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1.6 openssl 0.9.8n

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file_io/unix/mktemp.c, strings/apr_strings.c:

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From dso/aix/dso.c:

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From strings/apr_strnatcmp.c, include/apr_strings.h:

strnatcmp.c -- Perform 'natural order' comparisons of strings in C.
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1.8 apr-util 1.3.9

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*/
```

1.9 free-type 2.1.2

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```
/***************************************************************************/
/*                                                                         */
/*  ahangles.h                                                             */
/*                                                                         */
/*    A routine used to compute vector angles with limited accuracy        */
/*    and very high speed (body).                                          */
/*                                                                         */
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/*                                                                         */
/***************************************************************************/
#! /bin/sh
#
# install - install a program, script, or datafile
# This comes from X11R5 (mit/util/scripts/install.sh).
#
```

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#
Calling this script install-sh is preferred over install.sh, to prevent
`make' implicit rules from creating a file called install from it
when there is no Makefile.
#
#
 This script is compatible with the BSD install script, but was written
from scratch. It can only install one file at a time, a restriction
shared with many OS's install programs.
/* bdftypes.h

 FreeType font driver for bdf fonts

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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-
commons//httpclient/src/java/org/apache/commons/httpclient/AutoCloseInputStream.java,v 1.9 2004/04/18 23:51:34
jsdever Exp $
* $Revision: 291181 $
* $Date: 2005-09-23 14:13:25 -0400 (Fri, 23 Sep 2005) $
*
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package org.apache.commons.httpclient;

import java.io.FilterInputStream;
import java.io.IOException;
import java.io.InputStream;

/**
* Closes an underlying stream as soon as the end of the stream is reached, and
* notifies a client when it has done so.
*
* @author Ortwin Glueck
* @author Eric Johnson
* @author <a href="mailto:mbowler@GargoyleSoftware.com">Mike Bowler</a>
*
* @since 2.0
*/
class AutoCloseInputStream extends FilterInputStream {

   /**
    * True if this stream is open.  Assume that the underlying stream
    * is open until we get an EOF indication.
    */
   private boolean streamOpen = true;

   /** True if the
  stream closed itself. */
   private boolean selfClosed = false;

   /**
    * The watcher is notified when the contents of the stream have
```

```
     * been  exhausted
     */
    private ResponseConsumedWatcher watcher = null;

    /**
     * Create a new auto closing stream for the provided connection
     *
     * @param in the input stream to read from
     * @param watcher   To be notified when the contents of the stream have been
     *  consumed.
     */
    public AutoCloseInputStream(
            final InputStream in, final ResponseConsumedWatcher watcher) {
        super(in);
        this.watcher = watcher;
    }

    /**
     * Reads the next byte of data from the input stream.
     *
     * @throws IOException when there is an error reading
     * @return the character read, or -1 for EOF
     */
    public int read() throws IOException {
        int l = -1;

        if (isReadAllowed()) {
            // underlying stream not closed, go ahead
and read.
            l = super.read();
            checkClose(l);
        }

        return l;
    }

    /**
     * Reads up to <code>len</code> bytes of data from the stream.
     *
     * @param b a <code>byte</code> array to read data into
     * @param off an offset within the array to store data
     * @param len the maximum number of bytes to read
     * @return the number of bytes read or -1 for EOF
     * @throws IOException if there are errors reading
     */
    public int read(byte[] b, int off, int len) throws IOException {
        int l = -1;
```

```
        if (isReadAllowed()) {
            l = super.read(b,  off,  len);
            checkClose(l);
        }

        return l;
    }

    /**
     * Reads some number of bytes from the input stream and stores them into the
     * buffer array b.
     *
     * @param b a <code>byte</code> array to read data into
     * @return the number of bytes read or -1 for EOF
     * @throws IOException if
    there are errors reading
     */
    public int read(byte[] b) throws IOException {
        int l = -1;

        if (isReadAllowed()) {
            l = super.read(b);
            checkClose(l);
        }
        return l;
    }

    /**
     * Close the stream, and also close the underlying stream if it is not
     * already closed.
     * @throws IOException If an IO problem occurs.
     */
    public void close() throws IOException {
        if (!selfClosed) {
            selfClosed = true;
            notifyWatcher();
        }
    }

    /**
     * Close the underlying stream should the end of the stream arrive.
     *
     * @param readResult    The result of the read operation to check.
     * @throws IOException If an IO problem occurs.
     */
    private void checkClose(int readResult) throws IOException {
        if (readResult == -1) {
            notifyWatcher();
```

```
        }
    }

    /**
     * See whether a read of the underlying stream
  should be allowed, and if
     * not, check to see whether our stream has already been closed!
     *
     * @return <code>true</code> if it is still OK to read from the stream.
     * @throws IOException If an IO problem occurs.
     */
    private boolean isReadAllowed() throws IOException {
        if (!streamOpen && selfClosed) {
            throw new IOException("Attempted read on closed stream.");
        }
        return streamOpen;
    }

    /**
     * Notify the watcher that the contents have been consumed.
     * @throws IOException If an IO problem occurs.
     */
    private void notifyWatcher() throws IOException {
        if (streamOpen) {
            super.close();
            streamOpen = false;

            if (watcher != null) {
                watcher.responseConsumed();
            }
        }
    }
}
```

1.11 xalan 2.5.1

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1.12 xerces-c 3.1.1

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1.14 commons-beanutils 1.8.3

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Used By: XSLTC component of xml-xalan/java

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Last revised by Reagle $Date: 2005-06-03 18:49:13 -0400 (Fri, 03 Jun 2005) $

1.16 grizzly-framework 2.3.3

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1.18 grizzly-http-server 2.3.3

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1.21 commons-collections 2.1

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1.22 jetty 8.1.14.v20131031

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1.24 apr-util 1.5.4

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1.25 guava 18.0

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1.26 apr 1.5.2

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From strings/apr_strnatcmp.c,
include/apr_strings.h:

strnatcmp.c -- Perform 'natural order' comparisons of strings in C.
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From
strings/apr_snprintf.c:

*
* cvt - IEEE floating point formatting routines.
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*

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1.27 jfreechart 1.0.19

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1.28 postgre-sql 9.4-1201-jdbc41

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```
/**
* This code is a stripped down version of Robert Harder's Public Domain
* Base64 implementation. GZIP support, InputStream and OutputStream stuff
* and some unneeded encode/decode methods have been removed.
*
* -- Original comments follow --
*
* Encodes and decodes to and from Base64 notation.
*
* <p>
* Change Log:
* </p>
* <ul>
*  <li>v2.1 - Cleaned up javadoc comments and unused variables and methods. Added
*   some convenience methods for reading and writing to and from files.</li>
*  <li>v2.0.2 - Now specifies UTF-8 encoding in places where the code fails on systems
*   with other encodings (like EBCDIC).</li>
*  <li>v2.0.1 - Fixed an error when decoding a single byte, that is, when the
*   encoded data was a single byte.</li>
*  <li>v2.0 - I got rid of methods that used booleans to set options.
*   Now everything is more consolidated and cleaner. The code now detects
*   when data that's
 being decoded is gzip-compressed and will decompress it
*   automatically. Generally things are cleaner. You'll probably have to
*   change some method calls that you were making to support the new
*   options format (<tt>int</tt>s that you "OR" together).</li>
*  <li>v1.5.1 - Fixed bug when decompressing and decoding to a
*   byte[] using <tt>decode( String s, boolean gzipCompressed )</tt>.
*   Added the ability to "suspend" encoding in the Output Stream so
*   you can turn on and off the encoding if you need to embed base64
*   data in an otherwise "normal" stream (like an XML file).</li>
*  <li>v1.5 - Output stream pases on flush() command but doesn't do anything itself.
*      This helps when using GZIP streams.
*      Added the ability to GZip-compress objects before encoding them.</li>
*  <li>v1.4 - Added helper methods to read/write files.</li>
*  <li>v1.3.6 - Fixed OutputStream.flush() so that 'position' is reset.</li>
*  <li>v1.3.5
 - Added flag to turn on and off line breaks. Fixed bug in input stream
*      where last buffer being read, if not completely full, was not returned.</li>
*  <li>v1.3.4 - Fixed when "improperly padded stream" error was thrown at the wrong time.</li>
*  <li>v1.3.3 - Fixed I/O streams which were totally messed up.</li>
```

```
* </ul>
*
* <p>
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* This software comes with no guarantees or warranties but with
* plenty of well-wishing instead!
* Please visit <a href="http://iharder.net/base64">http://iharder.net/base64</a>
* periodically to check for updates or to contribute improvements.
* </p>
*
* @author Robert Harder
* @author rob@iharder.net
* @version 2.1
*/
```

Found in path(s):
* /postgresql-9-4-1201-jdbc41-sources-jar/org/postgresql/util/Base64.java
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```
/**
   * This adds a function to our lookup table.
   *
   * <p>User code should use the addFunctions method, which is based upon a
   * query, rather than hard coding the oid. The oid for a function is not
   * guaranteed to remain static, even on different servers of the same
   * version.
   *
   * @param name Function name
   * @param fnid Function id
   */
```

Found in path(s):
* /postgresql-9-4-1201-jdbc41-sources-jar/org/postgresql/fastpath/Fastpath.java
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```
// more details.
```

Found in path(s):
* /postgresql-9-4-1201-jdbc41-sources-jar/org/postgresql/Driver.java

1.29 xalan 2.7.2

1.29.1 Available under license :

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Source: http://ant.apache.org/
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From strings/apr_fnmatch.c, include/apr_fnmatch.h, misc/unix/getopt.c,
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From network_io/unix/inet_ntop.c, network_io/unix/inet_pton.c:

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From dso/aix/dso.c:

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From strings/apr_strnatcmp.c,
include/apr_strings.h:

strnatcmp.c -- Perform 'natural order' comparisons of strings in C.
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From
strings/apr_snprintf.c:

*
* cvt - IEEE floating point formatting routines.
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* 605 E. Springfield, Champaign, IL 61820
* httpd@ncsa.uiuc.edu
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Thanks to the following people for their input:
 Mike Belshe (mbelshe@netscape.com)
 Michael Campanella (campanella@stevms.enet.dec.com)

*/

For the expat xml parser component:

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1.31 commons-collections 3.2.2

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<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

That's all there is to it!

EFFECTIVE OCT 2008, LICENSE IS BEING CHANGED TO LGPL-2.1 (though not reflected in released code until Nov 2009 - slow release cycle...)

Discussion thread from mailing list archive, with approval from everyone actively involved or holding original licensing rights included.

[Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2007-10-02 01:16

Attachments: Message as HTML
looks like 2.8.11 is out and marked as "GPL-2" ... releasing libraries unde=
r=20
GPL-2 is not desirable at all ... this is why the LGPL-2.1 exists
=2Dmike

> Re: [Cracklib-devel] cracklib license
> From: Neulinger, Nathan <nneul@um...> - 2007-10-02 01:18
> I understand that, and you're welcome to bring it up with Alec directly
> and see if he wants to relicense his code as LGPL... but at this point,
> it was enough to just get it consistent and documented as to what it was
> released under. This wasn't actually a license change, just a
> clarification of the licensing that was already in place.=20
>
> -- Nathan
> =20
> ---
> Nathan Neulinger EMail: nneul@um...
> University of Missouri - Rolla Phone: (573) 341-6679
> UMR Information Technology Fax: (573) 341-4216
>
> > -----Original Message-----
> > From: cracklib-devel-bounces@li...
> > [mailto:cracklib-devel-bounces@li...] On Behalf Of
> > Mike Frysinger
> > Sent: Monday, October 01, 2007 8:15 PM
> > To: cracklib-devel@li...
> > Subject: [Cracklib-devel] cracklib license
> >=20
> > looks like 2.8.11 is out and marked as "GPL-2" ... releasing
> > libraries under
> > GPL-2 is not desirable at all ... this is why the LGPL-2.1 exists

> -mike

Re: [Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2007-10-02 01:33

Attachments: Message as HTML
On Monday 01 October 2007, Neulinger, Nathan
wrote:
> I understand that, and you're welcome to bring it up with Alec directly
> and see if he wants to relicense his code as LGPL... but at this point,
> it was enough to just get it consistent and documented as to what it was
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the original license (before moving to sourceforge -- aka, 2.7) was not=20
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=20
change until it was mentioned in the latest notes.

unlike the old license, GPL-2 prevents people from using cracklib unless th=
eir=20
applications are also GPL-2 which imo is just wrong. it isnt the place of =
a=20
library to dictact to application writes what license they should be using.=
=20
thus LGPL-2.1 enters to fill this void.
=2Dmike

Re: [Cracklib-devel]
cracklib license
From: Neulinger, Nathan <nneul@um...> - 2007-10-02 01:46
Seems like the ideal thing here would be for you and the other distro
maintainers to get together with Alec in a conversation and come to a
decision as to what licensing scheme y'all want. I haven't really done
much other than cleaning up the packaging and patches and a small bit of
additional code, so whatever licensing y'all come up with is fine by me.

-- Nathan
=20

Nathan Neulinger EMail: nneul@um...
University of Missouri - Rolla Phone: (573) 341-6679
UMR Information Technology Fax: (573) 341-4216

> -----Original Message-----
> From: cracklib-devel-bounces@li...

> [mailto:cracklib-devel-bounces@li...] On Behalf Of
> Mike Frysinger
> Sent: Monday, October 01, 2007 8:33 PM
> To: Neulinger, Nathan
> Cc: cracklib-devel@li...; Alec Muffett
> Subject: Re: [Cracklib-devel] cracklib license
>=20
> On Monday 01 October 2007, Neulinger, Nathan wrote:
> > I understand that, and you're welcome to bring it up with Alec
> directly
> > and see if he wants to relicense his code as LGPL... but at this
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> place of a
> library
to dictact to application writes what license they should
> be using.
> thus LGPL-2.1 enters to fill this void.
> -mike

Re: [Cracklib-devel] cracklib license
From: Alec Muffett <alecm@cr...> - 2007-10-02 08:57
> Seems like the ideal thing here would be for you and the other distro
> maintainers to get together with Alec in a conversation and come to a
> decision as to what licensing scheme y'all want. I haven't really done
> much other than cleaning up the packaging and patches and a small
> bit of
> additional code, so whatever licensing y'all come up with is fine
> by me.

I am sympathetic. Guys, what do you reckon?

What I am hearing so far is that LGPL makes sense, since it can be
linked with any code, not just GPL...

-a

Re: [Cracklib-devel] cracklib license
From: Devin Reade <gdr@gn...> - 2007-10-02 15:04
I would like to see it under LGPL as well. I
think it is in everyone's
best interests to have as secure systems as possible, and I think tainting
it via GPL will just make it less likely that the library gets used, and
will not usually cause companies/developers to GPL the dependent code
(where it is not already GPL).

I like GPL, I use it when I can, but I don't think that it's the correct
license in this situation.

Devin
--
If it's sinful, it's more fun.

Re: [Cracklib-devel] cracklib license
From: Nalin Dahyabhai <nalin@re...> - 2008-01-28 16:32
On Tue, Oct 02, 2007 at 09:57:31AM +0100, Alec Muffett wrote:
> > Seems like the ideal thing here would be for you and the other distro
> > maintainers to get together with Alec in a conversation and come to a
> > decision as to what licensing scheme y'all want. I haven't really done
> > much other than cleaning up the packaging and patches and a small
> > bit of
> > additional
code, so whatever licensing y'all come up with is fine
> > by me.
>
> I am sympathetic. Guys, what do you reckon?
>
> What I am hearing so far is that LGPL makes sense, since it can be
> linked with any code, not just GPL...

My apologies for not chiming in in anything resembling a reasonable
timeframe.

I'd also suggest the LGPL, for the reason you noted above. Alternately,
GPLv2 with the option of using the library under a later version of the
GPL would permit applications which were released under version 3 of the
GPL to use the library, too, which would be sufficient for the packages
which are included in Fedora. FWIW, I'd personally lean toward LGPL.

In any case, I thank you both for working on sorting this out.

Cheers,

Nalin

Re: [Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2008-10-05 21:27

Attachments: Message as HTML

On Monday 28 January 2008, Nalin Dahyabhai wrote:
> On Tue, Oct 02, 2007 at 09:57:31AM +0100, Alec Muffett wrote:
> > > Seems like the ideal thing here would be for you and the other distro
> > > maintainers to get together with Alec in a conversation and come to a
> > > decision as to what licensing scheme y'all want. I haven't really done
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> > > additional code, so whatever licensing y'all come up with is fine
> > > by me.
> >
> > I am sympathetic. Guys, what do you reckon?
> >
> > What I am hearing so far is that LGPL makes sense, since it can be
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> My apologies for not chiming in in anything resembling a reasonable
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> I'd also suggest the LGPL, for the reason you noted above. Alternately,
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> which are included in Fedora. FWIW, I'd personally lean toward LGPL.
>
> In any case, I thank you both for working on sorting this out.

looks like everyone is OK with LGPL-2.1 (GNU Lesser license), so can we make
the change now ?
-mike

Re: [Cracklib-devel] cracklib license
From: Alec Muffett <alecm@cr...> - 2008-10-05 23:18
>> In any case, I thank you both for working on sorting this out.
>
> looks like everyone is OK with LGPL-2.1 (GNU Lesser license), so can we make

> the change now ?

yes. go for it. thanks++

-a

Re: [Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2008-10-25 22:34

Attachments: Message as HTML
On Sunday 05 October
2008, Alec Muffett wrote:
> >> In any case, I thank you both for working on sorting this out.
> >
> > looks like everyone is OK with LGPL-2.1 (GNU Lesser license), so can we
> > make the change now ?
>
> yes. go for it. thanks++

Nathan Neulinger is the only one who can actually make said change ...
-mike

BELOW IS ORIGINAL LICENSING DISCUSSION RE CHANGING TO GPL from Artistic.

CrackLib was originally licensed with a variant of the Artistic license. In the
interests of wider acceptance and more modern licensing, it was switched with
the original author's blessing to GPL v2.

This approval was carried out in email discussions in 2005, and has been reconfirmed
as of 2007-10-01 with the following email from Alec Muffett.

The below email references nneul@umr.edu address, as that is the address
that was used at the time. For any future emails regarding this, please
use nneul@neulinger.org.

