff is available

ARCHIVE LOCATIONS
====================

The "official" archive site for this software is ftp.uu.net (Internet
address 192.48.96.9). The most recent released version can always be found
there in directory graphics/jpeg. This particular version will be archived as ftp://ftp.uu.net/graphics/jpeg/jpegsrc.v6b.tar.gz. If you don't have direct Internet access, UUNET's archives are also available via UUCP; contact help@uunet.uu.net for information on retrieving files that way.

Numerous Internet sites maintain copies of the UUNET files. However, only ftp.uu.net is guaranteed to have the latest official version.

You can also obtain this software in DOS-compatible "zip" archive format from the SimTel archives (ftp://ftp.simtel.net/pub/simtelnet/msdos/graphics/), or on CompuServe in the Graphics Support forum (GO CIS:GRAPHSUP), library 12 "JPEG Tools”. Again, these versions may sometimes lag behind the ftp.uu.net release.

The JPEG FAQ (Frequently Asked Questions) article is a useful source of general information about JPEG. It is updated constantly and therefore is not included in this distribution. The FAQ is posted every two weeks to Usenet newsgroups comp.graphics.misc, news.answers, and other groups. It is available on the World Wide Web at http://www.faqs.org/faqs/jpeg-faq/ and other news.answers archive sites, including the official news.answers archive at rtfm.mit.edu: ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/

If you don't have Web or FTP access, send e-mail to mail-server@rtfm.mit.edu with body
send usenet/news.answers/jpeg-faq/part1
send usenet/news.answers/jpeg-faq/part2

RELATED SOFTWARE

Numerous viewing and image manipulation programs now support JPEG. (Quite a few of them use this library to do so.) The JPEG FAQ described above lists some of the more popular free and shareware viewers, and tells where to obtain them on Internet.

If you are on a Unix machine, we highly recommend Jef Poskanzer's free PBMPLUS software, which provides many useful operations on PPM-format image files. In particular, it can convert PPM images to and from a wide range of other formats, thus making cjpeg/djpeg considerably more useful. The latest version is distributed by the NetPBM group, and is available from numerous sites, notably ftp://wuarchive.wustl.edu/graphics/graphics/packages/NetPBM/.

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

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

FILE FORMAT WARS

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

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

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

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

TO DO

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

As always, speeding things up is of great interest.

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

1.37 angle 1.0.1

1.37.1 Available under license:

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1.38 libsrtp 1.6.0

1.38.1 Available under license:

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  *
*/

1.39 curl 7.39.0

1.39.1 Available under license:

License Mixing

=============

libcurl can be built to use a fair amount of various third party libraries, libraries that are written and provided by other parties that are distributed using their own licenses. Even libcurl itself contains code that may cause problems to some. This document attempts to describe what licenses libcurl and the other libraries use and what possible dilemmas linking and mixing them all can lead to for end users.

I am not a lawyer and this is not legal advice!

One common dilemma is that [GPL](https://www.gnu.org/licenses/gpl.html) licensed code is not allowed to be linked with code licensed under the [Original BSD license](https://spdx.org/licenses/BSD-4-Clause.html) (with the announcement clause). You may still build your own copies that use them all, but distributing them as binaries would be to violate the GPL license - unless
you accompany your license with an [exception](https://www.gnu.org/licenses/gpl-faq.html#GPLIncompatibleLibs). This particular problem was addressed when the [Modified BSD license](https://opensource.org/licenses/BSD-3-Clause) was created, which does not have the announcement clause that collides with GPL.

## libcurl

Uses an [MIT style license](https://curl.haxx.se/docs/copyright.html) that is very liberal.

## OpenSSL

(May be used for SSL/TLS support) Uses an Original BSD-style license with an announcement clause that makes it "incompatible" with GPL. You are not allowed to ship binaries that link with OpenSSL that includes GPL code (unless that specific GPL code includes an exception for OpenSSL - a habit that is growing more and more common). If OpenSSL's licensing is a problem for you, consider using another TLS library.

## GnuTLS

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## libressl

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## BearSSL

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## c-ares

(Used for asynchronous name resolves) Uses an MIT license that is very liberal and imposes no restrictions on any other library or part you may link with.

## zlib

(Used for compressed Transfer-Encoding support) Uses an MIT-style license that shouldn't collide with any other library.

## MIT Kerberos

(May be used for GSS support) MIT licensed, that shouldn't collide with any other parts.

## Heimdal

(May be used for GSS support) Heimdal is Original BSD licensed with the announcement clause.

## GNU GSS

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## libidn

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## OpenLDAP

(Used for LDAP support) Uses a Modified BSD-style license. Since libcurl uses OpenLDAP as a shared library only, I have not heard of anyone that ships OpenLDAP linked with libcurl in an app.

## libssh2

(Used for scp and sftp support) libssh2 uses a Modified BSD-style license.

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1.40 log4net-ext-json 1.2.13.29

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C++ Big Integer Library
(see ChangeLog for version)

http://mattmccutchen.net/bigint/

Written and maintained by Matt McCutchen <matt@mattmccutchen.net>

You can use this library in a C++ program to do arithmetic on integers of size limited only by your computer's memory. The library provides BigUnsigned and BigInteger classes that represent nonnegative integers and signed integers, respectively. Most of the C++ arithmetic operators are overloaded for these classes, so big-integer calculations are as easy as:

```cpp
#include "BigIntegerLibrary.hh"

BigInteger a = 65536;
cout << (a * a * a * a * a * a * a);
```

(prints 340282366920938463463374607431768211456)
The code in `sample.cc' demonstrates the most important features of the library. To get started quickly, read the code and explanations in that file and run it. If you want more detail or a feature not shown in `sample.cc', consult the actual header and source files, which are thoroughly commented.

This library emphasizes ease of use and clarity of implementation over speed; some users will prefer GMP (http://swox.com/gmp/), which is faster. The code is intended to be reasonably portable across computers and modern C++ compilers; in particular, it uses whatever word size the computer provides (32-bit, 64-bit, or otherwise).

Compiling programs that use the library
---------------------------------------

The library consists of a folder full of C++ header files (`.hh') and source files (`.cc'). Your own programs should `#include' the necessary header files and link with the source files. A makefile that builds the sample program (`sample.cc') is included; you can adapt it to replace the sample with your own program.

Alternatively, you can use your own build system or IDE. In that case, you must put the library header files where the compiler will find them and arrange to have your program linked with the library source files; otherwise, you will get errors about missing header files or "undefined references". To learn how to do this, consult the documentation for the build system or IDE; don't bother asking me. Adding all the library files to your project will work in many IDEs but may not be the most desirable approach.

Resources
---------

The library's Web site (above) provides links to released versions, the current development version, and a mailing list for release announcements, questions, bug reports, and other discussion of the library. I would be delighted to hear from you if you like this library and/or find a good use for it.