From
alecm@crypticide.com Mon Oct 1 12:26:03 2007
Received: from umr-exproto2.cc.umr.edu ([131.151.0.192]) by UMR-CMAIL1.umr.edu with Microsoft
SMTPSVC(6.0.3790.3959);

Mon, 1 Oct 2007 12:26:03 -0500
Received: from scansrv2.srv.mst.edu ([131.151.1.114]) by umr-exproto2.cc.umr.edu with Microsoft SMTPSVC(6.0.3790.3959);
Mon, 1 Oct 2007 12:26:02 -0500
Received: (qmail 8022 invoked from network); 1 Oct 2007 16:59:55 -0000
Received: from smtp1.srv.mst.edu (131.151.1.43)
by scanin-ipvs.cc.umr.edu with SMTP; 1 Oct 2007 16:59:55 -0000
Received: from spunkymail-mx8.g.dreamhost.com (mx1.spunky.mail.dreamhost.com [208.97.132.47])
by smtp1.srv.mst.edu (8.13.1/8.13.1) with ESMTP id l91Gxtpr020623
for <nneul@umr.edu>; Mon, 1 Oct 2007 11:59:55 -0500
Received: from rutherford.zen.co.uk (rutherford.zen.co.uk [212.23.3.142])
by spunkymail-mx8.g.dreamhost.com (Postfix) with ESMTP id 2C7734D311
for <nneul@neulinger.org>; Mon, 1 Oct 2007 09:59:50 -0700 (PDT)
Received: from
[82.68.43.14] (helo=[192.168.1.3])
by rutherford.zen.co.uk with esmtp (Exim 4.50)
id 1IcOcX-0004Qt-6L
for nneul@neulinger.org; Mon, 01 Oct 2007 16:59:49 +0000
Mime-Version: 1.0 (Apple Message framework v752.2)
In-Reply-To: <1b1b3fd80710010908k11dac0afp1f2dd471059ff9a4@mail.gmail.com>
References: <1190922867.3457.147.camel@localhost.localdomain>
<EC90713277D2BE41B7110CCD74E235CEF44F38@UMR-CMAIL1.umr.edu>
<1b1b3fd80710010908k11dac0afp1f2dd471059ff9a4@mail.gmail.com>
Content-Type: text/plain; charset=US-ASCII; delsp=yes; format=flowed
Message-Id: <117A1264-F6DC-4E25-B0DD-56FBFEBE6E9F@crypticide.com>
Content-Transfer-Encoding: 7bit
From: Alec Muffett <alecm@crypticide.com>
Subject: Re: cracklib license
Date: Mon, 1 Oct 2007 17:59:46 +0100
To: Nathan Neulinger <nneul@neulinger.org>
X-Mailer: Apple Mail (2.752.2)
X-Originating-Rutherford-IP: [82.68.43.14]
Return-Path: alecm@crypticide.com
X-OriginalArrivalTime: 01 Oct 2007 17:26:03.0008 (UTC) FILETIME=[2420C000:01C80450]
Status: RO
Content-Length:
585
Lines: 21

>
> ---------- Forwarded message ----------
> From: Neulinger, Nathan <nneul@umr.edu>
> Date: Sep 27, 2007 2:58 PM
> Subject: RE: cracklib license
> To: alecm@crypto.dircon.co.uk
>
> Any chance you could write me a self-contained email stating clearly
> that the license is being changed to GPL, so I could include that

> email
> in the repository and clean up the repository/tarballs? I have all the
> original discussion, but something succinct and self contained
> would be
> ideal.

The license for my code in the Cracklib distribution is henceforth GPL.

Happy now? :-)

-a

1.33 taglibs-standard 1.2.5

1.33.1 Available under license :

Apache License
Version 2.0, January 2004
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* /guava-19-0-sources-jar/com/google/common/math/package-info.java
* /guava-19-0-sources-jar/com/google/common/util/concurrent/Uninterruptibles.java
* /guava-19-0-sources-jar/com/google/common/cache/ForwardingLoadingCache.java
*
 /guava-19-0-sources-jar/com/google/common/net/HostAndPort.java
* /guava-19-0-sources-jar/com/google/common/math/LongMath.java
* /guava-19-0-sources-jar/com/google/common/cache/RemovalCause.java
* /guava-19-0-sources-jar/com/google/common/util/concurrent/ForwardingListeningExecutorService.java
* /guava-19-0-sources-jar/com/google/common/reflect/Types.java
* /guava-19-0-sources-jar/com/google/common/math/BigIntegerMath.java
* /guava-19-0-sources-jar/com/google/common/cache/CacheBuilderSpec.java
* /guava-19-0-sources-jar/com/google/common/cache/RemovalListener.java
* /guava-19-0-sources-jar/com/google/common/collect/WellBehavedMap.java
* /guava-19-0-sources-jar/com/google/common/util/concurrent/AbstractListeningExecutorService.java
* /guava-19-0-sources-jar/com/google/common/util/concurrent/ForwardingExecutorService.java
* /guava-19-0-sources-jar/com/google/common/util/concurrent/AsyncFunction.java
* /guava-19-0-sources-jar/com/google/common/math/IntMath.java
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 /guava-19-0-sources-jar/com/google/common/cache/AbstractLoadingCache.java
* /guava-19-0-sources-jar/com/google/common/util/concurrent/FutureCallback.java
* /guava-19-0-sources-jar/com/google/common/base/Optional.java
* /guava-19-0-sources-jar/com/google/common/cache/LoadingCache.java
* /guava-19-0-sources-jar/com/google/common/cache/AbstractCache.java
* /guava-19-0-sources-jar/com/google/common/collect/GwtTransient.java
* /guava-19-0-sources-jar/com/google/common/cache/ForwardingCache.java
* /guava-19-0-sources-jar/com/google/common/base/PairwiseEquivalence.java
* /guava-19-0-sources-jar/com/google/common/util/concurrent/AtomicLongMap.java
* /guava-19-0-sources-jar/com/google/common/math/DoubleMath.java
* /guava-19-0-sources-jar/com/google/common/cache/CacheStats.java
* /guava-19-0-sources-jar/com/google/common/util/concurrent/UncheckedExecutionException.java
* /guava-19-0-sources-jar/com/google/common/util/concurrent/AbstractScheduledService.java
*
 /guava-19-0-sources-jar/com/google/common/net/MediaType.java
* /guava-19-0-sources-jar/com/google/common/util/concurrent/ListeningScheduledExecutorService.java
* /guava-19-0-sources-jar/com/google/common/cache/package-info.java

* /guava-19-0-sources-jar/com/google/common/cache/RemovalNotification.java
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* /guava-19-0-sources-jar/com/google/common/util/concurrent/ListenableScheduledFuture.java
* /guava-19-0-sources-jar/com/google/common/reflect/TypeToInstanceMap.java
*
 /guava-19-0-sources-jar/com/google/common/xml/package-info.java
* /guava-19-0-sources-jar/com/google/common/io/FileWriteMode.java
* /guava-19-0-sources-jar/com/google/common/util/concurrent/RateLimiter.java
* /guava-19-0-sources-jar/com/google/common/collect/FilteredSetMultimap.java
* /guava-19-0-sources-jar/com/google/common/html/package-info.java
* /guava-19-0-sources-jar/com/google/common/collect/ForwardingImmutableMap.java
* /guava-19-0-sources-jar/com/google/common/collect/ForwardingNavigableMap.java
* /guava-19-0-sources-jar/com/google/common/collect/FilteredMultimap.java
* /guava-19-0-sources-jar/com/google/common/collect/TreeTraverser.java
* /guava-19-0-sources-jar/com/google/common/collect/SortedMultisetBridge.java
* /guava-19-0-sources-jar/com/google/common/hash/AbstractByteHasher.java
* /guava-19-0-sources-jar/com/google/common/reflect/Element.java
* /guava-19-0-sources-jar/com/google/common/collect/BinaryTreeTraverser.java
* /guava-19-0-sources-jar/com/google/common/collect/FilteredKeySetMultimap.java
*
 /guava-19-0-sources-jar/com/google/common/cache/LongAddable.java
* /guava-19-0-sources-jar/com/google/common/collect/ForwardingImmutableSet.java
* /guava-19-0-sources-jar/com/google/common/collect/EvictingQueue.java
* /guava-19-0-sources-jar/com/google/common/collect/ImmutableEnumMap.java
* /guava-19-0-sources-jar/com/google/common/collect/TreeRangeMap.java
* /guava-19-0-sources-jar/com/google/common/collect/RegularImmutableAsList.java
* /guava-19-0-sources-jar/com/google/common/collect/FilteredKeyListMultimap.java

* /guava-19-0-sources-jar/com/google/common/collect/TransformedListIterator.java
* /guava-19-0-sources-jar/com/google/common/io/CharSource.java
* /guava-19-0-sources-jar/com/google/common/collect/AbstractMultimap.java
* /guava-19-0-sources-jar/com/google/common/collect/FilteredEntrySetMultimap.java
* /guava-19-0-sources-jar/com/google/common/collect/FilteredEntryMultimap.java
* /guava-19-0-sources-jar/com/google/common/cache/LongAddables.java
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 /guava-19-0-sources-jar/com/google/common/reflect/ClassPath.java
* /guava-19-0-sources-jar/com/google/common/collect/DescendingMultiset.java
* /guava-19-0-sources-jar/com/google/common/io/Closer.java
* /guava-19-0-sources-jar/com/google/common/reflect/Invokable.java
* /guava-19-0-sources-jar/com/google/common/reflect/package-info.java
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* /guava-19-0-sources-jar/com/google/common/io/InputSupplier.java
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 /guava-19-0-sources-jar/com/google/common/eventbus/DeadEvent.java
* /guava-19-0-sources-jar/com/google/common/collect/ListMultimap.java
* /guava-19-0-sources-jar/com/google/common/collect/MapConstraints.java
* /guava-19-0-sources-jar/com/google/common/collect/SetMultimap.java
* /guava-19-0-sources-jar/com/google/common/io/Closeables.java
* /guava-19-0-sources-jar/com/google/common/eventbus/Subscribe.java
* /guava-19-0-sources-jar/com/google/common/io/CountingOutputStream.java
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* /guava-19-0-sources-jar/com/google/common/collect/SortedSetMultimap.java
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* /guava-19-0-sources-jar/com/google/common/eventbus/AsyncEventBus.java
* /guava-19-0-sources-jar/com/google/common/collect/EnumBiMap.java
* /guava-19-0-sources-jar/com/google/common/collect/UsingToStringOrdering.java
* /guava-19-0-sources-jar/com/google/common/collect/MutableClassToInstanceMap.java

* /guava-19-0-sources-jar/com/google/common/io/LittleEndianDataOutputStream.java
* /guava-19-0-sources-jar/com/google/common/collect/ClassToInstanceMap.java
* /guava-19-0-sources-jar/com/google/common/collect/AbstractBiMap.java
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* /guava-19-0-sources-jar/com/google/common/io/Flushables.java
* /guava-19-0-sources-jar/com/google/common/collect/ForwardingObject.java
* /guava-19-0-sources-jar/com/google/common/primitives/Primitives.java
* /guava-19-0-sources-jar/com/google/common/collect/Iterables.java
* /guava-19-0-sources-jar/com/google/common/eventbus/AllowConcurrentEvents.java
* /guava-19-0-sources-jar/com/google/common/base/FinalizableReferenceQueue.java
* /guava-19-0-sources-jar/com/google/common/collect/SingletonImmutableSet.java
* /guava-19-0-sources-jar/com/google/common/collect/Synchronized.java
* /guava-19-0-sources-jar/com/google/common/io/Resources.java
* /guava-19-0-sources-jar/com/google/common/collect/ReverseNaturalOrdering.java
* /guava-19-0-sources-jar/com/google/common/collect/AbstractIterator.java
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* /guava-19-0-sources-jar/com/google/common/collect/Constraint.java
* /guava-19-0-sources-jar/com/google/common/collect/EnumHashBiMap.java
* /guava-19-0-sources-jar/com/google/common/collect/ArrayListMultimap.java
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* /guava-19-0-sources-jar/com/google/common/base/CaseFormat.java
* /guava-19-0-sources-jar/com/google/common/util/concurrent/FakeTimeLimiter.java
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* /guava-19-0-sources-jar/com/google/common/util/concurrent/ListenerCallQueue.java
* /guava-19-0-sources-jar/com/google/common/util/concurrent/TrustedListenableFutureTask.java
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* /guava-19-0-sources-jar/com/google/common/util/concurrent/ListeningExecutorService.java
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* /guava-19-0-sources-jar/com/google/common/collect/UnmodifiableListIterator.java
* /guava-19-0-sources-jar/com/google/common/collect/SortedMapDifference.java
* /guava-19-0-sources-jar/com/google/common/collect/MinMaxPriorityQueue.java
* /guava-19-0-sources-jar/com/google/common/util/concurrent/ForwardingBlockingQueue.java
* /guava-19-0-sources-jar/com/google/common/collect/AbstractSequentialIterator.java
* /guava-19-0-sources-jar/com/google/common/util/concurrent/UncaughtExceptionHandlers.java
* /guava-19-0-sources-jar/com/google/common/base/Ascii.java
* /guava-19-0-sources-jar/com/google/common/net/package-info.java
* /guava-19-0-sources-jar/com/google/common/base/Strings.java
* /guava-19-0-sources-jar/com/google/common/util/concurrent/Atomics.java
* /guava-19-0-sources-jar/com/google/common/collect/ForwardingSortedSetMultimap.java
*
/guava-19-0-sources-jar/com/google/common/primitives/package-info.java
* /guava-19-0-sources-jar/com/google/common/base/Equivalence.java
* /guava-19-0-sources-jar/com/google/common/collect/ForwardingImmutableCollection.java
* /guava-19-0-sources-jar/com/google/common/annotations/package-info.java
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*/
/*
  * This method was rewritten in Java from an intermediate step of the Murmur hash function in

```
 * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
 * following header:
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disclaims copyright to this source code.
 */
```

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* /guava-19-0-sources-jar/com/google/common/collect/ConsumingQueueIterator.java
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* /guava-19-0-sources-jar/com/google/common/collect/Cut.java
* /guava-19-0-sources-jar/com/google/common/collect/RegularImmutableTable.java
* /guava-19-0-sources-jar/com/google/common/collect/SparseImmutableTable.java
* /guava-19-0-sources-jar/com/google/common/collect/MapMakerInternalMap.java
*
 /guava-19-0-sources-jar/com/google/common/collect/DenseImmutableTable.java
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  *
  * As of 2010/06/11, this method is identical to the (package private) hash
  * method in OpenJDK 7's java.util.HashMap
 class.
  */