Bugs and enhancements
----------------------

The library has been tested by me and others but is by no means bug-free. If you find a bug, please report it, whether it comes in the form of compiling trouble, a mathematically inaccurate result, or a memory-management blooper (since I use Java, these are altogether too common in my C++). I generally fix all reported bugs. You are also welcome to request enhancements, but I am unlikely to do substantial amounts of work on enhancements at this point.

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-----

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1.47 tidy 5.7.24

1.47.1 Available under license:

# HTML Tidy

## HTML parser and pretty printer

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1.48 json-cpp 0.7.0

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1.49 sql-cipher 4.0.1

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1.50 libflac 1.3.1

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1.52 libjpeg 8d

1.52.1 Available under license:

The Independent JPEG Group's JPEG software

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DOCUMENTATION ROADMAP
=====================
This file contains the following sections:

OVERVIEW General description of JPEG and the IJG software.
LEGAL ISSUES Copyright, lack of warranty, terms of distribution.
REFERENCES Where to learn more about JPEG.
ARCHIVE LOCATIONS Where to find newer versions of this software.
ACKNOWLEDGMENTS Special thanks.
FILE FORMAT WARS Software *not* to get.
TO DO Plans for future IJG releases.

Other documentation files in the distribution are:

User documentation:
install.txt How to configure and install the IJG software.
usage.txt Usage instructions for cjpeg, djpeg, jpegtran, rdjpgcom, and wrjpgcom.
*.1 Unix-style man pages for programs (same info as usage.txt).
wizard.txt Advanced usage instructions for JPEG wizards only.
change.log Version-to-version change highlights.

Programmer and internal documentation:
libjpeg.txt How to use the JPEG library in your own programs.
example.c Sample code for calling the JPEG library.
structure.txt Overview of the JPEG library's internal structure.
filelist.txt Road map of IJG files.
coderules.txt Coding style rules --- please read if you contribute code.

Please read at least the files install.txt and usage.txt. Some information can also be found in the JPEG FAQ (Frequently Asked Questions) article. See ARCHIVE LOCATIONS below to find out where to obtain the FAQ article.

If you want to understand how the JPEG code works, we suggest reading one or more of the REFERENCES, then looking at the documentation files (in roughly the order listed) before diving into the code.

OVERVIEW
========
This package contains C software to implement JPEG image encoding, decoding, and transcoding. JPEG (pronounced "jay-peg") is a standardized compression method for full-color and grayscale images.

This software implements JPEG baseline, extended-sequential, and progressive compression processes. Provision is made for supporting all variants of these processes, although some uncommon parameter settings aren't implemented yet. We have made no provision for supporting the hierarchical or lossless processes defined in the standard.

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

In order to support file conversion and viewing software, we have included considerable functionality beyond the bare JPEG coding/decoding capability; for example, the color quantization modules are not strictly part of JPEG decoding, but they are essential for output to colormapped file formats or colormapped displays. These extra functions can be compiled out of the library if not required for a particular application.

We have also included "jpegtran", a utility for lossless transcoding between different JPEG processes, and "rdjpgcom" and "wrjpgcom", two simple applications for inserting and extracting textual comments in JFIF files.

The emphasis in designing this software has been on achieving portability and flexibility, while also making it fast enough to be useful. In particular, the software is not intended to be read as a tutorial on JPEG. (See the REFERENCES section for introductory material.) Rather, it is intended to be reliable, portable, industrial-strength code. We do not claim to have achieved that goal in every aspect of the software, but we strive for it.

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The Unix configuration script "configure" was produced with GNU Autoconf. It is copyright by the Free Software Foundation but is freely distributable. The same holds for its supporting scripts (config.guess, config.sub, ltmain.sh). Another support script, install-sh, is copyright by X Consortium but is also freely distributable.

The IJG distribution formerly included code to read and write GIF files.
To avoid entanglement with the Unisys LZW patent (now expired), GIF reading support has been removed altogether, and the GIF writer has been simplified to produce "uncompressed GIFs". This technique does not use the LZW algorithm; the resulting GIF files are larger than usual, but are readable by all standard GIF decoders.

REFERENCES

We recommend reading one or more of these references before trying to understand the innards of the JPEG software.

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

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

The best currently available description of JPEG is the textbook "JPEG Still Image Data Compression Standard" by William B. Pennebaker and Joan L. Mitchell, published by Van Nostrand Reinhold, 1993, ISBN 0-442-01272-1. Price US$59.95, 638 pp. The book includes the complete text of the ISO JPEG standards (DIS 10918-1 and draft DIS 10918-2). Although this is by far the most detailed and comprehensive exposition of JPEG publicly available, we point out that it is still missing an explanation of the most essential properties and algorithms of the underlying DCT technology.

If you think that you know about DCT-based JPEG after reading this book, then you are in delusion. The real fundamentals and corresponding potential of DCT-based JPEG are not publicly known so far, and that is the reason for all the mistaken developments taking place in the image coding domain.


IJG JPEG 9 introduces a reversible color transform for improved lossless compression which is described in a contributed document ISO/IEC JTC1/SC29/WG1 N 6080 with title "JPEG 9 Lossless Coding", June/July 2012, Paris, France.

The JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the "JFIF" conventions, version 2. JFIF version 1 has been adopted as Recommendation ITU-T T.871 (05/2011) : Information technology - Digital compression and coding of continuous-tone still images: JPEG File Interchange Format (JFIF). It is available as a free download in PDF file format from http://www.itu.int/rec/T-REC-T.871. A PDF file of the older JFIF document is available at http://www.w3.org/Graphics/JPEG/jfif3.pdf.

The TIFF 6.0 file format specification can be obtained by FTP from ftp://ftp.sgi.com/graphics/tiff/TIFF6.ps.gz. The JPEG incorporation scheme found in the TIFF 6.0 spec of 3-June-92 has a number of serious problems. IJG does not recommend use of the TIFF 6.0 design (TIFF Compression tag 6). Instead, we recommend the JPEG design proposed by TIFF Technical Note #2 (Compression tag 7). Copies of this Note can be obtained from http://www.iijg.org/files/. It is expected that the next revision of the TIFF spec will replace the 6.0 JPEG design with the Note's design. Although IJG's own code does not support TIFF/JPEG, the free libtiff library uses our library to implement TIFF/JPEG per the Note.

ARCHIVE LOCATIONS
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The "official" archive site for this software is www.iijg.org. The most recent released version can always be found there in directory "files". This particular version will be archived as http://www.iijg.org/files/jpegsrc.v9c.tar.gz, and in Windows-compatible "zip" archive format as http://www.iijg.org/files/jpegsr9c.zip.
The JPEG FAQ (Frequently Asked Questions) article is a source of some general information about JPEG.
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send usenet/news.answers/jpeg-faq/part1
send usenet/news.answers/jpeg-faq/part2

ACKNOWLEDGMENTS
================

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Thank to Thomas Wiegand and Gary Sullivan for inviting me to the Joint Video Team (MPEG & ITU) meeting in Geneva, Switzerland.