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* /guava-19-0-sources-jar/com/google/common/base/VerifyException.java
* /guava-19-0-sources-jar/com/google/common/base/Verify.java
* /guava-19-0-sources-jar/com/google/common/collect/AbstractTable.java
* /guava-19-0-sources-jar/com/google/common/hash/HashingInputStream.java
*
 /guava-19-0-sources-jar/com/google/common/base/Utf8.java
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* /guava-19-0-sources-jar/com/google/common/collect/SortedIterable.java
* /guava-19-0-sources-jar/com/google/common/primitives/UnsignedInts.java
* /guava-19-0-sources-jar/com/google/common/collect/ForwardingSortedMultiset.java
* /guava-19-0-sources-jar/com/google/common/collect/ImmutableSortedMultisetFauxverideShim.java
*
 /guava-19-0-sources-jar/com/google/common/collect/RegularImmutableSortedMultiset.java
* /guava-19-0-sources-jar/com/google/common/primitives/UnsignedInteger.java
* /guava-19-0-sources-jar/com/google/common/collect/ImmutableSortedMultiset.java
* /guava-19-0-sources-jar/com/google/common/collect/Count.java
* /guava-19-0-sources-jar/com/google/common/collect/AbstractRangeSet.java
* /guava-19-0-sources-jar/com/google/common/primitives/UnsignedLong.java
* /guava-19-0-sources-jar/com/google/common/collect/SortedIterables.java
* /guava-19-0-sources-jar/com/google/common/primitives/UnsignedLongs.java
* /guava-19-0-sources-jar/com/google/common/primitives/ParseRequest.java
* /guava-19-0-sources-jar/com/google/common/collect/RangeSet.java
* /guava-19-0-sources-jar/com/google/common/collect/GeneralRange.java
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* /guava-19-0-sources-jar/com/google/common/util/concurrent/AtomicDoubleArray.java
* /guava-19-0-sources-jar/com/google/common/cache/LongAdder.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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  */
```

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* /guava-19-0-sources-jar/com/google/common/collect/AbstractSortedMultiset.java
* /guava-19-0-sources-jar/com/google/common/hash/AbstractHasher.java
* /guava-19-0-sources-jar/com/google/common/hash/HashCode.java
* /guava-19-0-sources-jar/com/google/common/collect/TreeRangeSet.java
*
 /guava-19-0-sources-jar/com/google/common/hash/Hashing.java
* /guava-19-0-sources-jar/com/google/common/collect/EmptyContiguousSet.java
* /guava-19-0-sources-jar/com/google/common/hash/AbstractStreamingHashFunction.java
* /guava-19-0-sources-jar/com/google/common/collect/DescendingImmutableSortedMultiset.java
* /guava-19-0-sources-jar/com/google/common/hash/MessageDigestHashFunction.java
* /guava-19-0-sources-jar/com/google/common/collect/RegularImmutableMultiset.java
* /guava-19-0-sources-jar/com/google/common/hash/BloomFilter.java
* /guava-19-0-sources-jar/com/google/common/hash/BloomFilterStrategies.java
* /guava-19-0-sources-jar/com/google/common/hash/PrimitiveSink.java
* /guava-19-0-sources-jar/com/google/common/hash/Murmur3_128HashFunction.java
* /guava-19-0-sources-jar/com/google/common/hash/Funnel.java
* /guava-19-0-sources-jar/com/google/common/collect/Queues.java
* /guava-19-0-sources-jar/com/google/common/hash/Hasher.java
* /guava-19-0-sources-jar/com/google/common/collect/BoundType.java
*
 /guava-19-0-sources-jar/com/google/common/hash/HashingOutputStream.java
* /guava-19-0-sources-jar/com/google/common/hash/Murmur3_32HashFunction.java
* /guava-19-0-sources-jar/com/google/common/hash/HashFunction.java
* /guava-19-0-sources-jar/com/google/common/hash/Funnels.java
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* /guava-19-0-sources-jar/com/google/common/html/HtmlEscapers.java
* /guava-19-0-sources-jar/com/google/common/escape/ArrayBasedUnicodeEscaper.java
* /guava-19-0-sources-jar/com/google/common/base/Splitter.java
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 /guava-19-0-sources-jar/com/google/common/util/concurrent/AbstractExecutionThreadService.java
* /guava-19-0-sources-jar/com/google/common/escape/Escapers.java
* /guava-19-0-sources-jar/com/google/common/util/concurrent/AbstractIdleService.java
* /guava-19-0-sources-jar/com/google/common/net/UrlEscapers.java
* /guava-19-0-sources-jar/com/google/common/reflect/TypeResolver.java

* /guava-19-0-sources-jar/com/google/common/collect/ImmutableTable.java
* /guava-19-0-sources-jar/com/google/common/util/concurrent/ForwardingListenableFuture.java
* /guava-19-0-sources-jar/com/google/common/collect/ImmutableSortedMap.java
* /guava-19-0-sources-jar/com/google/common/collect/SingletonImmutableList.java
* /guava-19-0-sources-jar/com/google/common/collect/ComparisonChain.java
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* /guava-19-0-sources-jar/com/google/common/collect/ImmutableSortedSetFauxverideShim.java
*
/guava-19-0-sources-jar/com/google/common/collect/RegularImmutableSortedSet.java
* /guava-19-0-sources-jar/com/google/common/primitives/SignedBytes.java
* /guava-19-0-sources-jar/com/google/common/primitives/UnsignedBytes.java
* /guava-19-0-sources-jar/com/google/common/annotations/GwtCompatible.java
* /guava-19-0-sources-jar/com/google/common/escape/ArrayBasedCharEscaper.java
* /guava-19-0-sources-jar/com/google/common/net/HostSpecifier.java
* /guava-19-0-sources-jar/com/google/common/collect/ArrayTable.java
* /guava-19-0-sources-jar/com/google/common/collect/ForwardingTable.java
* /guava-19-0-sources-jar/com/google/common/io/ByteArrayDataOutput.java
* /guava-19-0-sources-jar/com/google/common/collect/DiscreteDomain.java
* /guava-19-0-sources-jar/com/google/common/collect/ImmutableSetMultimap.java
* /guava-19-0-sources-jar/com/google/common/collect/ImmutableSortedMapFauxverideShim.java
* /guava-19-0-sources-jar/com/google/common/util/concurrent/JdkFutureAdapters.java
*
/guava-19-0-sources-jar/com/google/common/io/ByteArrayDataInput.java
* /guava-19-0-sources-jar/com/google/common/escape/ArrayBasedEscaperMap.java
* /guava-19-0-sources-jar/com/google/common/collect/ImmutableEnumSet.java
* /guava-19-0-sources-jar/com/google/common/collect/RegularImmutableList.java
* /guava-19-0-sources-jar/com/google/common/collect/ComputationException.java
* /guava-19-0-sources-jar/com/google/common/collect/EmptyImmutableSetMultimap.java
* /guava-19-0-sources-jar/com/google/common/annotations/GwtIncompatible.java
* /guava-19-0-sources-jar/com/google/common/collect/SingletonImmutableTable.java
* /guava-19-0-sources-jar/com/google/common/io/ByteProcessor.java
* /guava-19-0-sources-jar/com/google/common/collect/AbstractIndexedListIterator.java
* /guava-19-0-sources-jar/com/google/common/xml/XmlEscapers.java
* /guava-19-0-sources-jar/com/google/common/util/concurrent/Callables.java
* /guava-19-0-sources-jar/com/google/common/cache/LocalCache.java
*
/guava-19-0-sources-jar/com/google/common/cache/CacheBuilder.java
* /guava-19-0-sources-jar/com/google/common/collect/ImmutableClassToInstanceMap.java
* /guava-19-0-sources-jar/com/google/common/util/concurrent/AbstractService.java
* /guava-19-0-sources-jar/com/google/common/util/concurrent/Service.java
* /guava-19-0-sources-jar/com/google/common/io/LineProcessor.java
* /guava-19-0-sources-jar/com/google/common/util/concurrent/ForwardingFuture.java
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* /guava-19-0-sources-jar/com/google/common/collect/EmptyImmutableListMultimap.java
* /guava-19-0-sources-jar/com/google/common/collect/ImmutableMapValues.java
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 /guava-19-0-sources-jar/com/google/common/collect/Serialization.java
* /guava-19-0-sources-jar/com/google/common/util/concurrent/ListenableFutureTask.java
* /guava-19-0-sources-jar/com/google/common/collect/RegularImmutableBiMap.java
* /guava-19-0-sources-jar/com/google/common/base/Joiner.java
* /guava-19-0-sources-jar/com/google/common/io/MultiReader.java
* /guava-19-0-sources-jar/com/google/common/collect/ImmutableMultimap.java
* /guava-19-0-sources-jar/com/google/common/collect/FluentIterable.java
* /guava-19-0-sources-jar/com/google/common/collect/ImmutableMultiset.java
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* /guava-19-0-sources-jar/com/google/common/net/InetAddresses.java
* /guava-19-0-sources-jar/com/google/common/io/FileBackedOutputStream.java
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* /guava-19-0-sources-jar/com/google/common/collect/UnmodifiableIterator.java
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* /guava-19-0-sources-jar/com/google/common/primitives/Doubles.java
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* /guava-19-0-sources-jar/com/google/common/util/concurrent/Platform.java
* /guava-19-0-sources-jar/com/google/common/util/concurrent/AggregateFutureState.java

1.40 tomcat 8.5.28

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1.41 python 2.7.5

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

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

software.

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

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Release	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	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	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	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
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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
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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
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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	Derived from	Year	Owner	GPL compatible?
0.9.0 thru 1.2	n/a	1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	no
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	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 | 2002-2003 | PSF | yes |
+---+---+---+---+---+
| 2.3 | 2.2.2 | 2002-2003 | PSF | yes |
+---+---+---+---+---+
| 2.3.1 | 2.3 | 2002-2003 | PSF | yes |
+---+---+---+---+---+
|
2.3.2 | 2.3.1 | 2003 | PSF | yes |
+---+---+---+---+---+
| 2.3.3 | 2.3.2 | 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 |
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| 2.5.1 | 2.5 | 2007 | PSF | yes |
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| 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 |
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| 2.6.3 | 2.6.2 | 2009 | PSF | yes |

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| 2.6.4 | 2.6.3 | 2010 | PSF | yes |
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Mersenne Twister

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the verbatim comments from the original code::

A C-program for MT19937, with initialization improved 2002/1/26.
Coded by Takuji Nishimura and Makoto Matsumoto.

Before using, initialize the state by using init_genrand(seed)
or init_by_array(init_key, key_length).

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email: m-mat @ math.sci.hiroshima-u.ac.jp (remove space)

Sockets

The :mod:`socket` module uses the functions, :func:`getaddrinfo`, and
:func:`getnameinfo`, which are coded in separate source files from the WIDE
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MD5 message digest algorithm

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L. Peter Deutsch
ghost@aladdin.com

Independent implementation of MD5 (RFC 1321).

This code implements the MD5 Algorithm defined in RFC 1321, whose
text is available at
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The code is derived from the text of the RFC, including the test suite
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The original and principal author of md5.h is L. Peter Deutsch
<ghost@aladdin.com>. Other authors are noted in the change history
that follows (in reverse chronological order):

2002-04-13 lpd Removed support for non-ANSI compilers; removed
references to Ghostscript; clarified derivation from RFC 1321;
now handles byte order either statically or dynamically.
1999-11-04 lpd Edited comments slightly for automatic TOC extraction.
1999-10-18 lpd Fixed typo in header comment (ansi2knr rather than md5);
added conditionalization for C++ compilation from Martin
Purschke <purschke@bnl.gov>.
1999-05-03 lpd Original version.

Asynchronous socket services

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Modified by Jack Jansen, CWI, July 1995:
- Use binascii module to do the actual line-by-line conversion
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- Arguments more compliant
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1.43 openssl 1.0.2o

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1.44 apache-http-server 2.4.33

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var comments_identifier = 'http://httpd.apache.org/docs/2.4/license.html';
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    d.write(' <\/div>');
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    s.async = true;
    s.src = 'https://comments.apache.org/show_comments.lua?site=' + comments_shortname + '&page=' +
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(d.getElementsByTagName('head')[0] || d.getElementsByTagName('body')[0]).appendChild(s);
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else {
d.write(' Comments are disabled for this page at the moment.<\/div>');
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})(window, document);
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/**
* NCSA HTTPd Server
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* 605 E. Springfield, Champaign, IL 61820
* httpd@ncsa.uiuc.edu
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****
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For the test\zb.c component:

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Thanks to the following people for their input:
 Mike Belshe (mbelshe@netscape.com)
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1.45 pcre 8.42

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1.47 boost 1.68

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#include <boost/mpl/vector.hpp>


template <int i>
struct t { };

using vector = <%= mpl_vector((1..input_size).to_a.map { |n| "t<#{n}>" }) %>;

int main() { }
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
 "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">


<html xmlns="http://www.w3.org/1999/xhtml">
 <head>
   <meta http-equiv="Content-Type" content="text/html; charset=utf-8" />
```

```
  <title>License &amp;#8212; Boost.HigherOrderFunctions 0.6 documentation</title>

  <link rel="stylesheet" href="../../_static/boostbook.css" type="text/css" />
  <link rel="stylesheet" href="../../_static/pygments.css" type="text/css" />

  <script type="text/javascript">
    var DOCUMENTATION_OPTIONS = {
      URL_ROOT:    '../../',
      VERSION:     '0.6',
      COLLAPSE_INDEX: false,
      FILE_SUFFIX: '.html',
      HAS_SOURCE:  true,
      SOURCELINK_SUFFIX: '.txt'
    };
  </script>
  <script type="text/javascript" src="../../_static/jquery.js"></script>
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  <script type="text/javascript" src="../../_static/doctools.js"></script>
   <link rel="index" title="Index" href="../../genindex.html" />
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 </head>
 <body role="document">
<table cellpadding="2" width="100%"><tr>
<td valign="top"><img alt="Boost C++ Libraries" width="277" height="86"src="../../_static/boost.png"></td>
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<div class="spirit-nav">
<a accesskey="p"  href="acknowledgements.html"><img src="../../_static/prev.png" alt="Prev"></a>
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  <div class="document">
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    <div class="body" role="main">

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  <td align="left"></td>
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```
#include <boost/mpl/push_back.hpp>
#include <boost/mpl/quote.hpp>
#include <boost/mpl/transform.hpp>
#include <boost/mpl/vector.hpp>


template <typename X>
struct f { using type = X; };

template <int i>
struct t { };

using vector = <%= mpl_vector((1..input_size).to_a.map { |n| "t<#{n}>" }) %>;

using result = boost::mpl::transform<vector, boost::mpl::quote1<f>>::type;


int main() { }
```

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//
// See http://www.boost.org/libs/intrusive for documentation.
//
//////////////////////////////////////////////////////////////////////////////

#ifndef 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>                                           \
  struct boost_intrusive_has_type_ ## TNAME                       \
  {                                                               \
    template <typename X>                                         \
    static char test(int, typename X::TNAME*);                    \

                                    \
    template <typename X>                                         \
    static int test(...);                                         \
                                                                  \
    static const bool value = (1 == sizeof(test<T>(0, 0)));      \
  };                                                              \
                                                                  \
  template <typename T, typename DefaultType>                     \
  struct boost_intrusive_default_type_ ## TNAME                   \
  {                                                               \
    struct DefaultWrap { typedef DefaultType TNAME; };            \
                                                                  \
    typedef typename                                              \
      ::boost::intrusive::detail::if_c                            \
        < boost_intrusive_has_type_ ## TNAME<T>::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_HAS_TYPE(INSTANTIATION_NS_PREFIX, T, TNAME)  \
    INSTANTIATION_NS_PREFIX                                  \
      boost_intrusive_has_type_ ## TNAME< T >::value            \
//

#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: \
 template<Signature> struct helper;\
 template<typename T> \
 static ::boost::intrusive::detail::yes_type test(helper<&T::FUNC_NAME>*); \
 template<typename T> static ::boost::intrusive::detail::no_type test(...); \
 public: \
 static const bool value = sizeof(test<U>(0)) == sizeof(::boost::intrusive::detail::yes_type); \
 }; \
//

#define BOOST_INTRUSIVE_HAS_MEMBER_FUNC_CALLED(TRAITS_NAME, FUNC_NAME) \
template <typename Type> \
struct TRAITS_NAME \
{ \
  struct BaseMixin \
  { \
     void FUNC_NAME(); \
  }; \
  struct Base : public Type, public BaseMixin { Base(); }; \
  template <typename T, T t> class Helper{}; \
  template <typename U> \
  static ::boost::intrusive::detail::no_type  test(U*, Helper<void (BaseMixin::*)(), &U::FUNC_NAME>* = 0); \
  static ::boost::intrusive::detail::yes_type test(...); \

 static const bool value = sizeof(::boost::intrusive::detail::yes_type) == sizeof(test((Base*)(0))); \
};\
//

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

```
template <typename Type, class> \
struct TRAITS_NAME \
  : public TRAITS_NAME##_ignore_signature<Type> \
{};\
//

} //namespace detail
} //namespace intrusive
} //namespace boost

#include <boost/intrusive/detail/config_end.hpp>

#endif //BOOST_INTRUSIVE_DETAIL_MPL_HPP
```

```
============================================================================
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============================================================================
```

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  - implemented file-format e.g. WKB
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[article Invalid copyright years
[quickbook 1.5]
[copyright 2010-2001 Timequake man]
]
This package was debianized by Vladimir Prus <ghost@cs.msu.su> on
Wed, 17 July 2002, 19:27:00 +0400.

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[/
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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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]
<html>
<head>
<meta http-equiv="Content-Type" content="text/html; charset=US-ASCII">
<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">Home</td>
<td align="center">Libraries</td>
<td align="center">People</td>
<td
 align="center">FAQ</td>
<td align="center">More</td>
</tr></table>
<hr>

<img src="../../../../../doc/src/images/prev.png" alt="Prev"><a
accesskey="u" href="../index.html"><img src="../../../../../doc/src/images/up.png" alt="Up"><a accesskey="h"
href="../index.html"><img src="../../../../../doc/src/images/home.png" alt="Home"><a accesskey="n"
href="examples.html"><img src="../../../../../doc/src/images/next.png" alt="Next">

<h2 class="title" style="clear: both">
MPL
Interoperability

</h2>

    All the value based traits in this library conform to MPL's requirements for
    an <a
 href="../../../../../libs/mpl/doc/refmanual/integral-constant.html" target="_top">Integral
    Constant type.

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

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<td align="left"></td>
<td align="right"> Copyright
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    Frederic Bron, Steve Cleary, Beman Dawes, Aleksey Gurtovoy, Howard Hinnant,
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</td>
</tr></table>
<hr>

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accesskey="u" href="../index.html"><img src="../../../../../doc/src/images/up.png" alt="Up"><a accesskey="h"
href="../index.html"><img src="../../../../../doc/src/images/home.png" alt="Home"><a accesskey="n"
href="examples.html"><img src="../../../../../doc/src/images/next.png"
 alt="Next">

</body>
</html>
[article Copyright Test
[quickbook 1.5]
[copyright 1963-1965 Jane Doe, 2018 Joe Blow, John Coe]
[copyright 1977,1985 Someone else]
]

```
var group__group_ext_mpl =
[
  [ "integral_c", "structboost_1_1mpl_1_1integral__c.html", null ],
  [ "list", "structboost_1_1mpl_1_1list.html", null ],
  [ "vector", "structboost_1_1mpl_1_1vector.html", null ]
];
//////////////////////////////////////////////////////////////////////////////
//
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// http://www.boost.org/LICENSE_1_0.txt)
//
// See http://www.boost.org/libs/container for documentation.
//
//////////////////////////////////////////////////////////////////////////////

#ifndef BOOST_CONTAINER_CONTAINER_DETAIL_MPL_HPP
#define BOOST_CONTAINER_CONTAINER_DETAIL_MPL_HPP

#ifndef BOOST_CONFIG_HPP
#  include <boost/config.hpp>
#endif

#if defined(BOOST_HAS_PRAGMA_ONCE)
#  pragma once
#endif

#include <boost/container/detail/config_begin.hpp>
#include <boost/container/detail/workaround.hpp>
#include <boost/move/detail/type_traits.hpp>
#include <boost/intrusive/detail/mpl.hpp>

#include <cstddef>

namespace boost {
namespace container {
namespace dtl {

using boost::move_detail::integral_constant;
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::enable_if_convertible;
using boost::move_detail::disable_if_c;
```

```
using boost::move_detail::disable_if;
using boost::move_detail::disable_if_convertible;
using boost::move_detail::is_convertible;
using boost::move_detail::if_c;
using boost::move_detail::if_;
using boost::move_detail::identity;
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::bool_;
using boost::move_detail::true_;
using boost::move_detail::false_;
using boost::move_detail::unvoid_ref;
using boost::move_detail::and_;
using boost::move_detail::or_;
using boost::move_detail::not_;
using boost::move_detail::enable_if_and;
using boost::move_detail::disable_if_and;
using boost::move_detail::enable_if_or;
using boost::move_detail::disable_if_or;

template
 <class FirstType>
struct select1st
{
  typedef FirstType type;

  template<class T>
  const type& operator()(const T& x) const
  {  return x.first;   }

  template<class T>
  type& operator()(T& x)
  {  return const_cast<type&>(x.first);   }
};

template <class T, class=void>
struct is_transparent
{
  static const bool value = false;
};

template <class T>
struct is_transparent<T, typename T::is_transparent>
{
  static const bool value = true;
```

```
};

template <typename C, typename K, typename R>
struct enable_if_transparent
  : boost::move_detail::enable_if_c<dtl::is_transparent<C>::value, R>
{};



}  //namespace dtl {
}  //namespace container {
}  //namespace boost {

#include <boost/container/detail/config_end.hpp>

#endif   //#ifndef BOOST_CONTAINER_CONTAINER_DETAIL_MPL_HPP
```

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```
#!/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('\t')
        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'^(?P<prefix>\W*)(\(c\))?\s*?copyright\s*(\(c\))?\s+\d{4}(\s*-\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)
[article Invalid copyright
[quickbook 1.5]
[copyright No year]
]

Maybe this should pass?
<?xml version="1.0" encoding="utf-8"?>

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-->

<section id="date_time.license">
 <title>Boost Date-Time Library License</title>
 <bridgehead renderas="sect2">Boost Date-Time Library License</bridgehead>
 <!--
 <ulink url="../../../index.htm">
  <imagedata align="left"
           format="GIF"
      fileref="../../../boost.png"
      alt="C++ Boost" />
   </ulink>-->
 <!--hr /-->
 <para>
  The following is the overall license for the boost date_time
  library. This notice is found in all source files related to the
  library.
 </para>
 <para>
  Copyright &#169; 2002 CrystalClear Software, Inc.
 </para>
 <para>
```