Thank to Thomas Richter and Daniel Lee for inviting me to the ISO/IEC JTC1/SC29/WG1 (previously known as JPEG, together with ITU-T SG16) meeting in Berlin, Germany.

Thank to John Korejwa and Massimo Ballerini for inviting me to fruitful consultations in Boston, MA and Milan, Italy.

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Thank to Andrew Finkenstadt for hosting the ijg.org site.

Thank to Thomas G. Lane for the original design and development of this singular software package.

Thank to Lars Goehler, Andreas Heinecke, Sebastian Fuss, Yvonne Roebert,
FILE FORMAT WARS
================

The ISO/IEC JTC1/SC29/WG1 standards committee (previously known as JPEG, together with ITU-T SG16) currently promotes different formats containing the name "JPEG" which is misleading because these formats are incompatible with original DCT-based JPEG and are based on faulty technologies. IJG therefore does not and will not support such momentary mistakes (see REFERENCES).

There exist also distributions under the name "OpenJPEG" promoting such kind of formats which is misleading because they don't support original JPEG images.

We have no sympathy for the promotion of inferior formats. Indeed, one of the original reasons for developing this free software was to help force convergence on common, interoperable format standards for JPEG files.

Don't use an incompatible file format!
(In any case, our decoder will remain capable of reading existing JPEG image files indefinitely.)

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There are currently different distributions in circulation containing the name "libjpeg" which is misleading because they don't have the features and are incompatible with formats supported by actual IJG libjpeg distributions. One of those fakes is released by members of the ISO committee and just uses the name of libjpeg for misdirection of people, similar to the abuse of the name JPEG as described above, while having nothing in common with actual IJG libjpeg distributions and containing mathematically incorrect code. The other one claims to be a "derivative" or "fork" of the original libjpeg, but violates the license conditions as described under LEGAL ISSUES above and violates basic C programming properties.

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TO DO
=====

Version 9 is the second release of a new generation JPEG standard to overcome the limitations of the original JPEG specification, and is the first true source reference JPEG codec.
More features are being prepared for coming releases...

Please send bug reports, offers of help, etc. to jpeg-info@jpegclub.org.

1.53 openjpeg 2.3.0

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<table>
<thead>
<tr>
<th>Primary developers:</th>
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<tbody>
<tr>
<td>Robert Hegemann</td>
</tr>
<tr>
<td>Alexander Leidinger</td>
</tr>
<tr>
<td>Rogério Brito</td>
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<table>
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<th>Primary developers - Retired:</th>
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<tbody>
<tr>
<td>Gabriel Bouvigne</td>
</tr>
<tr>
<td>Mike Cheng</td>
</tr>
<tr>
<td>Name</td>
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<tr>
<td>-----------------------------</td>
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<tr>
<td>Frank Klemm</td>
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<tr>
<td>Naoki Shibata</td>
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<tr>
<td>Mark Taylor</td>
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<td>Takehiro Tominaga</td>
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<td>Roberto Amorim</td>
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<td>John Dahlstrom</td>
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<td>John Dee</td>
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<td>Dominique Duvivier</td>
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<td>Albert Faber</td>
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<table>
<thead>
<tr>
<th>Developer</th>
<th>Contribution</th>
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<tbody>
<tr>
<td>Peter Gubanov</td>
<td>LAME DirectShow Filter.</td>
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<td>Guillaume Lessard</td>
<td></td>
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<td>Steve Lhomme</td>
<td>LAME ACM codec.</td>
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<tr>
<td>Don Melton</td>
<td>id3v1 and v2 code.</td>
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<tr>
<td>Darin Morrison</td>
<td>Presets tuning.</td>
</tr>
<tr>
<td>Kyle VanderBeek</td>
<td>Python bindings, website clean-up.</td>
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1.60 flutter 1.4.0

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     */
    import 'package:json_annotation/json_annotation.dart';

    /**
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    part 'License.g.dart';

    @JsonSerializable()
    class License {
String name;

License(this.name);

factory License.fromJson(Map<String, dynamic> json) => _$LicenseFromJson(json);

Map<String, dynamic> toJson() => _$LicenseToJson(this);

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part of 'License.dart';

// **************************************************************************
// JsonSerializableGenerator
// **************************************************************************

License _$LicenseFromJson(Map<String, dynamic> json) {
  return License(json['name'] as String);
}

Map<String, dynamic> _$LicenseToJson(License instance) =>
  <String, dynamic>[
    'name': instance.name,
  ];

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1.61 logofx-core 2.0.0

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1.62 curl 7.66.0

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1.63 libilbc 2.0.2

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1.64 boringssl 3538

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```
```bash
git shortlog -sne --no-merges --since release/2.0.0@{2017-05-05} --until release/2.0.0@{2017-06-07}
```

When you navigate to a contributors commit page, the results are not filtered by release so more commits than are listed below will be shown.

* [CLI](#cli)
* [CoreCLR](#coreclr)
* [CoreFX](#corefx)
* [WCF](#wcf)

## CLI

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* [Nick Guerrera (29)](https://github.com/dotnet/cli/commits/release/2.0.0?author=nicholg@microsoft.com)
* [John Beisner (28)](https://github.com/dotnet/cli/commits/release/2.0.0?author=jbeisner@microsoft.com)
* [Eric Erhardt (22)](https://github.com/dotnet/cli/commits/release/2.0.0?author=eric.erhardt@microsoft.com)
* [William Li (21)](https://github.com/dotnet/cli/commits/release/2.0.0?author=wul@microsoft.com)
* [Livar (14)](https://github.com/dotnet/cli/commits/release/2.0.0?author=licavalc@microsoft.com)
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* [Ashley Hauck (4)](https://github.com/dotnet/cli/commits/release/2.0.0?author=ashauck@microsoft.com)
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* [Steve Sanderson (3)](https://github.com/dotnet/cli/commits/release/2.0.0?author=SteveSandersonMS@users.noreply.github.com)
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* [Matt Connew (2)](https://github.com/dotnet/wcf/commits/release/2.0.0?author=mconnew@microsoft.com)
* [KKhurin (2)](https://github.com/dotnet/wcf/commits/release/2.0.0?author=kkhurin@microsoft.com)
* [Tarek Mahmoud Sayed](https://github.com/dotnet/wcf/commits/release/2.0.0?author=tarekms@microsoft.com)
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* [hongdai (1)](https://github.com/dotnet/wcf/commits/release/2.0.0?author=hongdai@microsoft.com)

# Contributions to .NET Core 1.1

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```
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git shortlog -sne --no-merges --since {2016-05-20} --until {2016-11-08}
```

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## CLI

- [Eric Erhardt (54)](https://github.com/dotnet/cli/commits/rel/1.0.0-preview2.1?author=eric.erhardt@microsoft.com)
- [Livar Cunha (45)](https://github.com/dotnet/cli/commits/rel/1.0.0-preview2.1?author=livar@live.com)
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- [Todd Moscinski (4)](https://github.com/dotnet/cli/commits/rel/1.0.0-preview2.1?author=toddmosc@microsoft.com)
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- [Andrew Stanton-Nurse (3)](https://github.com/dotnet/cli/commits/rel/1.0.0-preview2.1?author=andrew@stanton-nurse.com)
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# Contributions to .NET Core 2.1

The list below is generated with the following command listed below in an attempt to capture all contributions which have gone into .NET Core 2.1.

```
bash
git shortlog -sne --no-merges --since 2017-11-16 --until 2018-05-15
```

When you navigate to a contributors commit page, the results are not filtered by release so more commits than are listed below will be shown.

* [CLI](#cli)
* [CoreCLR](#coreclr)
* [CoreFX](#corefx)
* [WCF](#wcf)

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We're still working out the best way to present contributors and trying to be as accurate as possible. The list below is generated with the following command listed below in an attempt to capture all contributions which have gone into .NET Core SDK 1.0. Where multiple email addresses were returned for a single person, the counts were aggregated with the email address reported the most commits.

```
```

When you navigate to a contributors commit page, the results are not filtered by release so more commits than are listed below will be shown.

## .NET Core Tools (SDK)

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# Contributions to .NET Core 2.0

The list below is generated with the following command listed below in an attempt to capture all contributions which have gone into .NET Core 2.0.

```bash
`git shortlog -sne --no-merges --since release/2.0.0@{2016-10-03} --until release/2.0.0@{2017-07-25}`
```

When you navigate to a contributors commit page, the results are not filtered by release so more commits than are listed below will be shown.

* [CLI](#cli)
* [CoreCLR](#coreclr)
* [CoreFX](#corefx)
* [WCF](#wcf)
## CLI

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## WCF
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# Contributions to .NET Core 2.0 Preview 1
We're still working out the best way to present contributors and trying to be as accurate as possible. The list below is generated with the following command listed below in an attempt to capture all contributions which have gone into .NET Core 2.0 Preview 1. Where multiple email addresses were returned for a single person, the counts were aggregated with the email address reported the most commits.

```bash
    git shortlog -sne --no-merges --since release/2.0.0@{2016-10-03} --until release/2.0.0@{2017-05-05} --committer="dotnet-bot" --invert-grep
```

When you navigate to a contributors commit page, the results are not filtered by release so more commits than are listed below will be shown.

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* [CoreCLR](https://github.com/dotnet/coreclr)
* [CoreFX](https://github.com/dotnet/corefx)
* [WCF](https://github.com/dotnet/wcf)

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Ren Nyffenegger rene.nyffenegger@adp-gmbh.ch

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L. Peter Deutsch
ghost@aladdin.com

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--- end of FTL.TXT ---

1.74 protobuf 3.12.2

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  * Clean up some Java warnings.
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Andrew Paprocki <andrew@ishiboo.com>
* Fixed minor IBM xLC compiler build issues
* Added atomicops for AIX (POWER)

1.75 openssl 1.0.1.c
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* (Deinst@world.std.com). David and I are now
* working on parallel development tracks to help
* our respective projects (Mozilla and OpenOffice.org
* and we will maintain full affix file and dictionary
* file compatibility and work on merging our versions
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<!-- root node -->

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1 0 1 2 3.</rects>

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left_val>1</left_val>
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John R. Hauser
2017 February 10

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Duplicate names are the result of folks making commits under multiple email addresses.

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- [CoreFX](#corefx)
- [Core Tools](#coretools)
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We're still working out the best way to present contributors and trying to be as accurate as possible. The list below is generated with the following command listed below in an attempt to capture all contributions which have gone into .NET Core 2.0 Preview 2. Where multiple email addresses were returned for a single person, the counts were aggregated with the email address reported the most commits.

```bash
  git shortlog -sne --no-merges --since release/2.0.0@{2017-05-05} --until release/2.0.0@{2017-06-07}
```

When you navigate to a contributors commit page, the results are not filtered by release so more commits than are listed below will be shown.

* [CLI](#cli)
* [CoreCLR](#coreclr)
* [CoreFX](#corefx)
* [WCF](#wcf)

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    git shortlog -sne --no-merges --since {2016-05-20} --until {2016-11-08}
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## CoreFX

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## Contributions to .NET Core 2.1

The list below is generated with the following command listed below in an attempt to capture all contributions which have gone into .NET Core 2.1.

```bash
git shortlog -sne --no-merges --since 2017-11-16 --until 2018-05-15
```

When you navigate to a contributors commit page, the results are not filtered by release so more commits than are listed below will be shown.

* [CLI](#cli)
* [CoreCLR](#coreclr)
* [CoreFX](#corefx)
* [WCF](#wcf)
* [Livar Cunha (78)](https://github.com/dotnet/cli/commits/release/2.1.3xx?author=licavalc@microsoft.com)
* [jbeisner (57)](https://github.com/dotnet/cli/commits/release/2.1.3xx?author=jbeisner@microsoft.com)
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# Contributions to .NET Core 2.0 Preview 1

We're still working out the best way to present contributors and trying to be as accurate as possible. The list below is generated with the following command listed below in an attempt to capture all contributions which have gone into .NET Core 2.0 Preview 1. Where multiple email addresses were returned for a single person, the counts were aggregated with the email address reported the most commits.

```bash
~$ bash
git shortlog -sne --no-merges --since release/2.0.0@{2016-10-03} --until release/2.0.0@{2017-05-05} --committer="dotnet-bot" --invert-grep
```

When you navigate to a contributors commit page, the results are not filtered by release so more commits than are listed below will be shown.

* [CLI](#cli)
* [CoreCLR](#coreclr)
* [CoreFX](#corefx)
* [WCF](#wcf)

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## CoreFX

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* [Tanner Gooding (1)](https://github.com/dotnet/corefx/commits/release/2.0.0?author=tannergooding@users.noreply.github.com)
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* [Varocarbus (1)](https://github.com/dotnet/corefx/commits/release/2.0.0?author=contact@customsolvers.com)
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We're still working out the best way to present contributors and trying to be as accurate as possible. The list below is generated with the following command listed below in an attempt to capture all contributions which have gone into .NET Core SDK 1.0. Where multiple email addresses were returned for a single person, the counts were aggregated with the email address reported the most commits.

```bash
git shortlog -sne --no-merges --until release/1.1.0@{2017-02-25}
```

When you navigate to a contributors commit page, the results are not filtered by release so more commits than are listed below will be shown.

## .NET Core Tools (SDK)

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The list below is generated with the following command listed below in an attempt to capture all contributions which have gone into .NET Core 2.0.