```
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  warranty.
 </para>
 <!--hr / -->
 <ulink url="mailto:jeff@crystalclearsoftware.com">Jeff Garland</ulink>
 &#169; 2000-2002
</section>
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
 "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">


<html xmlns="http://www.w3.org/1999/xhtml">
 <head>
  <meta http-equiv="Content-Type" content="text/html; charset=utf-8" />

  <title><no title> &#8212; Boost.HigherOrderFunctions 0.6 documentation</title>

  <link rel="stylesheet" href="_static/boostbook.css" type="text/css" />
  <link rel="stylesheet" href="_static/pygments.css" type="text/css" />

  <script type="text/javascript">
    var DOCUMENTATION_OPTIONS = {
      URL_ROOT:    './',
      VERSION:     '0.6',
      COLLAPSE_INDEX: false,
      FILE_SUFFIX: '.html',
      HAS_SOURCE:  true,
      SOURCELINK_SUFFIX: '.txt'
    };
  </script>
  <script type="text/javascript" src="_static/jquery.js"></script>
  <script type="text/javascript" src="_static/underscore.js"></script>
  <script type="text/javascript" src="_static/doctools.js"></script>
  <link rel="index"
 title="Index" href="genindex.html" />
  <link rel="search" title="Search" href="search.html" />
 </head>
 <body role="document">
<table cellpadding="2" width="100%"><tr>
<td valign="top"><img alt="Boost C++ Libraries" width="277" height="86"src="_static/boost.png"></td>
</tr></table>
```

<img src="_static/prev.png" alt="Prev">
<img src="_static/up.png" alt="Up">
<img src="_static/home.png" alt="Home">
<img src="_static/next.png" alt="Next">

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<table xmlns:rev="http://www.cs.rpi.edu/~gregod/boost/tools/doc/revision" width="100%"><tr>
<td align="left"></td>
<td align="right">
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```
        Created using <a href="http://sphinx-doc.org/">Sphinx</a> 1.5.6.
        <p>Distributed under the Boost Software License, Version 1.0.
        (See accompanying file <code class="filename">LICENSE_1_0.txt</code> or copy at
        <a href="http://www.boost.org/LICENSE_1_0.txt"
target="_top">http://www.boost.org/LICENSE_1_0.txt</a>)
        </p>
  </div></td>
  </tr></table>
  </div>
 </body>
</html>
<!--
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Distributed under the Boost Software License, Version 1.0.
(See accompanying file LICENSE.md or copy at http://boost.org/LICENSE_1_0.txt)
-->
<!-- boost-no-inspect -->
<!-- HTML header for doxygen 1.8.9.1-->
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<meta http-equiv="Content-Type" content="text/xhtml;charset=UTF-8"/>
<meta http-equiv="X-UA-Compatible" content="IE=9"/>
<meta name="generator" content="Doxygen 1.8.11"/>
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<script type="text/javascript" src="jquery.js"></script>
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 src="navtree.js"></script>
<script type="text/javascript">
 $(document).ready(initResizable);
 $(window).load(resizeHeight);
</script>
<link href="search/search.css" rel="stylesheet" type="text/css"/>
<script type="text/javascript" src="search/searchdata.js"></script>
<script type="text/javascript" src="search/search.js"></script>
<script type="text/javascript">
 $(document).ready(function() { init_search(); });
</script>
<script type="text/x-mathjax-config">
 MathJax.Hub.Config({
   extensions: ["tex2jax.js"],
```

```
  jax: ["input/TeX","output/HTML-CSS"],
});
// Copyright Louis Dionne 2013-2017
// Distributed under the Boost Software License, Version 1.0.
// (See accompanying file LICENSE.md or copy at http://boost.org/LICENSE_1_0.txt)
MathJax.Hub.Config({
  "HTML-CSS": {
    linebreaks: {
      automatic: true,
      width: "75% container"
    }
  }
});
</script><script type="text/javascript" src="https://cdn.mathjax.org/mathjax/latest/MathJax.js"></script>
<link
 href="doxygen.css" rel="stylesheet" type="text/css" />
<!-- Additional javascript for drawing charts. -->
<script type="text/javascript" src="highcharts.js"></script>
<script type="text/javascript" src="highcharts-data.js"></script>
<script type="text/javascript" src="highcharts-exporting.js"></script>
<script type="text/javascript" src="chart.js"></script>
<script type="text/javascript" src="hana.js"></script>
</head>
<body>
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<div id="titlearea">
<table cellspacing="0" cellpadding="0">
<tbody>
<tr style="height: 56px;">
 <td id="projectlogo"><img alt="Logo" src="Boost.png"/></td>
 <td style="padding-left: 0.5em;">
  <div id="projectname">Boost.Hana
   <span id="projectnumber">1.5.0</span>
  </div>
  <div id="projectbrief">Your standard library for metaprogramming</div>
 </td>
  <td>        <div id="MSearchBox" class="MSearchBoxInactive">
      <span class="left">

  <img id="MSearchSelect" src="search/mag_sel.png"
            onmouseover="return searchBox.OnSearchSelectShow()"
            onmouseout="return searchBox.OnSearchSelectHide()"
            alt=""/>
        <input type="text" id="MSearchField" value="Search" accesskey="S"
            onfocus="searchBox.OnSearchFieldFocus(true)"
            onblur="searchBox.OnSearchFieldFocus(false)"
            onkeyup="searchBox.OnSearchFieldChange(event)"/>
        </span><span class="right">
```

```
        <a id="MSearchClose" href="javascript:searchBox.CloseResultsWindow()"><img id="MSearchCloseImg"
border="0" src="search/close.png" alt=""/></a>
        </span>
      </div>
</td>
</tr>
</tbody>
</table>
</div>
<!-- end header part -->
<!-- Generated by Doxygen 1.8.11 -->
<script type="text/javascript">
var searchBox = new SearchBox("searchBox", "search",false,'Search');
</script>
</div><!-- top -->
<div id="side-nav" class="ui-resizable side-nav-resizable">
 <div id="nav-tree">
    <div id="nav-tree-contents">
     <div id="nav-sync" class="sync"></div>
   </div>
 </div>
 <div id="splitbar" style="-moz-user-select:none;"
      class="ui-resizable-handle">
 </div>
</div>
<script type="text/javascript">
$(document).ready(function(){initNavTree('group__group-ext-mpl.html','');});
</script>
<div id="doc-content">
<!-- window showing the filter options -->
<div id="MSearchSelectWindow"
    onmouseover="return searchBox.OnSearchSelectShow()"
    onmouseout="return searchBox.OnSearchSelectHide()"
    onkeydown="return searchBox.OnSearchSelectKey(event)">
</div>

<!-- iframe showing the search results (closed by default) -->
<div id="MSearchResultsWindow">
<iframe src="javascript:void(0)" frameborder="0"
       name="MSearchResults" id="MSearchResults">
</iframe>
</div>

<div class="header">
 <div class="summary">
<a href="#nested-classes">Classes</a>  </div>
 <div class="headertitle">
<div class="title">Boost.MPL adapters<div class="ingroups"><a
```

class="el" href="group__group-ext.html">External adapters
<!--header-->

<h2 class="groupheader">Description</h2>
Adapters for Boost.MPL containers.
<table class="memberdecls">
<tr class="heading"><td colspan="2"><h2 class="groupheader">
Classes</h2></td></tr>
<tr class="memitem:"><td class="memItemLeft" align="right" valign="top">struct </td><td
class="memItemRight" valign="bottom"><a class="el"
href="structboost_1_1mpl_1_1integral__c.html">boost::mpl::integral_c< T, v ></td></tr>
<tr class="memdesc:"><td class="mdescLeft"> </td><td class="mdescRight">Adapter for IntegralConstants
from the Boost.MPL. More...
</td></tr>
<tr class="separator:"><td class="memSeparator" colspan="2"> </td></tr>
<tr class="memitem:"><td class="memItemLeft" align="right" valign="top">struct </td><td
class="memItemRight" valign="bottom">boost::mpl::list<
T ></td></tr>
<tr class="memdesc:"><td class="mdescLeft"> </td><td class="mdescRight">Adapter for Boost.MPL lists.
More...
</td></tr>
<tr class="separator:"><td class="memSeparator" colspan="2"> </td></tr>
<tr class="memitem:"><td class="memItemLeft" align="right" valign="top">struct </td><td
class="memItemRight" valign="bottom"><a class="el"
href="structboost_1_1mpl_1_1vector.html">boost::mpl::vector< T ></td></tr>
<tr class="memdesc:"><td class="mdescLeft"> </td><td class="mdescRight">Adapter for Boost.MPL
vectors. More...
</td></tr>
<tr class="separator:"><td class="memSeparator" colspan="2"> </td></tr>
</table>
<!-- contents -->
<!-- doc-content -->
<!--
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-->
<!-- boost-no-inspect -->
<!-- HTML footer for doxygen 1.8.9.1-->
<!-- start footer part -->
<!-- id is needed for treeview function! -->

</body>
</html>
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--- end ---
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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.

HISTORY -

Early versions of this collector were developed as a part of research
projects supported in part by the National Science Foundation
and the Defense Advance Research Projects Agency.

The garbage collector originated as part of the run-time system for

the Russell programming language implementation. The first version of the
garbage collector was written primarily by Al Demers. It was then refined
and mostly rewritten, primarily by Hans-J. Boehm, at Cornell U.,
the University of Washington, Rice University (where it was first used for
C and assembly code), Xerox PARC, SGI, and HP Labs. However, significant
contributions have also been made by many others.

Some other contributors:

More recent contributors are mentioned in the modification history in
README.changes. My apologies for any omissions.

The SPARC specific code was
originally contributed by Mark Weiser.
The Encore Multimax modifications were supplied by
Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely
due to Vernon Lee, on machines made available to Rice by IBM.
Much of the HP specific code and a number of good suggestions for improving the
generic code are due to Walter Underwood.
Robert Brazile (brazile@diamond.bbn.com) originally supplied the ULTRIX code.
Al Dosser (dosser@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk)
subsequently provided updates and information on variation between ULTRIX
systems. Parag Patel (parag@netcom.com) supplied the A/UX code.
Jesper Peterson(jep@mtiame.mtia.oz.au), Michel Schinz, and
Martin Tauchmann (martintauchmann@bigfoot.com) supplied the Amiga port.
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).
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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-->

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=======

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<!DOCTYPE html>
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 <head></head>
 <body>
  <h3>
   Copyright Test
  </h3>

   1963, 1964, 1965 Jane Doe

   2018 Joe Blow, John Coe

   1977, 1985 Someone else

 </body>

```
</html>
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE article PUBLIC "-//Boost//DTD BoostBook XML V1.0//EN"
"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">
 <title>Copyright Test</title>
 <articleinfo>
   <copyright>
     <year>1963</year> <year>1964</year> <year>1965</year> <holder>Jane Doe</holder>
   </copyright>
   <copyright>
     <year>2018</year> <holder>Joe Blow, John Coe</holder>
   </copyright>
   <copyright>
     <year>1977</year> <year>1985</year> <holder>Someone else</holder>
   </copyright>
 </articleinfo>
</article>
```

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////

[#mpl]
MPL Support, <boost/mp11/mpl.hpp>
:toc:
:toc-title:
:idprefix:

The header `<boost/mp11/mpl.hpp>`, when included, defines the
necessary support infrastructure for `mp_list` and `std::tuple`
to be valid link:../../../../libs/mpl[MPL] sequences.

NOTE: `mpl.hpp` is not included by `<boost/mp11.hpp>`.
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```
#include <boost/mpl/fold.hpp>
#include <boost/mpl/push_back.hpp>
#include <boost/mpl/quote.hpp>
#include <boost/mpl/vector.hpp>


template <typename State, typename X>
struct f { using type = X; };

struct state { };

template <int i>
struct t { };

using vector = <%= mpl_vector((1..input_size).to_a.map { |n| "t<#{n}>" }) %>;

using result = boost::mpl::fold<vector, state, boost::mpl::quote2<f>>::type;


int main() { }
```

//
//
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// http://www.boost.org/LICENSE_1_0.txt)
//
// See http://www.boost.org/libs/interprocess for documentation.
//
//

```
#ifndef BOOST_INTERPROCESS_DETAIL_MPL_HPP
#define BOOST_INTERPROCESS_DETAIL_MPL_HPP

#ifndef BOOST_CONFIG_HPP
#  include <boost/config.hpp>
#endif
```

```
#
#if defined(BOOST_HAS_PRAGMA_ONCE)
#  pragma once
#endif

#include <cstddef>

namespace boost {
namespace interprocess {
namespace ipcdetail {

template <class T, T val>
struct integral_constant
{
  static const T value = val;
  typedef integral_constant<T,val> type;
};

template< bool C_ >
struct bool_ : integral_constant<bool, C_>
{
  static const bool value = C_;
};

typedef bool_<true>        true_;
typedef
 bool_<false>       false_;

typedef true_  true_type;
typedef false_ false_type;

typedef char yes_type;
struct no_type
{
  char padding[8];
};

template <bool B, class T = void>
struct enable_if_c {
 typedef T type;
};

template <class T>
struct enable_if_c<false, T> {};

template <class Cond, class T = void>
struct enable_if : public enable_if_c<Cond::value, T> {};
```

```
template <class Cond, class T = void>
struct disable_if : public enable_if_c<!Cond::value, T> {};

template<
    bool C
  , typename T1
  , typename T2
  >
struct if_c
{
  typedef T1 type;
};

template<
    typename T1
  , typename T2
  >
struct if_c<false,T1,T2>
{
  typedef T2 type;
};

template<
    typename T1
  , typename T2
  , typename T3
  >
struct if_
{
 typedef typename if_c<0 != T1::value, T2, T3>::type type;
};


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

}  //namespace ipcdetail {
}  //namespace interprocess {
}  //namespace boost {

#endif   //#ifndef BOOST_INTERPROCESS_DETAIL_MPL_HPP
[/============================================================================
 Boost.Geometry (aka GGL, Generic Geometry Library)

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=============================================================================/]
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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";
  if(m_module_list.size() == 1)
```

```
 {
   os << " for " << *(m_module_list.begin());
}
os <<
   "</title>\n"
   "</head>\n"
   "<body>\n"
   "<H1>Boost Licence Dependency Information";
if(m_module_list.size() == 1)
{
   os << " for " << *(m_module_list.begin());
}
os <<
   "</H1>\n"
   "<H2>Contents</h2>\n"
   "<pre><a href=\"#input\">Input Information</a>\n";
if(!m_bsl_summary_mode)
   os << "<a href=\"#summary\">Licence Summary</a>\n";
os << "<a href=\"#details\">Licence Details</a>\n";

while(i != j)
{
   // title:
   os << "   <A href=\"#" << make_link_target(licenses.first[i->first].license_name)
      << "\">" << licenses.first[i->first].license_name << "</a>\n";
   ++i;
}

os << "<a href=\"#files\">Files with no recognised license</a>\n"
   "<a href=\"#authors\">Files with no recognised copyright holder</a>\n";
if(!m_bsl_summary_mode)
{
   os <<
   "Moving to the Boost Software License...\n"
   "  <a href=\"#bsl-converted\">Files
that can be automatically converted to the Boost Software License</a>\n"
   "  <a href=\"#to-bsl\">Files that can be manually converted to the Boost Software License</a>\n"
   "  <a href=\"#not-to-bsl\">Files that can <b>NOT</b> be moved to the Boost Software License</a>\n"
   "  <a href=\"#need-bsl-authors\">Authors we need to move to the Boost Software License</a>\n"
   "<a href=\"#copyright\">Copyright Holder Information</a>\n";
}
os <<
   "<a href=\"#depend\">File Dependency Information</a>\n"
   "</pre>";

//
// input Information:
//
```

```
 os << "<a name=\"input\"></a><h2>Input Information</h2>\n";
 if(m_scan_mode)
   os << "<P>The following files were scanned for boost dependencies:<BR>";
 else
   os << "<P>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 << "</p><p>The Boost path was: <code>" << m_boost_path.string() << "</code></P>";
 //
 // 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(
   "^[[:blank:]]*#[[:blank:]]*define[[:blank:]]+BOOST_VERSION[[:blank:]]+(\\d+)");
 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 << "<p>The Boost version is: " << version / 100000 << "." << version / 100 % 1000 << "." << version % 100
<< "</P>\n";
 }

 //
 // 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\"></a><h2>Licence
Summary</h2>\n";
   while(i != j)
   {
     // title:
     os <<
       "<H3>" << licenses.first[i->first].license_name << "</H3>\n";
```

```
      // 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>\n";
      ++i;
    }
  }
  //
  // and now the details:
  //
  i = m_license_data.begin();
  j = m_license_data.end();
  int license_index = 0;
  os << "<a name=\"details\"></a><h2>Licence Details</h2>\n";
  while(i != j)
  {
    // title:
    os <<
      "<H3><A name=\"" << make_link_target(licenses.first[i->first].license_name)
      << "\"></a>" << licenses.first[i->first].license_name
<< "</H3>\n";
    // 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:</P>\n<BLOCKQUOTE><P>";
      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;
      }
      os << "</P></BLOCKQUOTE>\n";
      // Files using this license:
      os << "<P>This license applies to the following " << i->second.files.size() << "
files:</P>\n<BLOCKQUOTE><P>";
      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) << "<br>\n";
        ++m;
      }
      os << "</P></BLOCKQUOTE>\n";
    }
    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";
    }
    ++license_index;
    ++i;
  }
  //
  // Output list of files not found to be under license control:
  //
  os << "<h2><a name=\"files\"></a>Files With No Recognisable Licence</h2>\n"
    "<P>The following " << m_unknown_licenses.size() << " files had no recognisable license
information:</P><BLOCKQUOTE><P>\n";
  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;
  }
  os << "</p></BLOCKQUOTE>";
  //
  // Output list of files with no found
 copyright holder:
  //
  os << "<h2><a name=\"authors\"></a>Files With No Recognisable Copyright Holder</h2>\n"
    "<P>The following " << m_unknown_authors.size() << " files had no recognisable copyright
holder:</P>\n<BLOCKQUOTE><P>";
  i2 = m_unknown_authors.begin();
  j2 = m_unknown_authors.end();
  while(i2 != j2)
  {
    os << split_path(m_boost_path, *i2) << "<br>\n";
    ++i2;
  }
  os << "</p></BLOCKQUOTE>";
  if(!m_bsl_summary_mode)
  {
    //
    // Output list of files that have been moved over to the Boost
```