```bash
git shortlog -sne --no-merges --since release/2.0.0@{2016-10-03} --until release/2.0.0@{2017-07-25}
```

When you navigate to a contributors commit page, the results are not filtered by release so more commits than are listed below will be shown.

* [CLI](#cli)
* [CoreCLR](#coreclr)
* [CoreFX](#corefx)
* [WCF](#wcf)

## CLI

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* [Justin Goshi (145)](https://github.com/dotnet/cli/commits/release/2.0.0?author=jgoshi@microsoft.com)
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* [Daniel Plaisted (34)](https://github.com/dotnet/cli/commits/release/2.0.0?author=daplaist@microsoft.com)
* [Faizan Ahmad (30)](https://github.com/dotnet/cli/commits/release/2.0.0?author=faahmad@microsoft.com)
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* SDK Tools: Microsoft.DiaSymReader.Native.{x86|amd64|arm|arm64}.dll

The following binaries are licensed with the
[Windows SDK License](https://docs.microsoft.com/legal/windows-sdk/license):

* .NET Core: api-ms.*.*
* .NET Core: ucrtbase.dll
* WPF: D3DCompiler_47_cor3.dll

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This is an attempt to acknowledge early contributions to the garbage collector. Later contributions should instead be mentioned in README.changes.

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Much of the HP specific code and a number of good suggestions for improving the generic code are due to Walter Underwood.
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Jesper Peterson(jep@mtiame.mtia.oz.au), Michel Schinz, and
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Thomas Funke (thf@zelator.in-berlin.de(?)) and
Brian D.Carlstrom (bdc@clark.lcs.mit.edu) supplied the NeXT ports.
Douglas Steel (doug@wg.icl.co.uk) provided ICL DRS6000 code.
Bill Janssen (janssen@parc.xerox.com) supplied the SunOS dynamic loader specific code. Manuel Serrano (serrano@cornas.inria.fr) supplied linux and Sony News specific code. Al Dosser provided Alpha/OSF/1 code. He and Dave Detlefs(detlefs@src.dec.com) also provided several generic bug fixes.
Alistair G. Crooks(agc@uts.amdahl.com) supplied the NetBSD and 386BSD ports.
Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port.
Brent Benson (brent@jade.ssd.csd.harris.com) ported the collector to a Motorola 88K processor running CX/UX (Harris NightHawk).
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"http://www.boost.org/tools/boostbook/dtd/boostbook.dtd">
<article id="copyright_test" last-revision="DEBUG MODE Date: 2000/12/20 12:00:00 $"
xmlns:xi="http://www.w3.org/2001/XInclude"
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]

[section:mpl MPL Interoperability]

All the value based traits in this library conform to MPL’s requirements
for an [../../../../libs/mpl/doc/refmanual/integral-constant.html Integral Constant type].

Please note that these types no longer inherit from `mpl::true_` or `mpl::false_` etc, and the library
will no longer implicitly include any MPL header. However there is an implicit conversion from
`integral_constant` to the corresponding MPL types, therefore tag-dispatching that uses MPL types
in function overloads will still work as before.

[endsect]
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Gunter Winkler (gunter.winkler -at- unibw-muenchen.de) (See Boost List message of Mon, 16 Aug 2004 10:24:17 +0200)
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Herve Bronnimann (hbr -at- poly.edu)
#!/usr/bin/env python
from subprocess import check_output as run
from datetime import datetime
from itertools import groupby
from operator import itemgetter
import re
import magic

def authors(filename):
    log = run(['git', 'log', '--follow',
               '--date=short', '--format=%aN%x09%ad', filename],
               universal_newlines=True)
    for line in log.splitlines():
        author, date = line.split('	')
        if author != 'fix-copyright.py':
            yield author, datetime.strptime(date, '%Y-%m-%d')

def new_copyright(filename, previous):
    def f():
        au = list(authors(filename))
        alldates = map(itemgetter(1), au)
        aup = sorted(au + map(lambda a: (a, None), previous), key=itemgetter(0))
        for author, records in groupby(aup, itemgetter(0)):
            dates = filter(None, map(itemgetter(1), records))
            if not dates: dates = alldates
            start = min(dates)
            end = max(dates)
            fmt = '{0}' if start.year == end.year else '{0}-{1}'
            line = 'Copyright ' + fmt.format(start.year, end.year) + ' ' + author
            key = (start, author)
            yield key, line
    return map(itemgetter(1), sorted(f()))

def fix_copyright(filename):
    # Find copyright block in original file
    prefix = set()
names = []
lines = []
with open(filename, 'r') as f:
    content = list(f)
for i, line in enumerate(content[:15]):
    m = re.match(r'^\W*(\(c\))?\s*?copyright\s*\((\(c\)?\s*?\d{4}\s*?\d{4})\)?\s*+(\(c\)?\s*?\d{4}\)?\s*+(?P<name>.+?)\s*$', line, re.IGNORECASE)
    if m:
        d = m.groupdict()
        prefix.add(d['prefix'])
        lines.append(i)
        names.append(d['name'].strip())
if len(prefix) != 1:
    print 'Not found:', filename
    return
prefix = list(prefix)[0]

print filename
new = iter(new_copyright(filename, names))
with open(filename, 'w') as f:
    for i, line in enumerate(content):
        if i in lines:
            for repl in new:
                print >>f, prefix + repl
        else:
            print >>f, line,
    pass

def all_files():
    ls = run(['git', 'ls-files'], universal_newlines=True)
    for filename in ls.splitlines():
        if magic.from_file(filename, mime=True).split('/')[0] == 'text':
            yield filename

for f in all_files():
    fix_copyright(f)

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//
//
/******************************************************************************
#endif BOOST_INTRUSIVE_DETAIL_MPL_HPP
#define BOOST_INTRUSIVE_DETAIL_MPL_HPP
#ifndef BOOST_CONFIG_HPP
#include <boost/config.hpp>
#endif
#if defined(BOOST_HAS_PRAGMA_ONCE)
#pragma once
#endif
#include <boost/intrusive/detail/config_begin.hpp>
#include <boost/move/detail/type_traits.hpp>
#include <cstddef>
namespace boost {