```
    // Software License, along with enough information for human
    // verification.
    //
    os << "<h2><a name=\"bsl-converted\"></a>Files that can be automatically converted to the Boost Software
License</h2>\n"
       << "<P>The following " << m_converted_to_bsl.size() << " files can be automatically converted to the Boost
Software License, but require manual verification before they can be committed to CVS:</P>\n";
    if (!m_converted_to_bsl.empty())

    {
      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();
      int file_num = 1;
      while (i != ie)
      {
        os << "<P>[" << file_num << "] File: <tt>" << split_path(m_boost_path, i->first)
           << "</tt><br>\n<table border=\"1\">\n  <tr>\n    <td><pre>"
           << i->second.first << "</pre></td>\n    <td><pre>"
           << i->second.second << "</pre></td>\n  </tr>\n</table>\n";
        ++i;
        ++file_num;
      }
    }
    //
    // Output list of files that could be moved over to the Boost Software License
    //
    os << "<h2><a name=\"to-bsl\"></a>Files that could be converted to the Boost Software License</h2>\n"
    "<P>The following " << m_can_migrate_to_bsl.size() << " files could be manually
 converted to the Boost Software License, but have not yet been:</P>\n<BLOCKQUOTE><P>";
    i2 = m_can_migrate_to_bsl.begin();
    j2 = m_can_migrate_to_bsl.end();
    while(i2 != j2)
    {
      os << split_path(m_boost_path, *i2) << "<br>\n";
      ++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>\n"
    "<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>\n<BLOCKQUOTE><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>\n";
      ++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>\n"
      "<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>\n<BLOCKQUOTE><P>";
    std::copy(m_authors_for_bsl_migration.begin(), m_authors_for_bsl_migration.end(),
          std::ostream_iterator<std::string>(os, "<br>\n"));
    os << "</p></BLOCKQUOTE>";
    //
    // output a table of copyright information:
    //
    os << "<H2><a name=\"copyright\"></a>Copyright Holder Information</H2><table border=\"1\">\n";
    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>\n";
      ++ad;
    }
    os << "</table>\n";
 }

 //
 // output file dependency information:
 //
 os << "<H2><a name=\"depend\"></a>File Dependency Information</H2><BLOCKQUOTE><pre>\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:
 std::set<fs::path, path_less> bad_paths;
 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 << "<P>For brevity, only files not under the BSL are shown</P>\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;
        }
    os << "\n";
    ++fi;
  }
  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);
  }

}
```

1.48 httpcomponents-client 4.5

1.48.1 Available under license :

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1.49 zlib 1.2.3

1.49.1 Available under license :

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

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1.54 httpcomponents-client 4.5.3

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1.57 apache-log4j 1.2.16

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1.58 zlib 1.2.8

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

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1.59 jdom 1.1.3

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* /jdom-1-1-3-sources-jar/org/jdom/IllegalDataException.java
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/*--

$Id: XPath.java,v 1.17 2007/11/10 05:29:02 jhunter Exp $

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$Id: BuilderErrorHandler.java,v 1.13 2007/11/10 05:29:00 jhunter Exp $

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Found in path(s):
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$Id: XMLOutputter.java,v 1.117 2009/07/23 05:54:23 jhunter Exp $

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Found in path(s):
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$Id: TextBuffer.java,v 1.10 2007/11/10 05:29:00 jhunter Exp $

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Found in path(s):
* /jdom-1-1-3-sources-jar/org/jdom/input/TextBuffer.java
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$Id: UncheckedJDOMFactory.java,v 1.4 2007/11/10 05:28:59 jhunter Exp $

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Found in path(s):
* /jdom-1-1-3-sources-jar/org/jdom/UncheckedJDOMFactory.java
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$Id: DefaultJDOMFactory.java,v 1.7 2007/11/10 05:28:58 jhunter Exp $

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* /jdom-1-1-3-sources-jar/org/jdom/DefaultJDOMFactory.java
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$Id: DataConversionException.java,v 1.14 2007/11/10 05:28:58 jhunter Exp $

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$Id: Namespace.java,v 1.44 2008/12/17 23:22:48 jhunter Exp $

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$Id: Attribute.java,v 1.56 2007/11/10 05:28:58 jhunter Exp $

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$Id: AbstractFilter.java,v 1.6 2007/11/10 05:29:00 jhunter Exp $

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$Id: OracleV1DOMAdapter.java,v 1.20 2007/11/10 05:28:59 jhunter Exp $

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$Id: EscapeStrategy.java,v 1.4 2007/11/10 05:29:01 jhunter Exp $

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*/

Found in path(s):
* /jdom-1-1-3-sources-jar/org/jdom/output/EscapeStrategy.java
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/*--

$Id: Format.java,v 1.14 2009/07/23 05:54:23 jhunter Exp $

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Found in path(s):
* /jdom-1-1-3-sources-jar/org/jdom/output/Format.java
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$Id: Filter.java,v 1.10 2007/11/10 05:29:00 jhunter Exp $

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Found in path(s):
* /jdom-1-1-3-sources-jar/org/jdom/filter/Filter.java
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/*--

$Id: IllegalAddException.java,v 1.26 2007/11/10 05:28:59 jhunter Exp $

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Found in path(s):
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/*--

$Id: Content.java,v 1.6 2007/11/10 05:28:58 jhunter Exp $

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Found in path(s):
* /jdom-1-1-3-sources-jar/org/jdom/Content.java
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/*--

$Id: ProcessingInstruction.java,v 1.47 2007/11/10 05:28:59 jhunter Exp $

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* /jdom-1-1-3-sources-jar/org/jdom/ProcessingInstruction.java
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/*--

$Id: Comment.java,v 1.33 2007/11/10 05:28:58 jhunter Exp $

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$Id: JDOMResult.java,v 1.24 2007/11/10 05:29:02 jhunter Exp $

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Found in path(s):
* /jdom-1-1-3-sources-jar/org/jdom/transform/JDOMResult.java
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/*--

$Id: ContentList.java,v 1.42 2007/11/10 05:28:58 jhunter Exp $

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Found in path(s):
* /jdom-1-1-3-sources-jar/org/jdom/ContentList.java

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$Id: OracleV2DOMAdapter.java,v 1.19 2007/11/10 05:28:59 jhunter Exp $

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$Id: AbstractDOMAdapter.java,v 1.21 2007/11/10 05:28:59 jhunter Exp $

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Found in path(s):
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$Id: DOMBuilder.java,v 1.60 2007/11/10 05:29:00 jhunter Exp $

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Found in path(s):
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/*--

$Id: CDATA.java,v 1.32 2007/11/10 05:28:58 jhunter Exp $

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Found in path(s):
* /jdom-1-1-3-sources-jar/org/jdom/CDATA.java
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$Id: XSLTransformer.java,v 1.5 2007/11/14 04:36:54 jhunter Exp $

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Found in path(s):
* /jdom-1-1-3-sources-jar/org/jdom/transform/XSLTransformer.java
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$Id: ContentFilter.java,v 1.15 2007/11/10 05:29:00 jhunter Exp $

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Found in path(s):
* /jdom-1-1-3-sources-jar/org/jdom/filter/ContentFilter.java
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$Id: IllegalNameException.java,v 1.14 2007/11/10 05:28:59 jhunter Exp $

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Found in path(s):
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$Id: SAXHandler.java,v 1.73 2007/11/10 05:29:00 jhunter Exp $

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* /jdom-1-1-3-sources-jar/org/jdom/input/SAXHandler.java
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$Id: EntityRef.java,v 1.22 2007/11/10 05:28:59 jhunter Exp $

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* /jdom-1-1-3-sources-jar/org/jdom/EntityRef.java
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$Id: XSLTransformException.java,v 1.4 2007/11/10 05:29:02 jhunter Exp $

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* /jdom-1-1-3-sources-jar/org/jdom/transform/XSLTransformException.java
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Found in path(s):
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/*--

$Id: FilterIterator.java,v 1.6 2007/11/10 05:28:59 jhunter Exp $

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Found in path(s):
* /jdom-1-1-3-sources-jar/org/jdom/FilterIterator.java
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/*--

$Id: JDOMParseException.java,v 1.8 2007/11/10 05:29:00 jhunter Exp $

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Found in path(s):
* /jdom-1-1-3-sources-jar/org/jdom/input/JDOMParseException.java

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$Id: DOMOutputter.java,v 1.43 2007/11/10 05:29:01 jhunter Exp $

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Found in path(s):
* /jdom-1-1-3-sources-jar/org/jdom/output/DOMOutputter.java
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/*--

$Id: JDOMFactory.java,v 1.9 2007/11/10 05:28:59 jhunter Exp $

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* /jdom-1-1-3-sources-jar/org/jdom/JDOMFactory.java
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$Id: Parent.java,v 1.13 2007/11/10 05:28:59 jhunter Exp $

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* /jdom-1-1-3-sources-jar/org/jdom/Parent.java
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/*--

$Id: OrFilter.java,v 1.5 2007/11/10 05:29:00 jhunter Exp $

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$Id: JDOMException.java,v 1.26 2008/12/10 00:59:51 jhunter Exp $

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* /jdom-1-1-3-sources-jar/org/jdom/JDOMException.java
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$Id: SAXOutputter.java,v 1.40 2007/11/10 05:29:01 jhunter Exp $

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$Id: JAXPParserFactory.java,v 1.6 2007/11/10 05:29:00 jhunter Exp $

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* /jdom-1-1-3-sources-jar/org/jdom/input/JAXPParserFactory.java
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$Id: ElementFilter.java,v 1.20 2007/11/10 05:29:00 jhunter Exp $

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$Id: Element.java,v 1.159 2007/11/14 05:02:08 jhunter Exp $

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/*--

$Id: JDOMSource.java,v 1.20 2007/11/10 05:29:02 jhunter Exp $

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$Id: JaxenXPath.java,v 1.20 2007/11/10 05:29:02 jhunter Exp $

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$Id: NegateFilter.java,v 1.4 2007/11/10 05:29:00 jhunter Exp $

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$Id: AttributeList.java,v 1.24 2007/11/10 05:28:58 jhunter Exp $

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$Id: XML4JDOMAdapter.java,v 1.18 2007/11/10 05:28:59 jhunter Exp $

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$Id: XercesDOMAdapter.java,v 1.19 2007/11/10 05:28:59 jhunter Exp $

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$Id: DescendantIterator.java,v 1.6 2007/11/10 05:28:58 jhunter Exp $

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$Id: NamespaceKey.java,v 1.2 2007/11/10 05:28:59 jhunter Exp $

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* /intro-3-4-200-sources-jar/org/eclipse/ui/intro/config/IStandbyContentPart.java
* /intro-3-4-200-sources-jar/org/eclipse/ui/internal/intro/impl/parts/EmptyStandbyContentPart.java
*
 /intro-3-4-200-sources-jar/org/eclipse/ui/internal/intro/impl/model/loader/ContentProviderManager.java
* /intro-3-4-200-sources-jar/org/eclipse/ui/internal/intro/impl/model/IntroPartPresentation.java
* /intro-3-4-200-sources-jar/org/eclipse/ui/intro/config/IntroURLFactory.java
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* /intro-3-4-200-sources-jar/org/eclipse/ui/internal/intro/impl/model/IntroStandbyContentPart.java
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*     Tom Schindl <tom.schindl@bestsolution.at> - initial API and implementation
*               - fix for bug 187817
*******************************************************************************/
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jar/org/eclipse/jface/viewers/ColumnViewerEditorActivationStrategy.java
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*     Baltasar Belyavsky - fix for 300539 - Add ability to specify filter-path
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*                                     fixes in bug: 178946
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* Contributors:
*     IBM Corporation - initial API and implementation
*     Marc R. Hoffmann <hoffmann@mountainminds.com> - Bug 284265 [JFace]
*                DialogSettings.save() silently ignores IOException
*     Ruediger Herrmann <ruediger.herrmann@gmx.de> - bug 92518
*******************************************************************************/
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*   fix in bug 163317, 151295, 167323, 167858, 184346, 187826, 201905
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* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/dialogs/DialogMessageArea.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/bindings/SchemeEvent.java
*
 /org-eclipse-jface-3-10-1-v20140813-1009-sources-
jar/org/eclipse/jface/viewers/deferred/ConcurrentTableUpdator.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/viewers/IViewerLabelProvider.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-
jar/org/eclipse/jface/bindings/keys/formatting/KeyFormatterFactory.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/viewers/deferred/SetModel.java

* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/viewers/IFontProvider.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/bindings/keys/formatting/AbstractKeyFormatter.java
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*   Robin Stocker - Bug 236006 - [Viewers] Add tooltip support for DelegatingStyledCellLabelProvider
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* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/fieldassist/TextControlCreator.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/fieldassist/DecoratedField.java
*
 /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/layout/LayoutGenerator.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/layout/LayoutConstants.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/resource/DerivedImageDescriptor.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/viewers/NamedHandleObjectLabelProvider.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/menus/TextState.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/action/LegacyActionTools.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/dialogs/TrayDialog.java

* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/viewers/TreeNode.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/commands/ToggleState.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/commands/RadioState.java
*
/org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/util/LocalSelectionTransfer.java
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* Contributors:
*   IBM Corporation - initial API and implementation
*   Sebastian Davids <sdavids@gmx.de> - Fix for bug 19346 - Dialog font should
*   be activated and used by other components.
*   Krzysztof Daniel <krzysztof.daniel@gmail.com> Bug 96373 - [ErrorHandling]
*   ErrorDialog details area becomes huge with multi-line strings
***/

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```
*
* Contributors:
*     IBM Corporation - initial API and implementation
*     Remy Chi Jian Suen <remy.suen@gmail.com> - Bug 12116 [Contributions] widgets:
MenuManager.setImageDescriptor() method needed
*******************************************************************************/
/*
        * Commented out until proper solution to enablement of
        * menu item for a sub-menu is found. See bug 30833 for
        * more details.
        *
        if (menuItem != null && !menuItem.isDisposed() && menuExist()) {
        IContributionItem
 items[] = getItems();
        boolean enabled = false;
        for (int i = 0; i < items.length; i++) {
        IContributionItem item = items[i];
        enabled = item.isEnabled();
        if(enabled) break;
        }
        // Workaround for 1GDDCN2: SWT:Linux - MenuItem.setEnabled() always causes a redraw
        if (menuItem.getEnabled() != enabled)
        menuItem.setEnabled(enabled);
        }
        */
```

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*     IBM Corporation - initial API and implementation
*     Konstantin Scheglov <scheglov_ke@nlmk.ru > - Fix for bug 41172
*     [Dialogs] Bug with Image in TitleAreaDialog
*     Sebastian Davids <sdavids@gmx.de> - Fix for bug 82064
*     [Dialogs] TitleAreaDialog#setTitleImage cannot be called before open()
*******************************************************************************/
```

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*     IBM Corporation - initial API and implementation
*     Rdiger Herrmann - 395426: [JFace] StatusDialog should escape ampersand in status message
*******************************************************************************/
```

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*             fix for bug 163317, 201905
*     Ralf Ebert - bug 294738
*******************************************************************************/
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* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/resource/jfacefonts_aix.properties
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/resource/jfacefonts_windowsxp.properties
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/action/ExternalActionManager.properties
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-
jar/org/eclipse/jface/resource/jfacefonts_windowsvista.properties
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-

jar/org/eclipse/jface/bindings/keys/formatting/EmacsKeyFormatter.properties
*
 /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/resource/jfacefonts_linux_gtk.properties
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* /org-eclipse-jface-3-10-1-v20140813-1009-sources-
jar/org/eclipse/jface/bindings/keys/formatting/NativeKeyFormatter.properties
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-
jar/org/eclipse/jface/resource/jfacefonts_windows2000.properties
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/resource/jfacefonts_qnx.properties
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 /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/messages.properties
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-
jar/org/eclipse/jface/bindings/keys/formatting/AbstractKeyFormatter.properties
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/resource/jfacefonts.properties
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*   Sebastian Davids <sdavids@gmx.de> - Fix for bug 38729 - [Preferences]
*   NPE PreferencePage isValid.
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*   Thierry Lach - thierry.lach@bbdodetroit.com - Fix for Bug 37155
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*   Karsten Stoeckmann - bug 156982
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*   Stefan Xenos, IBM - bug 156790: Adopt GridLayoutFactory within JFace
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*   IBM Corporation - revisions to initial contribution
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* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/dialogs/PageChangingEvent.java
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*   Lars Vogel <Lars.Vogel@gmail.com> - Bug 430873
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*   - fix in bug: 195908,198035,215069,215735,227421
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*   - fixes in bug 170381, 198665, 200731
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*                                     refactoring (bug 153993), bug 167323, 191468, 205419
*     Matthew Hall - bug 221988
*     Pawel Piech, WindRiver - bug 296573
*     Lars Vogel <Lars.Vogel@gmail.com> - Bug 430873
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* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/viewers/ColumnPixelData.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/viewers/ColumnWeightData.java
*
 /org-eclipse-jface-3-10-1-v20140813-1009-sources-
jar/org/eclipse/jface/action/IContributionManagerOverrides.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/viewers/ColumnLayoutData.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/action/SubContributionItem.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/action/IContributionItem.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/action/IMenuManager.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/viewers/ArrayContentProvider.java
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*   Mark Siegel <mark.siegel@businessobjects.com> - Fix for Bug 184533
*   [Progress] ProgressIndicator uses hardcoded style for ProgressBar
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*   Remy Chi Jian Suen <remy.suen@gmail.com> - Bug 214392 missing implementation of ComboFieldEditor.setEnabled
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* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/dialogs/ControlAnimator.java
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*     Rdiger Herrmann - fix for bug 418420
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 /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/window/Window.java
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* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/preference/BooleanFieldEditor.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/viewers/StructuredSelection.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/action/ToolBarContributionItem.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/action/ControlContribution.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/util/DelegatingDragAdapter.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/action/SubStatusLineManager.java

* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/action/IContributionManager.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/dialogs/IDialogConstants.java
*
/org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/preference/PathEditor.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/resource/URLImageDescriptor.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/wizard/WizardPage.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/preference/BooleanPropertyAction.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/viewers/DialogCellEditor.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/dialogs/ControlEnableState.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/resource/FileImageDescriptor.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/util/ListenerList.java
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* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/bindings/IBindingManagerListener.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/viewers/deferred/IConcurrentModelListener.java
*
 /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/viewers/deferred/AbstractVirtualTable.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/bindings/ISchemeListener.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/viewers/ITableFontProvider.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/bindings/keys/formatting/IKeyFormatter.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/bindings/keys/ParseException.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/viewers/deferred/AbstractConcurrentModel.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/operation/IThreadListener.java
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*   Tom Schindl <tom.schindl@bestsolution.at> - refactoring (bug 153993)
*   fix in bug: 151295,178946,166500,195908,201906,207676,180504,216706,218336
*   Tony Juckel - Bug 130854 - JFace TableViewer ignoring ICellEditor validator state
**********/

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* Contributors:
*   IBM Corporation - initial API and implementation
*   Chris Gross (schtoo@schtoo.com) - support for ISafeRunnableRunner added
*   (bug 49497 [RCP] JFace dependency on org.eclipse.core.runtime enlarges standalone JFace applications)
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*   IBM Corporation - initial API and implementation
*   Chris Gross (schtoo@schtoo.com) - patch for bug 16179
*   Eugene Ostroukhov <eugeneo@symbian.org> - Bug 287887 [Wizards] [api] Cancel button has two distinct
roles
*   Paul Adams <padams@ittvis.com> - Bug 202534 - [Dialogs] SWT error in Wizard dialog when help is
displayed and "Finish" is pressed
**********/

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*     IBM Corporation - initial API and implementation
*     Hannes Erven <hannes@erven.at> - Bug 293841 - [FieldAssist] NumLock keyDown event should not close the proposal popup [with patch]
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* Contributors:
*     IBM Corporation - initial API and implementation
*     Steven Ketcham (sketcham@dsicdi.com) - Bug 42451
*     [Dialogs] ImageRegistry throws null pointer exception in
*     application with multiple Display's
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*     Robin Stocker - extracted API out of CellLabelProvider
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*                                               - fix for bug 178280, 183999, 184609
*     Ruediger Herrmann <ruediger.herrmann@gmx.de> - fix for bug 395890
*     IBM Corporation - API refactoring and general maintenance
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*     Tom Schindl <tom.schindl@bestsolution.at> - concept of ViewerRow,
*                                 fix for 159597, refactoring (bug 153993),
*                                 widget-independency (bug 154329), fix for 187826, 191468
```

*   Peter Centgraf - bug 251575
*   Lars Vogel <Lars.Vogel@gmail.com> - Bug 430873
***/

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*   Peter Shipton - original hashtable implementation
*   Nick Edgar - added element comparer support
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*   - bug fixes for 182443
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*   bugfix in 174739

* Eric Rizzo - bug 213315
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* Steven Spungin <steven@spungin.tv> - Bug 401439
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*   IBM Corporation - initial API and implementation
*   <sgandon@nds.com> - Fix for bug 109389 - IntegerFieldEditor
*   does not fire property change all the time
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*   Remy Chi Jian Suen <remy.suen@gmail.com> - Bug 218553 [JFace] mis-spelling of their in applyDialogFont(...)
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*   Roman Dawydkin - bug 55116
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org.eclipse.ui.texteditor.templates.ColumnLayout)
*     Tom Schindl <tom.schindl@bestsolution.at> - refactored to be widget independent (bug 171824)
*                                     - fix for bug 178280, 184342, 184045, 208014, 214532
*     Micah Hainline <micah_hainline@yahoo.com> - fix in bug: 208335
*******************************************************************************/
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*     Tom Schindl <tom.schindl@bestsolution.at> - bug 153993, bug 167323, bug 175192
*     Lasse Knudsen, bug 205700
*     Micah Hainline, bug 210448
*     Michael Schneider, bug 210747
*     Bruce Sutton, bug 221768
*     Matthew Hall, bug 221988
*     Julien Desgats, bug 203950
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*     IBM Corporation - initial API and implementation
*     Chris Gross (schtoo@schtoo.com) - support for ILogger added
*       (bug 49497 [RCP] JFace dependency on org.eclipse.core.runtime enlarges standalone JFace applications)
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*     Micah Hainline - initial API and implementation
*     Stefan Xenos, IBM Corporation - review, javadoc, and extendedMargins(Rectangle)
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* Contributors:
*     IBM Corporation - initial API and implementation
*     Teddy Walker <teddy.walker@googlemail.com>
*      - Bug 188056 [Preferences] PreferencePages have to less indent in PreferenceDialog
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*     IBM Corporation - initial API and implementation
*     Brian de Alwis (MTI) - bug 432826: accumulate task-name too
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*                fix in bug 151295,167325,201905
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* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/viewers/IFilter.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/bindings/keys/SWTKeySupport.java
*
 /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/util/Geometry.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/viewers/IFontDecorator.java
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*   Stefan Xenos, IBM - bug 156790: Adopt GridLayoutFactory within JFace
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* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/commands/PersistentState.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/menus/IWidget.java
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*     Michael Krkoska - initial API and implementation (bug 188333)
*     Pawel Piech - Bug 291245 - [Viewers] StyledCellLabelProvider.paint(...) does not respect column alignment
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*               - fix in bug: 174355,171126,,195908,198035,215069,227421
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*     Chris Tilt (chris@tilts.net) - Bug 38547 - [Preferences] Changing preferences
*    ignored after "Restore defaults" pressed.
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* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/fieldassist/FieldAssistColors.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/window/DefaultToolTip.java
*
 /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/viewers/ColumnLabelProvider.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/fieldassist/FieldDecorationRegistry.java
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* /org-eclipse-jface-3-10-1-v20140813-1009-sources-
jar/org/eclipse/jface/viewers/deferred/LazySortedCollection.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/viewers/AcceptAllFilter.java
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 /org-eclipse-jface-3-10-1-v20140813-1009-sources-
jar/org/eclipse/jface/bindings/keys/formatting/EmacsKeyFormatter.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/bindings/keys/KeySequence.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-
jar/org/eclipse/jface/bindings/keys/formatting/NativeKeyFormatter.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/bindings/keys/KeyBinding.java
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* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/bindings/keys/KeySequenceText.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/resource/DeviceResourceManager.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/bindings/keys/KeyStroke.java
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jar/org/eclipse/jface/bindings/keys/formatting/FormalKeyFormatter.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/resource/LocalResourceManager.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/bindings/Trigger.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/commands/ActionHandler.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/resource/DeviceResourceException.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/resource/ImageDataImageDescriptor.java

* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/bindings/Scheme.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/resource/ResourceManager.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/resource/ResourceRegistry.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/bindings/CachedBindingSet.java
*
/org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/bindings/TriggerSequence.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-
jar/org/eclipse/jface/viewers/deferred/DeferredContentProvider.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/resource/FontDescriptor.java
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*   IBM Corporation - API refactoring and general maintenance
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*   Chris Gross (schtoo@schtoo.com) - initial API and implementation
*   (bug 49497 [RCP] JFace dependency on org.eclipse.core.runtime enlarges standalone JFace applications)
***/

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* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/action/SubToolBarManager.java
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 /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/wizard/IWizardContainer.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/viewers/ISelection.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/viewers/ISelectionChangedListener.java
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* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/viewers/IBasicPropertyConstants.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/util/IPropertyChangeListener.java
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 /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/viewers/TreeExpansionEvent.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/action/StatusLineLayoutData.java
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* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/viewers/OpenEvent.java
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* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/viewers/ILightweightLabelDecorator.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/viewers/ILabelProvider.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/util/IOpenEventListener.java
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* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/bindings/keys/IKeyLookup.java
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jar/org/eclipse/jface/preference/PreferenceContentProvider.java
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*   Eugene Ostroukhov <eugeneo@symbian.org> - Bug 287887 [Wizards] [api] Cancel button has two distinct roles
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*     Christian Georgi <christian.georgi@sap.com> - [Themes] Invalid RGB color value in themes extension makes
workbench unusable - http://bugs.eclipse.org/419435
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* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/viewers/ITreeSelection.java
* /org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/viewers/ILazyContentProvider.java
*
/org-eclipse-jface-3-10-1-v20140813-1009-sources-jar/org/eclipse/jface/fieldassist/FieldDecoration.java

1.64 eclipse 3.10.1.v20140909-1633

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* yyyymmdd bug Email and other contact information
* -------- -------- ---
* 20070201 154100 pmoogk@ca.ibm.com - Peter Moogk, Port internet code from WTP to Eclipse base.
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* yyyymmdd bug Email and other contact information
* -------- -------- ---
* 20070123 154100 eu@md.pp.ru - Eugene Kuleshov, Initial UI coding
* 20070201 154100 pmoogk@ca.ibm.com - Peter Moogk, Port internet code from WTP to Eclipse base.
* 20070219 174674 pmoogk@ca.ibm.com - Peter Moogk
* 20070402 180622 brockj@tpg.com.au - Brock Janiczak, Inconsistent enablement states in network preference page
* 20070416 177897 ymnk@jcraft.com - Atsuhiko Yamanaka, Improve UI of Proxy Preferences Page
* 20070801 197977 holger.oehm@sap.com - Holger Oehm, [Proxy] non-proxy hosts not correctly updated
***/

Found in path(s):
* /net-1-2-200-sources-jar/org/eclipse/ui/internal/net/ProxyPreferencePage.java
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* -------- -------- -----------------------------------------------------------
* 20060217   127138 pmoogk@ca.ibm.com - Peter Moogk
* 20070201   154100 pmoogk@ca.ibm.com - Peter Moogk, Port internet code from WTP to Eclipse base.
*******************************************************************************/
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* Contributors:
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* yyyymmdd bug      Email and other contact information
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* /net-1-2-200-sources-jar/org/eclipse/ui/internal/net/auth/NetAuthenticator.java
* /net-1-2-200-sources-jar/org/eclipse/ui/internal/net/auth/UserValidationDialog.java
* /net-1-2-200-sources-jar/org/eclipse/ui/internal/net/auth/Authentication.java
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1.66 eclipse 3.103.1.v20140903-1938

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The Independent JPEG Group's JPEG software
==========

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.
*.1 Unix-style man pages for programs (same info as usage.doc).
wizard.doc Advanced usage instructions for JPEG wizards only.
change.log Version-to-version change highlights.

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

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

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

OVERVIEW
========

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

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

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

In order to support file conversion and viewing software, we have included
considerable functionality beyond the bare JPEG coding/decoding capability;

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

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

We welcome the use of this software as a component of commercial products. No royalty is required, but we do ask for an acknowledgement in product documentation, as described under LEGAL ISSUES.

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

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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,
ltconfig, ltmain.sh). Another support script, install-sh, is copyright
by M.I.T. but is also freely distributable.

It appears that the arithmetic coding option of the JPEG spec is covered by
patents owned by IBM, AT&T, and Mitsubishi. Hence arithmetic coding cannot
legally be used without obtaining one or more licenses. For this reason,
support for arithmetic
 coding has been removed from the free JPEG software.
(Since arithmetic coding provides only a marginal gain over the unpatented
Huffman mode, it is unlikely that very many implementations will support it.)

So far as we are aware, there are no patent restrictions on the remaining code.

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

We are required to state that
"The Graphics Interchange Format(c) is the Copyright property of CompuServe Incorporated. GIF(sm) is a Service Mark property of CompuServe Incorporated."

REFERENCES
==========

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 best full 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). This is by far the most complete exposition of JPEG in existence, and we highly recommend it.

The JPEG standard itself is not available electronically; you must order a paper copy through ISO or ITU. (Unless you feel a need to own a certified official copy,
we recommend buying the Pennebaker and Mitchell book instead; it's much cheaper and includes a great deal of useful explanatory material.) In the USA, copies of the standard may be ordered from ANSI Sales at (212) 642-4900, or from Global Engineering Documents at (800) 854-7179. (ANSI doesn't take credit card orders, but Global does.) It's not cheap: as of 1992, ANSI was charging $95 for Part 1 and $47 for Part 2, plus 7% shipping/handling. The standard is divided into two parts, Part 1 being the actual specification, while Part 2 covers compliance testing methods. Part 1 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS 10918-1, ITU-T T.81. Part 2 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 2: Compliance testing" and has document numbers ISO/IEC IS 10918-2, ITU-T T.83.

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

The JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the "JFIF" conventions, revision 1.02. A copy of the JFIF spec is available from:
Literature Department
C-Cube Microsystems, Inc.
1778 McCarthy Blvd.
Milpitas, CA 95035
phone (408) 944-6300, fax (408) 944-6314
A PostScript version of this document is available by FTP at ftp://ftp.uu.net/graphics/jpeg/jfif.ps.gz. There is also a plain text version at ftp://ftp.uu.net/graphics/jpeg/jfif.txt.gz, but it is missing the figures.

The TIFF 6.0 file format specification can be obtained by FTP from ftp://ftp.sgi.com/graphics/tiff/TIFF6.ps.gz. The JPEG incorporation scheme found in the TIFF 6.0 spec of 3-June-92 has a number of serious problems. IJG does not recommend use of the TIFF 6.0 design (TIFF Compression tag 6). Instead, we recommend the JPEG design
proposed by TIFF Technical Note #2 (Compression tag 7). Copies of this Note can be obtained from ftp.sgi.com or from ftp://ftp.uu.net/graphics/jpeg/. It is expected that the next revision of the TIFF spec will replace the 6.0 JPEG design with the Note's design.

Although IJG's own code does not support TIFF/JPEG, the free libtiff library
uses our library to implement TIFF/JPEG per the Note. libtiff is available
from ftp://ftp.sgi.com/graphics/tiff/.

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

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

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

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

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

Found
in path(s):
* /org-eclipse-swt-3-103-1-v20140903-1938-jar/about_files/IJG_README

1.67 snake-yaml 1.15

1.67.1 Available under license :

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jar/org/eclipse/ui/dialogs/ContainerCheckedTreeViewer.java
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*   Brock Janicyak - brockj@tpg.com.au
*   - Fix for Bug 11142 [HeapStatus] Heap status is updated too frequently
*   - Fix for Bug 192996 [Workbench] Reduce amount of garbage created by HeapStatus
*   Lars Vogel <Lars.Vogel@gmail.com> - Bug 422040
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*   Stephan Wahlbrink <stephan.wahlbrink@walware.de> - Wrong operations mode/feedback for text drag
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*       Fix for Bug 217777 [Workbench] Workbench event loop does not terminate if Display is closed
*     Tristan Hume - <trishume@gmail.com> -
*       Fix for Bug 2369 [Workbench] Would like to be able to save workspace without exiting
*       Implemented workbench auto-save to correctly restore state in case of crash.
*     Lars Vogel <Lars.Vogel@gmail.com> - Bug 422533
*     Terry Parker <tparker@google.com> - Bug
 416673
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/IDecoratorManager.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/PlatformUI.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/part/MultiPageEditorSite.java
*
/org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/ReopenEditorMenu.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/ShowInMenu.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/ViewSite.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/part/PageBookView.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/part/PageSite.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/part/WorkbenchPart.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/KeyBindingService.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/SaveAction.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/part/MultiPageEditorPart.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/internal/PluginActionContributionItem.java
*
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*   Tom Hochstein (Freescale) - Bug 393703 - NotHandledException selecting inactive command under 'Previous
Choices' in Quick access
*   Lars Vogel <Lars.Vogel@gmail.com> - Bug 428050
*   Brian de Alwis - Fix size computation to account for trim
***/

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*   Christian Janz - <christian.janz@gmail.com> Fix for Bug 385592
*   Marc-Andre Laperle (Ericsson) - Fix for Bug 413590
*   Lars Vogel <Lars.Vogel@gmail.com> - Bug 431340, 431348, 426535, 433234
*   Lars Vogel <Lars.Vogel@gmail.com> - Bug 431868
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jar/org/eclipse/ui/internal/statushandlers/StatusHandlerRegistry.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/internal/AnimationFeedbackBase.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
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jar/org/eclipse/ui/internal/actions/HelpSearchContributionItem.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/part/Part.java
*
/org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/PartTester.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/preferences/IWorkingCopyManager.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/preferences/ViewSettingsDialog.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/part/IPartHost.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/WindowTrimProxy.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/services/IDisposable.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/dialogs/ImportPage.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/dnd/InsertCaret.java
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jar/org/eclipse/ui/internal/layout/TrimDescriptor.java
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jar/org/eclipse/ui/internal/services/PreferencePersistence.java
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jar/org/eclipse/ui/internal/contexts/ContextActivation.java
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jar/org/eclipse/ui/internal/dialogs/CapabilityFilter.java
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jar/org/eclipse/ui/internal/expressions/LegacyActionExpressionWrapper.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/layout/ITrimManager.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/dialogs/ExportPage.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/internal/operations/WorkbenchOperationSupport.java
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/org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/internal/expressions/LegacyEditorContributionExpression.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/ActiveShellExpression.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/PerspectiveAction.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/handlers/RegistryRadioState.java
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jar/org/eclipse/ui/LegacyHandlerSubmissionExpression.java
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jar/org/eclipse/ui/internal/misc/UIListenerLogging.java

* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/preferences/PreferenceTransferManager.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/dialogs/ImportExportWizard.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/handlers/IHandlerActivation.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/commands/ICommandImageManagerListener.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/contexts/ContextManagerLegacyWrapper.java
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/preferences/ViewPreferencesAction.java
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/commands/ICommandListener.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/commands/IHandlerListener.java
*
/org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/dialogs/ErrorPreferencePage.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/IPluginContribution.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/commands/Priority.java
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/keys/WorkbenchKeyboard.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/PartPane.java
*
/org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/tweaklets/DummyPrefPageEnhancer.java
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/handlers/DynamicHelpHandler.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/handlers/HelpSearchHandler.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/handlers/HelpContentsHandler.java
*
 /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/handlers/SpyHandler.java
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/themes/ThemeRegistry.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/part/NullEditorInput.java
*
 /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/ExtensionEventHandler.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/actions/HelpSearchAction.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/about/AboutBundleData.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/handlers/TraversePageHandler.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/progress/IProgressConstants.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/actions/HelpContentsAction.java

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/**
    * Registers the given action with the key binding service
    * (by calling {@link IActionBarConfigurer#registerGlobalAction(IAction)}),
    * and adds it to the list of actions to be disposed when the window is closed.
    * <p>
    * In order to participate in key bindings, the action must have an action
    * definition id (aka command id), and a corresponding command
 extension.
    * See the <code>org.eclipse.ui.commands</code> extension point documentation
    * for more details.
    * </p>
    *
    * @param action the action to register, this cannot be <code>null</code>
    *
    * @see IAction#setActionDefinitionId(String)
```

```
   * @see #disposeAction(IAction)
   */
```