namespace intrusive {
namespace detail {
using boost::move_detail::is_same;
using boost::move_detail::add_const;
using boost::move_detail::remove_const;
using boost::move_detail::remove_cv;
using boost::move_detail::remove_reference;
using boost::move_detail::add_reference;
using boost::move_detail::remove_pointer;
using boost::move_detail::add_pointer;
using boost::move_detail::true_type;
using boost::move_detail::false_type;
using boost::move_detail::enable_if_c;
using boost::move_detail::enable_if;
using boost::move_detail::disable_if_c;
using boost::move_detail::disable_if;
using boost::move_detail::is_convertible;
using boost::move_detail::if_c;
using boost::move_detail::if_;
using boost::move_detail::is_const;
using boost::move_detail::identity;
using boost::move_detail::alignment_of;
using boost::move_detail::is_empty;
using boost::move_detail::addressof;
using boost::move_detail::integral_constant;
using boost::move_detail::enable_if_convertible;
using boost::move_detail::disable_if_convertible;
using boost::move_detail::bool_;
using boost::move_detail::true_;
using boost::move_detail::false_;
using boost::move_detail::yes_type;
using boost::move_detail::no_type;
using boost::move_detail::apply;
using boost::move_detail::eval_if_c;
using boost::move_detail::eval_if;
using boost::move_detail::unvoid_ref;
using boost::move_detail::add_const_if_c;

template<std::size_t S>
struct ls_zeros
{
    static const std::size_t value = (S & std::size_t(1)) ? 0 : (1 + ls_zeros<(S>>1u)>::value);
};

template<>
struct ls_zeros<0>
{
    static const std::size_t value = 0;
};

template<>
struct ls_zeros<1>
{
    static const std::size_t value = 0;
};

// Infrastructure for providing a default type for T::TNAME if absent.
#define BOOST_INTRUSIVE_INSTANTIATE_DEFAULT_TYPE_TMPLT(TNAME)     \
    template <typename T, typename DefaultType>                    \
    struct boost_intrusive_default_type_ ## TNAME                \
    {
        template <typename X>                                       \
        static char test(int, typename X::TNAME*);                  \
        \
        template <typename X>                                       \
        static int test(...);                                       \
        \
        struct DefaultWrap { typedef DefaultType TNAME; };          \
        \
        static const bool value = (1 == sizeof(test<T>(0, 0)));     \
        \
        typedef typename                                            \
        ::boost::intrusive::detail::if_c                         \
        <value, T, DefaultWrap>::type::TNAME type;            \
    };                                                             \
//

#define BOOST_INTRUSIVE_OBTAIN_TYPE_WITH_DEFAULT(INSTANTIATION_NS_PREFIX, T, TNAME, TIMPL)   \
    typename INSTANTIATION_NS_PREFIX                                                       \
    boost_intrusive_default_type_ ## TNAME< T, TIMPL >::type                            \

//

#define BOOST_INTRUSIVE_INSTANTIATE_EVAL_DEFAULT_TYPE_TMPLT(TNAME)\
  template <typename T, typename DefaultType> \    
  struct boost_intrusive_eval_default_type_ ## TNAME \    
  { \    
    template <typename X> \    
      static char test(int, typename X::TNAME*); \    
    \    
    template <typename X> \    
      static int test(...); \    
    \    
    struct DefaultWrap \    
    { typedef typename DefaultType::type TNAME; }; \    
    \    
    static const bool value = (1 == sizeof(test<T>(0, 0))); \    
    \    
    typedef typename \    
    ::boost::intrusive::detail::eval_if_c \    
      < value \    
        , ::boost::intrusive::detail::identity<T> \    
        , ::boost::intrusive::detail::identity<DefaultWrap> \    
        >::type::TNAME type; \    
  }; \    
//

#define BOOST_INTRUSIVE_OBTAIN_TYPE_WITH_EVAL_DEFAULT(INSTANTIATION_NS_PREFIX, T, TNAME, TIMPL) 
  typename INSTANTIATION_NS_PREFIX\    
  boost_intrusive_eval_default_type_ ## TNAME< T, TIMPL >::type\    
//

#define BOOST_INTRUSIVE_INTERNAL_STATIC_BOOL_IS_TRUE(TRAITS_PREFIX, TYPEDEF_TO_FIND) 
  template <class T>\    
  struct TRAITS_PREFIX##_bool\  
  {\    
    template<bool Add>\    
    struct two_or_three {yes_type _[2 + Add];};\    
    template <class U> static yes_type test(...);\    
    template <class U> static two_or_three<U::TYPEDEF_TO_FIND> test (int);\    
    static const std::size_t value = sizeof(test<T>(0));\  }\  
  }\  
  \    
  template <class T>\    
  struct TRAITS_PREFIX##_bool_is_true\  
  {\    
    static const bool value = TRAITS_PREFIX##_bool<T>::value > sizeof(yes_type)*2;\  }\  
//
#define BOOST_INTRUSIVE_HAS_STATIC_MEMBER_FUNC_SIGNATURE(TRAITS_NAME, FUNC_NAME) \\template<typename U, typename Signature> \
class TRAITS_NAME \\{ \\
private:

//

#define BOOST_INTRUSIVE_HAS_MEMBER_FUNC_CALLED(TRAITS_NAME, FUNC_NAME) \\template<typename Type> \\
struct TRAITS_NAME \\
{ \\
    struct BaseMixin \\
            { \\
                void FUNC_NAME(); \\
            
    \\
    \\
//

#define BOOST_INTRUSIVE_HAS_MEMBER_FUNC_CALLED_IGNORE_SIGNATURE(TRAITS_NAME, FUNC_NAME) \\BOOST_INTRUSIVE_HAS_MEMBER_FUNC_CALLED(TRAITS_NAME, FUNC_NAME) \\\BOOST_INTRUSIVE_HAS_MEMBER_FUNC_CALLED(TRAITS_NAME##_ignore_signature, FUNC_NAME) \\

//namespace intrusive

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<title>MPL Interoperability</title>
<link rel="stylesheet" href="../../../../doc/src/boostbook.css" type="text/css">
<meta name="generator" content="DocBook XSL Stylesheets V1.79.1">
<link rel="home" href="../index.html" title="Chapter 1. Boost.TypeTraits">
<link rel="up" href="../index.html" title="Chapter 1. Boost.TypeTraits">
<link rel="prev" href="intrinsics.html" title="Support for Compiler Intrinsics">
<link rel="next" href="examples.html" title="Examples">
</head>
<body bgcolor="white" text="black" link="#0000FF" vlink="#840084" alink="#0000FF">
<table cellpadding="2" width="100%">
<tr><td valign="top"><img alt="Boost C++ Libraries" width="277" height="86" src="../../../../boost.png"></td>
<td align="center"><a href="../../../../index.html">Home</a></td>
<td align="center"><a href="../../../../libs/libraries.htm">Libraries</a></td>
<td align="center"><a href="http://www.boost.org/users/people.html">People</a></td>