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*     Andreas Buchen <andreas.buchen@sap.com> - Bug 206584
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*   Maxime Porhel <maxime.porhel@obeo.fr> Obeo - Bug 430116
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*   James Blackburn (Broadcom Corp.) - Bug 294628 multiple selection
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jar/org/eclipse/ui/internal/WorkbenchErrorHandlerProxy.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/statushandlers/WorkbenchErrorHandler.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/internal/quickaccess/PerspectiveElement.java
*
 /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/menus/AbstractContributionFactory.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/statushandlers/AbstractStatusHandler.java
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/swt/IFocusService.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/keys/model/SchemeModel.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/keys/model/SchemeElement.java
*
 /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/services/IEvaluationService.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/menus/CommandContributionItemParameter.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/dialogs/WorkingSetGroup.java
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*   René Brandstetter - Bug 431707 - [QuickAccess] Quick Access should open a dialog if hidden
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*     Benjamin Muskalla - Bug 169023 [WorkingSets] "Add to working set"
*          drop down should include a "new working set" option
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*   Tasktop Technologies - Bug 302529 [UX] [Progress] Show Eclipse IDE progress in the Eclipse icon on the Windows 7 Task Bar
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*   Stefan Xenos, IBM; Chris Torrence, ITT Visual Information Solutions - bug 51580
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/dialogs/PropertyPageNode.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/ISaveablePart2.java
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 /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/IPartListener2.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/dialogs/WorkbenchEditorsDialog.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/EditorHistory.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/IWorkbenchPart.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/activities/AbstractActivityManager.java
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/keys/SWTKeySupport.java
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*   Francis Upton <francisu@ieee.org> -
*   Fix for Bug 216667 [Decorators] DecorationScheduler hangs onto objects forever sometimes
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*   Sebastian Davids <sdavids@gmx.de> - bug 97667 [Preferences] Pref Page General/Editors - problems
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/progress/ProgressContentProvider.java
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/commands/HandlerSubmission.java
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*   Remy Chi Jian Suen <remy.suen@gmail.com> - Bug 43573 [Contributions] Support icon in <menu>
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/SaveableHelper.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/internal/commands/CommandManagerLegacyWrapper.java
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/presentations/StackPresentation.java

* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/presentations/StackDropResult.java
*
 /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/presentations/IPartMenu.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/ViewIntroAdapterPart.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/ISizeProvider.java
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*   IBM Corporation - initial API and implementation
*   Sebastian Davids <sdavids@gmx.de> - Fix for bug 90273 - [Dialogs]
*   ListSelectionDialog dialog alignment
***/

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*   IBM Corporation - initial API and implementation
*   Brock Janiczak <brockj@tpg.com.au> - Fix for Bug 123169 [Progress] NPE from JobInfo
*   Martin W. Kirst <martin.kirst@s1998.tu-chemnitz.de> - jUnit test for Bug 361121 [Progress] DetailedProgressViewer's comparator violates its general contract
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*   Matthew Hatem Matthew_Hatem@notesdev.ibm.com Bug 189953
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* Contributors:
*   IBM Corporation - initial API and implementation
*   Sebastian Davids <sdavids@gmx.de> - Fix for bug 19346 - Dialog font should be
*   activated and used by other components.
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/operations/IWorkbenchOperationSupport.java

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 /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/ISourceProvider.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/handlers/IHandlerService.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/contexts/ActiveContextSourceProvider.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/contexts/ContextAuthority.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/services/EvaluationResultCache.java
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/commands/ICommandService.java
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 /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/browser/IWorkbenchBrowserSupport.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/layout/TrimArea.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/commands/ICommandImageService.java
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/registry/EditorRegistryReader.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/dialogs/DialogUtil.java
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 /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/misc/StatusUtil.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/model/WorkbenchPartLabelProvider.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-

jar/org/eclipse/ui/internal/registry/WorkingSetRegistryReader.java
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jar/org/eclipse/ui/internal/registry/RegistryReader.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/internal/LegacyResourceSupport.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/part/EditorActionBarContributor.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/internal/dialogs/WorkbenchWizardNode.java
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jar/org/eclipse/ui/internal/actions/NewWizardShortcutAction.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/internal/handlers/LegacyHandlerProxy.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/ISelectionListener.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/IViewPart.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/ViewActionBuilder.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/internal/dialogs/WorkingSetNewWizard.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/internal/registry/WorkingSetDescriptor.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/part/PluginTransfer.java
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/org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/internal/registry/ActionSetRegistry.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/PluginAction.java
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*   Jeremiah Lott (jeremiah.lott@timesys.com) - fix for deadlock bug 76378
*
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/keys/NewKeysPreferencePage.properties
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/keys/KdeKeyFormatter.properties
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jar/org/eclipse/ui/internal/keys/KeyAssistDialog.properties
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jar/org/eclipse/ui/internal/themes/ColorsAndFontsPreferencePage.properties
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jar/org/eclipse/ui/internal/keys/NativeKeyFormatter.properties
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jar/org/eclipse/ui/internal/keys/MacKeyFormatter.properties
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jar/org/eclipse/ui/internal/menus/messages.properties
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/internal/activities/ws/EnablementDialog.properties
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/internal/progress/messages.properties
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jar/org/eclipse/ui/internal/themes/ThemeRegistryReader.properties
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*     IBM Corporation - initial API and implementation
*     Chris Gross <schtoo@schtoo.com>
*     - Fix for 99155 - allow standalone view placeholders
*     Chris Gross chris.gross@us.ibm.com Bug 107443
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*     James Blackburn - Bug 256316 getImageDescriptor() is not thread safe
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*     Remy Chi Jian Suen <remy.suen@gmail.com> - Bug 218540 [Perspectives] Perspectives always open in same window, regardless of preference
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*     Nikolay Botev - bug 240651
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* Sebastian Davids <sdavids@gmx.de> - Fix for bug 19346 - Dialog font should be
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/dialogs/ImportExportPage.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/contexts/ContextService.java
*
 /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/ViewReference.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/keys/BindingPersistence.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/commands/CommandPersistence.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/AbstractSourceProvider.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/registry/UIExtensionTracker.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/keys/BindingService.java
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*   Stefan Xenos, IBM; Chris Torrence, ITT Visual Information Solutions - bug 51580
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*   IBM Corporation - initial API and implementation
*   Remy Chi Jian Suen <remy.suen@gmail.com> - Bug 221662 [Contributions] Extension point
org.eclipse.ui.menus: sub menu contribution does not have icon even if specified
*   Christian Walther (Indel AG) - Bug 398631: Use correct menu item icon from commandImages
*   Christian Walther (Indel AG) - Bug 384056: Use disabled icon from extension definition
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jar/org/eclipse/ui/internal/testing/WorkbenchPartTestable.java
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jar/org/eclipse/ui/internal/wizards/preferences/WizardPreferencesImportPage1.java

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jar/org/eclipse/ui/internal/services/SourcePriorityNameMapping.java
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jar/org/eclipse/ui/internal/layout/TrimCommonUIHandle.java
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jar/org/eclipse/ui/internal/progress/DetailedProgressViewer.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/operations/RedoActionHandler.java
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jar/org/eclipse/ui/internal/contexts/ContextPersistence.java
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jar/org/eclipse/ui/internal/wizards/preferences/WizardPreferencesExportPage1.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/internal/dialogs/PreferenceBoldLabelProvider.java
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jar/org/eclipse/ui/internal/actions/DynamicHelpAction.java
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*     Chris Austin (IBM) - Fix for bug 296042
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jar/org/eclipse/ui/internal/handlers/PinEditorHandler.java
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*   IBM Corporation - initial API and implementation
*   Wojciech Galanciak <wojciech.galanciak@pl.ibm.com> - Bug 236104 [EditorMgmt] File association default needs to be set twice to take effect
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*   Mark Hoffmann <mark.hoffmann@web.de> - Fix for bug 84603
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/IPersistableElement.java
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/org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/IPartListener.java
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/commands/ExecutionException.java
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/commands/NotDefinedException.java
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jar/org/eclipse/ui/internal/dialogs/WorkingSetEditWizard.java
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*   Tobias Baumann <tobbaumann@gmail.com> - Bug 428323 - Correct lock tool bar action definition
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jar/org/eclipse/ui/internal/splash/SplashHandlerFactory.java
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jar/org/eclipse/ui/internal/WorkbenchWindowPropertyTester.java
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jar/org/eclipse/ui/internal/tweaklets/InterceptContributions.java
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/IWorkbenchPart3.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/TrimFrame.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/commands/IElementUpdater.java
*
/org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/SlavePageService.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/tweaklets/Animations.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/commands/IElementReference.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/tweaklets/GrabFocus.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/tweaklets/LegacyAnimations.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/tweaklets/ImageAnimationTweak.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/ImageCycleFeedbackBase.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/handlers/MaximizePartHandler.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/tweaklets/AllowGrabFocus.java
*
/org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/statushandlers/StatusHandlerDescriptor.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/RectangleAnimationImageFeedback.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/SlavePartService.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/ISaveableFilter.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/RectangleAnimationFeedbackBase.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/statushandlers/StatusHandlerProductBindingDescriptor.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/CloseOthersHandler.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/WorkbenchEditorsHandler.java

*
/org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/intro/IntroContentDetector.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/handlers/MinimizePartHandler.java
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*   Lars Vogel <Lars.Vogel@gmail.com> - Bug 422040
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*   Tom Hochstein (Freescale) - Bug 393703 - NotHandledException selecting inactive command under 'Previous Choices' in Quick access
*   René Brandstetter - Bug 433778
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/quickaccess/QuickAccessMessages.java
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*      IBM Corporation - initial API and implementation
*   Sebastian Davids <sdavids@gmx.de> - Fix for bug 19346 - Dialog
*      font should be activated and used by other components.
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*     IBM Corporation - initial API and implementation
*     Yves YANG <yves.yang@soyatec.com> -
*       Initial Fix for Bug 138078 [Preferences] Preferences Store for i18n support
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/handlers/CommandLegacyActionWrapper.java
*
 /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/browser/IWebBrowser.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/dialogs/ContentTypesPreferencePage.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/menus/MenuPersistence.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/ActionSetManager.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/application/WorkbenchWindowAdvisor.java
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 /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/IWorkingSetElementAdapter.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/expressions/ActivePartExpression.java
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/menus/AbstractWorkbenchTrimWidget.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/ISelectionConversionService.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/handlers/IActionCommandMappingService.java
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 /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/expressions/LegacyViewerContributionExpression.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/handlers/ActionCommandMappingService.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/ISaveablesSource.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/dnd/IDragAndDropService.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/fieldassist/ContentAssistField.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/services/IServiceLocator.java
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/ContextToModelProcessor.java
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 /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/testing/ContributionInfoMessages.java
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*   Teddy Walker <teddy.walker@googlemail.com>
*   - Fix for Bug 151204 [Progress] Blocked status of jobs are not applied/reported
*   Lars Vogel <Lars.Vogel@gmail.com> - Bug 422040
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/handlers/NewEditorHandler.java

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*
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/IWorkbench.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/handlers/ShowViewHandler.java
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jar/org/eclipse/ui/internal/registry/ActionSetDescriptor.java
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*   Tom Hochstein (Freescale) - Bug 407522 - Perspective reset not working correctly
*   Lars Vogel <Lars.Vogel@gmail.com> - Bug 422040, 431992
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/wizards/IWizardDescriptor.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/activities/ITriggerPoint.java
*
 /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/themes/IThemeManager.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/TrimDropTarget.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/intro/IIntroManager.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/intro/IIntroSite.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/activities/ITriggerPointManager.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/decorators/FullDecoratorRunnable.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/views/IStickyViewDescriptor.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/progress/ProgressViewerContentProvider.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/activities/ITriggerPointAdvisor.java
*
 /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/themes/ITheme.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/wizards/IWizardRegistry.java
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*   Sebastian Davids <sdavids@gmx.de> - Fix for bug 19346 - Dialog

```
*    font should be activated and used by other components.
*******************************************************************************/
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*     Jacek Pospychala - bug 187762
*     Mohamed Tarief - tarief@eg.ibm.com - IBM - Bug 174481
*     Lars Vogel <Lars.Vogel@gmail.com> - Bug 422040
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*   Carsten Pfeiffer, Gebit Solutions GmbH - bug 259536
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*   IBM Corporation - initial API and implementation
*   Sascha Zelzer <zelzer@mathi.uni-heidelberg.de> -
*   Fix for Bug 152927 [Decorators] ArrayOutOfBoundsException in DecorationBuilder.java
**/

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*   Benjamin Muskalla - bug 77710
*   Lars Vogel <Lars.Vogel@gmail.com> - Bug 430603
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/application/IWorkbenchConfigurer.java
*
 /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/ActivityPersistanceHelper.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/model/AdaptableList.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/activities/ws/ActivityEnabler.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/activities/IWorkbenchActivitySupport.java
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jar/org/eclipse/ui/contexts/IWorkbenchContextSupport.java
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jar/org/eclipse/ui/internal/PerspectiveBarManager.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/progress/PendingUpdateAdapter.java
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jar/org/eclipse/ui/application/IActionBarConfigurer.java
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jar/org/eclipse/ui/commands/IWorkbenchCommandSupport.java
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/org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/internal/activities/ws/ActivityCategoryContentProvider.java
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/services/WorkbenchServiceRegistry.java
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*   Tom Hochstein (Freescale) - Bug 393703 - NotHandledException selecting inactive command under 'Previous Choices' in Quick access
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*   Sascha Becher - Bug 186404 - Update PatternFilter API to allow extensions
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/handlers/E4HandlerProxy.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/e4/compatibility/CompatibilityEditor.java
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jar/org/eclipse/ui/internal/handlers/DirtyStateTracker.java
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jar/org/eclipse/ui/internal/services/MenuSourceProvider.java
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jar/org/eclipse/ui/internal/services/SourceProviderService.java
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* Willian Mitsuda <wmitsuda@gmail.com>
*   - Fix for bug 196553 - [Dialogs] Support IColorProvider/IFontProvider in FilteredItemsSelectionDialog
* Peter Friese <peter.friese@gentleware.com>
*   - Fix for bug 208602 - [Dialogs] Open Type dialog needs accessible labels
* Simon Muschel <smuschel@gmx.de> - bug 258493
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jar/org/eclipse/ui/internal/quickaccess/WizardProvider.java
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jar/org/eclipse/ui/internal/services/ServiceLocator.java
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jar/org/eclipse/ui/internal/quickaccess/PreferenceProvider.java
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jar/org/eclipse/ui/internal/themes/ThemeElementHelper.java
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jar/org/eclipse/ui/internal/themes/WorkbenchPreview.java
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*   Semion Chichelnitsky (semion@il.ibm.com) - bug 278064
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/statushandlers/DetailsAreaManager.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/statushandlers/LabelProviderWrapper.java

*
/org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/statushandlers/InternalDialog.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/statushandlers/WorkbenchStatusDialogManagerImpl.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/e4/compatibility/ModeledViewLayout.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/statushandlers/IStatusDialogConstants.java
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*   Chris Gross chris.gross@us.ibm.com Bug 107443
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*   Zhongwei Zhao - Bug 379495 - Two "Run" on top menu
*   Patrick Chuong - Bug 391481 - Contributing perspectiveExtension, hiddenMenuItem
*   removes a menu from multiple perspectives
*   René Brandstetter - Bug 411821 - [QuickAccess] Contribute SearchField
*   through a fragment or other means
*   Lars Vogel <Lars.Vogel@gmail.com> - Bug 431446, 433979
***/

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*   Lars Vogel <Lars.Vogel@gmail.com> - Replace deprecated API usage in WorkbenchPlugin#createExtension - http://bugs.eclipse.org/400714
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/dnd/DragBorder.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/services/RegistryPersistence.java
*
 /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/commands/CommandImageService.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/services/IEvaluationResultCache.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/dialogs/WorkingSetLabelProvider.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-

jar/org/eclipse/ui/internal/browser/WorkbenchBrowserSupport.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/internal/actions/SelectWorkingSetsAction.java
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* Contributors:
* IBM Corporation - initial API and implementation
*   Sebastian Davids <sdavids@gmx.de> - Fix for bug 19346 - Dialog
*   font should be activated and used by other components.
*   Robin Stocker <robin@nibor.org> - Add filter text field
***/

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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
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*   Cornel Izbasa <cizbasa@info.uvt.ro> - Bug https://bugs.eclipse.org/436247
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*     Lars Vogel <Lars.Vogel@gmail.com> - Bug 422040
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*   Sebastian Davids <sdavids@gmx.de> - Fix for bug 19346 - Dialog
*     font should be activated and used by other components.
*   Carsten Pfeiffer <carsten.pfeiffer@gebit.de> - Fix for bug 182354 -
*     [Dialogs] API - make ElementTreeSelectionDialog usable with a
*     FilteredTree
*******************************************************************************/
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/contexts/IContextActivation.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/ISourceProviderListener.java
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/services/IServiceLocatorCreator.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/menus/ContributionRoot.java
*
 /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/services/ServiceLocatorCreator.java

* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/handlers/ToggleCoolbarHandler.java
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* Sebastian Davids - bug 128529
* Semion Chichelnitsky (semion@il.ibm.com) - bug 278064
* Tristan Hume - <trishume@gmail.com> -
*   Fix for Bug 2369 [Workbench] Would like to be able to save workspace without exiting
*   Implemented workbench auto-save to correctly restore state in case of crash.
**********/

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*   Dan Rubel (dan_rubel@instantiations.com) - accessor to get context menu ids
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/contexts/ContextServiceFactory.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/services/SlaveEvaluationService.java
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 /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/model/ContributionService.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/services/WorkbenchLocationService.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/part/IMultiPageEditorSiteHolder.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/services/EvaluationServiceFactory.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/handlers/OpenInNewWindowHandler.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/menus/IWorkbenchContribution.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/statushandlers/IStatusAdapterConstants.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/handlers/QuickMenuHandler.java
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*   Brock Janiczak (brockj_eclipse@ihug.com.au) - handler registration
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/branding/IProductConstants.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/DefaultStackPresentationSite.java
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 /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/RadioMenu.java
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/handlers/ShowKeyAssistHandler.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/layout/CellData.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/preferences/ThemeAdapter.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/themes/RGBBlendColorFactory.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/IChangeListener.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/layout/Row.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/layout/LayoutCache.java
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/org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/BrandingProperties.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/dnd/IDropTarget.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/internal/progress/ProgressCanvasViewer.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/themes/IThemePreview.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/internal/layout/CellLayoutUtil.java
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jar/org/eclipse/ui/internal/preferences/IPropertyMapListener.java
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jar/org/eclipse/ui/internal/preferences/IPropertyMap.java
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/org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/activities/ActivitiesPreferencePage.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/internal/preferences/PropertyMapAdapter.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/internal/activities/ws/ActivityViewerFilter.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/internal/preferences/PropertyUtil.java
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jar/org/eclipse/ui/internal/registry/KeywordRegistry.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/Model.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/layout/LayoutUtil.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/internal/wizards/ExportWizardRegistry.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/commands/AbstractHandler.java
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/org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/internal/layout/ICachingLayout.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/intro/IIntroRegistry.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
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/org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-

jar/org/eclipse/ui/internal/dnd/AbstractDropTarget.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/dialogs/WizardTagFilter.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/layout/GridInfo.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/dnd/CompatibilityDragTarget.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/wizards/AbstractWizardRegistry.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/wizards/AbstractExtensionWizardRegistry.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/preferences/AbstractBooleanListener.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/model/IWorkbenchAdapter2.java
*
/org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/about/AboutBundleGroupData.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/IWorkbenchPart2.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/intro/IIntroDescriptor.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/wizards/ImportWizardRegistry.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/part/IntroPart.java
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/dialogs/WorkbenchDialogBlockedHandler.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/layout/CellLayout.java
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/org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/layout/SizeCache.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/activities/ws/TriggerPointAdvisorDescriptor.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/intro/IIntroConstants.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/commands/ActionHandler.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/preferences/PreferencesAdapter.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/preferences/ThemeManagerAdapter.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/activities/ws/ActivityMessages.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/IPerspectiveListener3.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/IntModel.java
*
/org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/dialogs/PreferenceHistoryEntry.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/layout/CacheWrapper.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/activities/ws/EnablementDialog.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/preferences/AbstractIntegerListener.java

* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/IPerspectiveListener2.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/progress/IAnimationProcessor.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/wizards/NewWizardRegistry.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/dnd/DragUtil.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/preferences/AbstractPropertyListener.java
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*   Tom Hochstein (Freescale) - Bug 393703 - NotHandledException selecting inactive command under 'Previous Choices' in Quick access
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*   Lars Vogel <Lars.Vogel@gmail.com> - Bug 180308
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*     IBM Corporation - initial API and implementation
*     Dan Rubel <dan_rubel@instantiations.com>
*     - Fix for bug 11490 - define hidden view (placeholder for view) in plugin.xml
*     Markus Alexander Kuppe, Versant Corporation - bug #215797
*     Semion Chichelnitsky (semion@il.ibm.com) - bug 208564
**********************************************************************************/
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*     Stefan Xenos, IBM; Chris Torrence, ITT Visual Information Solutions - bug 51580
```