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<td align="center"><a href="../../../../more/index.htm">More</a></td>
</tr></table>
<hr>
</body>
</html>
All the value based traits in this library conform to MPL’s requirements for an Integral Constant type. Please note that these types no longer inherit from `mpl::true_` or `mpl::false_` etc, and the library will no longer implicitly include any MPL header. However there is an implicit conversion from `mpl::integral_constant` to the corresponding MPL types, therefore tag-dispatching that uses MPL types in function overloads will still work as before.
This package was debianized by Vladimir Prus <ghost@cs.msu.su> on

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/*
 */

#include "licence_info.hpp"
#include "bcp_imp.hpp"
#include "fileview.hpp"
#include <fstream>
#include <iomanip>
#include <cstring>
#include <stdexcept>
#include <boost/lexical_cast.hpp>
#include <boost/filesystem/operations.hpp>
#include <boost/throw_exception.hpp>

// split_path is a small helper for outputting a path name,
// complete with a link to that path:
//
struct split_path
{
    const fs::path& root;
    const fs::path& file;
    split_path(const fs::path& r, const fs::path& f)
        : root(r), file(f){}
private:
    split_path& operator=(const split_path&);
};

std::ostream& operator << (std::ostream& os, const split_path& p)
{
    os << "<a href=" << (p.root / p.file).string() << ">" << p.file.string() << "</a>";
    return os;
}

std::string make_link_target(const std::string& s)
{
    // convert an arbitrary string into something suitable
    // for an <a> name:
    std::string result;
    for(unsigned i = 0; i < s.size(); ++i)
    {
        result.append(1, static_cast<std::string::value_type>(std::isalnum(s[i]) ? s[i] : '_'));
    }
    return result;
}

void bcp_implementation::output_license_info()
std::pair<const license_info*, int> licenses = get_licenses();

std::map<int, license_data>::const_iterator i, j;
i = m_license_data.begin();
j = m_license_data.end();

std::ofstream os(m_dest_path.string().c_str());
if(!os)
{
    std::string msg("Error opening ");
    msg += m_dest_path.string();
    msg += " for output."
    std::runtime_error e(msg);
    boost::throw_exception(e);
}

os <<
"<!DOCTYPE HTML PUBLIC \"-//W3C//DTD HTML 4.0 Transitional//EN\">\n"
"<html>\n"
"<head>\n"
"<title>Boost Licence Dependency Information</title>
if(m_module_list.size() == 1)
{
    os << " for " << *(m_module_list.begin());
}

os << "</title>\n"
"</head>\n"
"<body>\n"
"<H1>Boost Licence Dependency Information</H1>
if(m_module_list.size() == 1)
{
    os << " for " << *(m_module_list.begin());
}

os << "</H1>\n"
"<H2>Contents</h2>
"<pre><a href="#input">Input Information</a>
if(!m_bsl_summary_mode)
    os << "<a href="#summary">Licence Summary</a>
os << "<a href="#details">Licence Details</a>
while(i != j)
{
    // title:
    os << " <A href="#" " make_link_target(licenses.first[i->first].license_name)
    << ";">" " licenses.first[i->first].license_name << ";\n";
    ++i;
}
os << "<a href="#files">Files with no recognised license</a><br>
";
if(!m_bsl_summary_mode)
{
    os << "Moving to the Boost Software License...";
    os << "<a href="#bsl-converted">Files that can be automatically converted to the Boost Software License</a><br>
";
    os << "<a href="#to-bsl">Files that can be manually converted to the Boost Software License</a><br>
";
    os << "<a href="#not-to-bsl">Files that can <b>NOT</b> be moved to the Boost Software License</a><br>
";
    os << "<a href="#need-bsl-authors">Authors we need to move to the Boost Software License</a><br>
";
    os << "<a href="#copyright">Copyright Holder Information</a><br>
";
}

os << "<a href="#depend">File Dependency Information</a><br>
";

//
// input Information:
//
// os << "<a name="input"></a><h2>Input Information</h2>
if(m_scan_mode)
    os << "The following files were scanned for boost dependencies:<BR>
";
else
    os << "The following Boost modules were checked:<BR>
";
std::list<std::string>::const_iterator si = m_module_list.begin();
std::list<std::string>::const_iterator sj = m_module_list.end();
while(si != sj)
{
    os << *si << "<BR>
";
    ++si;
}

os << "The Boost path was: <code>" << m_boost_path.string() << "</code>\n";

//
// extract the boost version number from the boost directory tree,
// not from this app (which may have been built from a previous
// version):
//
fileview version_file(m_boost_path / "boost/version.hpp");
static const boost::regex version_regex("\s*\#define BOOST_VERSION\(\d+\)\s*\*\*\*\s*\*\*\*\*\*\*\*\*\*\*\*\*\*");
boost::cmatch what;
if(boost::regex_search(version_file.begin(), version_file.end(), what, version_regex))
{
    int version = boost::lexical_cast<int>(what.str(1));
    os << "The Boost version is: " << version / 100000 << "." << version / 100 % 100 << "." << version % 100
Open Source Used In Webex Teams Desktop Client 3.0.15879.0

//
// output each license:
//
i = m_license_data.begin();
j = m_license_data.end();
if(!m_bsl_summary_mode)
{
    //
    // start with the summary:
    //
    os << "<a name="summary">
    Licence Summary</a><h2>
    while(i != j)
    {
        // title:
        os << "<H3>" << licenses.first[i->first].license_name << "</H3>
        // license text:
        os << "<BLOCKQUOTE>" << licenses.first[i->first].license_text << "</BLOCKQUOTE>
        // Copyright holders:
        os << "<P>This license is used by " << i->second.authors.size() << " authors and " << i->second.files.size() << " files <a href="#" " make_link_target(licenses.first[i->first].license_name) "(see details)</a>"
        os << "</P></BLOCKQUOTE>
        ++i;
    }
    //
    // and now the details:
    //
i = m_license_data.begin();
j = m_license_data.end();
int license_index = 0;
while(i != j)
{
    // title:
    os << "<H3><A name="details"></a>" << licenses.first[i->first].license_name << "</H3>
    // license text:
    os << "<BLOCKQUOTE>" << licenses.first[i->first].license_text << "</BLOCKQUOTE>
    if(!m_bsl_summary_mode || (license_index >= 3))
    {
        // Copyright holders:
        os << "<P>This license is used by the following " << i->second.authors.size() << " copyright
holders:

```cpp
std::set<std::string>::const_iterator x, y;
x = i->second.authors.begin();
y = i->second.authors.end();
while(x != y)
{
    os << *x << "<BR>\n";
    ++x;
}
```

```cpp
os << "</P></BLOCKQUOTE>\n";
// Files using this license:
// os << "<P>This license applies to the following " << i->second.files.size() << " files:
```

```cpp
std::set<fs::path, path_less>::const_iterator m, n;
m = i->second.files.begin();
n = i->second.files.end();
while(m != n)
{
    os << split_path(m_boost_path, *m) << \n";
    ++m;
}
```

```cpp
os << "</P></BLOCKQUOTE>\n";
```

```cpp
else
{
    os << "<P>This license is used by " << i->second.authors.size() << " authors (list omitted for brevity).</P>\n";
    os << "<P>This license applies to " << i->second.files.size() << " files (list omitted for brevity).</P>\n";
}
```

```cpp
++license_index;
++i;
```

```cpp
// Output list of files not found to be under license control:
//
os << "<h2><a name="files"></a>Files With No Recognisable Licence</h2><P>
" << m_unknown_licenses.size() << " files had no recognisable license information:
```

```cpp
std::set<fs::path, path_less>::const_iterator i2, j2;
i2 = m_unknown_licenses.begin();
j2 = m_unknown_licenses.end();
while(i2 != j2)
{
    os << split_path(m_boost_path, *i2) << "<br>\n";
    ++i2;
}
```

```cpp
os << "</p></BLOCKQUOTE>\n";
```

```cpp
//
// Output list of files with no found copyright holder:
```
Files With No Recognisable Copyright Holder

The following files had no recognisable copyright holder:

Files that can be automatically converted to the Boost Software License

Files that could be converted to the Boost Software License, but have not yet been:

Files that have been moved over to the Boost Software License, along with enough information for human verification.
while(i2 != j2)
{
    os << split_path(m_boost_path, *i2) << "<br>
    ++i2;
}
os << "</p></BLOCKQUOTE>";
//
// Output list of files that can not be moved over to the Boost Software License
//
os << "<h2><a name="not-to-bsl"></a>Files that can NOT be converted to the Boost Software License</h2>
"<p>The following " << m_cannot_migrate_to_bsl.size() << " files cannot be converted to the Boost Software License because we need the permission of more authors:</p>

i2 = m_cannot_migrate_to_bsl.begin();
j2 = m_cannot_migrate_to_bsl.end();
while(i2 != j2)
{
    os << split_path(m_boost_path, *i2) << "<br>
    ++i2;
}

os << "</p></BLOCKQUOTE>";
//
// Output list of authors that we need permission for to move to the BSL
//
os << "<h2><a name="need-bsl-authors"></a>Authors we need for the BSL</h2>
"<p>Permission of the following authors is needed before we can convert to the Boost Software License. The list of authors that have given their permission is contained in <code>more/blanket-permission.txt</code>:</p>

std::copy(m_authors_for_bsl_migration.begin(), m_authors_for_bsl_migration.end(),
    std::ostream_iterator<std::string>(os, "<br>
    "));

os << "</p></BLOCKQUOTE>";
//
// output a table of copyright information:
//
os << "<H2><a name="copyright"></a>Copyright Holder Information</h2><table border="1">"
std::map<std::string, std::set<fs::path, path_less> >::const_iterator ad, ead;
ad = m_author_data.begin();
ead = m_author_data.end();
while(ad != ead)
{
    os << "<tr><td>" << ad->first << "</td><td>
    std::set<fs::path, path_less>::const_iterator fi, efi;
    fi = ad->second.begin();
    efi = ad->second.end();
    while(fi != efi)
    {
        os << split_path(m_boost_path, *fi) << " 
        ++fi;
    
    os << "</td></tr>";

// output file dependency information:
//
os << "&lt;H2&gt;&lt;a name="depend"&gt;File Dependency Information&lt;/a&gt;&lt;/H2&gt;&lt;BLOCKQUOTE&gt;&lt;pre&gt;\n";
std::map<fs::path, fs::path, path_less>::const_iterator dep, last_dep;
std::set<fs::path, path_less>::const_iterator fi, efi;
fi = m_copy_paths.begin();
efi = m_copy_paths.end();
// if in summary mode, just figure out the "bad" files and print those only:
if(m_bsl_summary_mode)
{
    bad_paths.insert(m_unknown_licenses.begin(), m_unknown_licenses.end());
    bad_paths.insert(m_unknown_authors.begin(), m_unknown_authors.end());
    bad_paths.insert(m_can_migrate_to_bsl.begin(), m_can_migrate_to_bsl.end());
    bad_paths.insert(m_cannot_migrate_to_bsl.begin(), m_cannot_migrate_to_bsl.end());
    typedef std::map<fs::path, std::pair<std::string, std::string>, path_less>
        ::const_iterator conv_iterator;
    conv_iterator i = m_converted_to_bsl.begin(),
        ie = m_converted_to_bsl.end();
    while(i != ie)
    {  
        bad_paths.insert(i->first);
        ++i;
    }
    fi = bad_paths.begin();
    efi = bad_paths.end();
    os << "&lt;P&gt;For brevity, only files not under the BSL are shown&lt;/P&gt;\n";
}
while(fi != efi)
{
    os << split_path(m_boost_path, *fi);
    dep = m_dependencies.find(*fi);
    last_dep = m_dependencies.end();
    std::set<fs::path, path_less> seen_deps;
    if (dep != last_dep)
        while(true)
        {
            os << " -> " ;
            if(fs::exists(m_boost_path / dep->second))
                os << split_path(m_boost_path, dep->second);

else if(fs::exists(dep->second))
    os << split_path(fs::path(), dep->second);
else
    os << dep->second.string();
if(seen_deps.find(dep->second) != seen_deps.end())
    {
        os << " <I>(Circular dependency!)</I>";
        break; // circular dependency!!!
    }
seen_deps.insert(dep->second);
last_dep = dep;
dep = m_dependencies.find(dep->second);
if((dep == m_dependencies.end()) || (0 == compare_paths(dep->second, last_dep->second)))
    break;
    }else if("n":
    ++fi;
    }else
os << "</pre></BLOCKQUOTE>\n";

os << "</body></html>\n";

if(!os)
    {
        std::string msg("Error writing to ");
        msg += m_dest_path.string();
        msg += ": ";
        std::runtime_error e(msg);
        boost::throw_exception(e);
    }

This package was debianized by Vladimir Prus <ghost@cs.msu.su> on

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/**
 * Copyright 1993-2002 Christopher Seiwald and Perforce Software, Inc.
 */

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Douglas Steel (doug@wg.icl.co.uk) provided ICL DRS6000 code.
Bill Janssen (janssen@parc.xerox.com) supplied the SunOS dynamic loader.
specific code. Manuel Serrano (serrano@cornas.inria.fr) supplied linux and Sony News specific code. Al Dosser provided Alpha/OSF/1 code. He and Dave Detlefs (detlefs@src.dec.com) also provided several generic bug fixes. Alistair G. Crooks (agc@uts.amdahl.com) supplied the NetBSD and 386BSD ports. Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port. Brent Benson (brent@jade.ssd.csd.harris.com) ported the collector to a Motorola 88K processor running CX/UX (Harris NightHawk). Ari Huttunen (Ari.Huttunen@hut.fi) generalized the OS/2 port to nonIBM development environments (a nontrivial task). Patrick Beard (beard@cs.ucdavis.edu) provided the initial MacOS port. David Chase, then at Olivetti Research, suggested several improvements. Scott Schwartz (schwartz@groucho.cse.psu.edu) supplied some of the code to save and print call stacks for leak detection on a SPARC. Jesse Hull and John Ellis supplied the C++ interface code. Zhong Shao performed much of the experimentation that led to the current typed allocation facility. (His dynamic type inference code hasn't made it into the released version of the collector, yet.)

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Adapters for Boost.MPL containers. 

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

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

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

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