* Nikolay Botev - bug 240651
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/AbstractWorkingSet.java
*
 /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/handlers/HandlerPersistence.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/operations/NonLocalUndoUserApprover.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/menus/IMenuService.java

* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/operations/AdvancedValidationUserApprover.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/registry/PerspectiveParameterValues.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/dialogs/PreferencesUtil.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/ISources.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/handlers/RegistryToggleState.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/operations/LinearUndoViolationUserApprover.java
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/org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/activities/ws/TriggerPointManager.java
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*   Marc-Andre Laperle (Ericsson) - Bug 413278
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*   IBM Corporation - initial API and implementation
*   Remy Chi Jian Suen <remy.suen@gmail.com> - Bug 202170 [Wizards] Empy Source Folder and Package in New Class Wizard
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*     IBM Corporation - initial API and implementation
*     ARTAL Technologies <simon.chemouil@artal.fr> - Bug 293044 added keybindings display
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*     Carsten Pfeiffer, Gebit Solutions GmbH - bug 259536
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* IBM Corporation - initial API and implementation
* Sebastian Davids <sdavids@gmx.de> - Fix for bug 19346 - Dialog font
* should be activated and used by other components.
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jar/org/eclipse/ui/internal/themes/FontDefinition.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/XMLMemento.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/internal/dialogs/StartupPreferencePage.java
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/org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/ObjectActionContributorManager.java
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/util/ConfigurationElementMemento.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/PluginActionSetBuilder.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/handlers/HandlerProxy.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/IWorkbenchWindow.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/IWorkbenchPartSite.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/ActionPresentation.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/EditorSite.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/actions/LabelRetargetAction.java
*
/org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/IWorkbenchPage.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/ShowViewMenu.java
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/quickaccess/QuickAccessProvider.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/quickaccess/ActionElement.java
*
 /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/quickaccess/PreferenceElement.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/quickaccess/EditorProvider.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/quickaccess/WizardElement.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/quickaccess/EditorElement.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/Saveable.java
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*   Implemented workbench auto-save to correctly restore state in case of crash.
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/menus/UIElement.java
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*   [Progress] ConcurrentModificationException in NewProgressViewer.
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*   Sebastian Davids <sdavids@gmx.de> - Fix for bug 19346 - Dialog
*     font should be activated and used by other components.
*     Remy Chi Jian Suen <remy.suen@gmail.com> - Fix for bug 265739 -
*     [About] 'Features' tab in 'Eclipse SDK Installation Details' dialog
*     does not display sort direction
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*     Lars Vogel <Lars.Vogel@gmail.com> - Bug 430616
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jar/org/eclipse/ui/internal/tweaklets/DummyTitlePathUpdater.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-
jar/org/eclipse/ui/internal/keys/NoKeysPreferencePage.java

* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/tweaklets/TitlePathUpdater.java
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/org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/testing/PluginContributionAdapterFactory.java
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/menus/ExtensionContribution.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/menus/ViewAction.java
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jar/org/eclipse/ui/internal/dialogs/WizardPatternFilter.java
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jar/org/eclipse/ui/internal/wizards/preferences/WizardPreferencesPage.java
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*   Sebastian Davids <sdavids@gmx.de> - Fix for bug 19346 - Dialog font should be activated and used by other components.
***/

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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/part/DrillFrame.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/WWinPluginAction.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/IEditorLauncher.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/decorators/DecorationReference.java
*
/org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/EditorActionBuilder.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/keys/KeySequenceBinding.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/IWorkbenchWindowPulldownDelegate2.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/SubActionBars2.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/ReferenceCounter.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/SharedImages.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/keys/CompactKeyFormatter.java

* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/part/IContributedContentsView.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/wizards/preferences/PreferencesExportWizard.java
*
/org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/PageSelectionService.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/AbstractSelectionService.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/actions/SelectionProviderAction.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/model/IWorkbenchAdapter.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/activities/ActivityEvent.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/WorkingSetFactory.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/decorators/LightweightActionDescriptor.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/activities/ActivityRequirementBindingDefinition.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/IObjectContributor.java
*
/org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/IActionSetContributionItem.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/part/ISetSelectionTarget.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/WWinPluginPulldown.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/misc/ExternalProgramImageDescriptor.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/dialogs/FileEditorMappingContentProvider.java
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*   font should be activated and used by other components.
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/DirtyPerspectiveMarker.java
*
 /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/handlers/ExecutableExtensionHandler.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/contexts/LegacyContextListenerWrapper.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/handlers/IWorkbenchWindowHandlerDelegate.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/keys/SchemeLegacyWrapper.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/decorators/FullImageDecoratorRunnable.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/part/IWorkbenchScopeConstants.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/preferences/PropertyMapUnion.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/keys/LegacySchemeListenerWrapper.java
*
 /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/part/IPartPropertyProvider.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/IHeapStatusConstants.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/part/NullPersistable.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/decorators/FullTextDecoratorRunnable.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/IPersistable.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/dnd/TestDropLocation.java
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/AnimationEngine.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/tweaklets/TabBehaviour.java
*
/org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/CycleViewHandler.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/handlers/QuitHandler.java
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*     Remy Chi Jian Suen <remy.suen@gmail.com> - Bug 186522 - [KeyBindings] New Keys preference page does not resort by binding with conflicts
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*   Sebastian Davids <sdavids@gmx.de> - Fix for bug 19346 - Dialog font should be
*   activated and used by other components.
*   Markus Schorn <markus.schorn@windriver.com> - Fix for bug 136591 -
*   [Dialogs] TypeFilteringDialog appends unnecessary comma
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/PerspectiveExtensionReader.java
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/statushandlers/WorkbenchStatusDialogManager.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/ConfigurationInfo.java
*
 /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/services/IWorkbenchLocationService.java
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*   activated and used by other components.
*   Lubomir Marinov <lubomir.marinov@gmail.com> - Fix for bug 182122 -[Dialogs]
*   CheckedTreeSelectionDialog#createSelectionButtons(Composite) fails to
*   align the selection buttons to the right
**********/

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*   Help > Welcome missing F1 context
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*   Bug 186522 - [KeyBindings] New Keys preference page does not resort by binding with conflicts
*   Bug 226342 - [KeyBindings] Keys preference page conflict table is hard to read
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*     Sebastian Davids  <sdavids@gmx.de> - Fix for Bug 132156 [Dialogs] Progress Preferences dialog problems
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/e4/compatibility/SelectionService.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/internal/handlers/LegacyHandlerService.java
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/org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/IEditorSite.java
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/ISharedImages.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/model/PerspectiveLabelProvider.java
* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/commands/IKeyConfiguration.java
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* /org-eclipse-ui-workbench-3-106-1-v20140827-1737-sources-jar/org/eclipse/ui/commands/IKeySequenceBinding.java
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1.71 eclipse 3.6.0.v20130326-1254

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BIRT Runtime

What is it?

BIRT is an open source, Eclipse-based reporting system that integrates with your application to produce compelling reports for both web and PDF.
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BIRT Engine is a report engine which generates report from defined report and related data source.
BIRT Chart is a 2 or 2.5 dimension data representation component.It can produce

24-bit images,8-bit images,SWT graphics or SWING graphics.
You can find more information about BIRT and related technology from
http://www.eclipse.org/birt/faq/

The Website for BIRT.

You can find the manual,samples and other source from http://www.eclipse.org/birt.

Running the BIRT Engine in Console

In order to run the BIRT engine in command
you should:

1. set BIRT_HOME to the directory where BIRT Report Runtime Package is extracted.
2. enter into $BIRT_HOME/ReportEngine folder.
2. generate the report by run
   genReport xxx.rptdesign

xxx.rptdesign is the design file. if the design file is in the current directory, you have to specify it by .\xxx.rptdesign

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1.79 zlib 1.2.5

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1.80 zlib 1.2.7

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* /jzlib-1-1-3-sources-jar/com/jcraft/jzlib/ZStream.java
* /jzlib-1-1-3-sources-jar/com/jcraft/jzlib/Adler32.java
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* /jzlib-1-1-3-sources-jar/com/jcraft/jzlib/GZIPOutputStream.java
* /jzlib-1-1-3-sources-jar/com/jcraft/jzlib/ZInputStream.java
* /jzlib-1-1-3-sources-jar/com/jcraft/jzlib/Deflater.java
* /jzlib-1-1-3-sources-jar/com/jcraft/jzlib/InfBlocks.java
* /jzlib-1-1-3-sources-jar/com/jcraft/jzlib/DeflaterOutputStream.java
* /jzlib-1-1-3-sources-jar/com/jcraft/jzlib/Inflater.java
* /jzlib-1-1-3-sources-jar/com/jcraft/jzlib/JZlib.java
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* /jzlib-1-1-3-sources-jar/com/jcraft/jzlib/CRC32.java
* /jzlib-1-1-3-sources-jar/com/jcraft/jzlib/GZIPHeader.java
* /jzlib-1-1-3-sources-jar/com/jcraft/jzlib/InflaterInputStream.java
* /jzlib-1-1-3-sources-jar/com/jcraft/jzlib/Checksum.java
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* /jzlib-1-1-3-sources-jar/com/jcraft/jzlib/ZStreamException.java
* /jzlib-1-1-3-sources-jar/com/jcraft/jzlib/InfTree.java
* /jzlib-1-1-3-sources-jar/com/jcraft/jzlib/Tree.java
* /jzlib-1-1-3-sources-jar/com/jcraft/jzlib/InfCodes.java

1.82 zlib 1.0.4

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1.83 zlib 1.2.2

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1.84 tagsoup 1.2.1

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* /javax-websocket-api-1-1-sources-2-jar/javax/websocket/ContainerProvider.java
* /javax-websocket-api-1-1-sources-2-jar/javax/websocket/OnOpen.java
* /javax-websocket-api-1-1-sources-2-jar/javax/websocket/WebSocketContainer.java
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* /javax-websocket-api-1-1-sources-2-jar/javax/websocket/DecodeException.java
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* /javax-websocket-api-1-1-sources-2-jar/javax/websocket/server/ServerEndpointConfig.java
* /javax-websocket-api-1-1-sources-2-jar/javax/websocket/DefaultClientEndpointConfig.java
* /javax-websocket-api-1-1-sources-2-jar/javax/websocket/server/package-info.java
*
/javax-websocket-api-1-1-sources-2-jar/javax/websocket/server/PathParam.java
* /javax-websocket-api-1-1-sources-2-jar/javax/websocket/server/ServerEndpoint.java
* /javax-websocket-api-1-1-sources-2-jar/javax/websocket/MessageHandler.java
* /javax-websocket-api-1-1-sources-2-jar/javax/websocket/ClientEndpointConfig.java
* /javax-websocket-api-1-1-sources-2-jar/javax/websocket/Decoder.java
* /javax-websocket-api-1-1-sources-2-jar/javax/websocket/Encoder.java
* /javax-websocket-api-1-1-sources-2-jar/javax/websocket/HandshakeResponse.java
* /javax-websocket-api-1-1-sources-2-jar/javax/websocket/RemoteEndpoint.java
* /javax-websocket-api-1-1-sources-2-jar/javax/websocket/OnMessage.java
* /javax-websocket-api-1-1-sources-2-jar/javax/websocket/package-info.java
* /javax-websocket-api-1-1-sources-2-jar/javax/websocket/server/ServerContainer.java
* /javax-websocket-api-1-1-sources-2-jar/javax/websocket/DeploymentException.java

* /javax-websocket-api-1-1-sources-2-jar/javax/websocket/SendResult.java
*
/javax-websocket-api-1-1-sources-2-jar/javax/websocket/server/DefaultServerEndpointConfig.java
* /javax-websocket-api-1-1-sources-2-jar/javax/websocket/CloseReason.java
* /javax-websocket-api-1-1-sources-2-jar/javax/websocket/server/HandshakeRequest.java
* /javax-websocket-api-1-1-sources-2-jar/javax/websocket/Endpoint.java
* /javax-websocket-api-1-1-sources-2-jar/javax/websocket/ClientEndpoint.java
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1.86 tcl 8.6.0

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1.87 kxml 2.3.0

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1.88 ecj 3.12.3

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1.90 ecj 4.4.2

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* If the {@link org.mozilla.javascript.Parser}'s error reporter is
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* {@link #warning} and {@link #error} methods are called instead
* of the {@link org.mozilla.javascript.ErrorReporter} versions. <p>
*
* These methods take a source char offset and a length.  The
* rationale is that in interactive IDE-type environments, the source
* is available and the IDE will want to indicate where the error
* occurred and how much code participates in it.  The start
 and length
* are generally chosen to fit within a single line, for readability,
* but the client is free to use the AST to determine the affected
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*
* @author Steve Yegge
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* /rhino-1-7r4-sources-jar/org/mozilla/javascript/NativeCall.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/NativeBoolean.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/ast/EmptyExpression.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/tools/shell/ShellLine.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/regexp/SubString.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/debug/DebugFrame.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/xmlimpl/XMLCtor.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/jdk13/VMBridge_jdk13.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/InterfaceAdapter.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/ImporterTopLevel.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/GeneratedClassLoader.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/debug/DebuggableObject.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/ContextAction.java
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* /rhino-1-7r4-sources-jar/org/mozilla/javascript/ScriptRuntime.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/tools/shell/SecurityProxy.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/TopLevel.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/tools/shell/Global.java
* /rhino-1-7r4-sources-jar/org/mozilla/classfile/ByteCode.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/Node.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/ast/ForLoop.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/tools/shell/JavaPolicySecurity.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/NativeJavaClass.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/ast/ThrowStatement.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/xmlimpl/Namespace.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/ast/Comment.java
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* /rhino-1-7r4-sources-jar/org/mozilla/javascript/tools/debugger/ScopeProvider.java
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* /rhino-1-7r4-sources-jar/org/mozilla/javascript/NativeJavaTopPackage.java
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* /rhino-1-7r4-sources-jar/org/mozilla/javascript/MemberBox.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/ast/ArrayComprehensionLoop.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/InterpreterData.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/ast/WhileLoop.java
* /rhino-1-7r4-sources-jar/org/mozilla/classfile/ClassFileWriter.java
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/rhino-1-7r4-sources-jar/org/mozilla/javascript/ast/DestructuringForm.java
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* /rhino-1-7r4-sources-jar/org/mozilla/javascript/InterpretedFunction.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/ast/GeneratorExpression.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/ast/Name.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/Synchronizer.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/ast/DoLoop.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/NativeJavaObject.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/ast/InfixExpression.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/JavaScriptException.java
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* /rhino-1-7r4-sources-jar/org/mozilla/javascript/ast/GeneratorExpressionLoop.java
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* /rhino-1-7r4-sources-jar/org/mozilla/javascript/NativeArray.java
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* /rhino-1-7r4-sources-jar/org/mozilla/javascript/tools/shell/QuitAction.java
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* /rhino-1-7r4-sources-jar/org/mozilla/javascript/Delegator.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/ast/XmlFragment.java

* /rhino-1-7r4-sources-jar/org/mozilla/javascript/NativeFunction.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/JavaMembers.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/ast/ConditionalExpression.java
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* /rhino-1-7r4-sources-jar/org/mozilla/javascript/jdk15/VMBridge_jdk15.java
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* /rhino-1-7r4-sources-jar/org/mozilla/javascript/xmlimpl/XMLList.java
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* /rhino-1-7r4-sources-jar/org/mozilla/javascript/RefCallable.java
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/rhino-1-7r4-sources-jar/org/mozilla/javascript/ast/NodeVisitor.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/Kit.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/optimizer/ClassCompiler.java
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* /rhino-1-7r4-sources-jar/org/mozilla/javascript/ConstProperties.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/CodeGenerator.java
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* /rhino-1-7r4-sources-jar/org/mozilla/javascript/Ref.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/tools/debugger/SwingGui.java

* /rhino-1-7r4-sources-jar/org/mozilla/javascript/ast/FunctionNode.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/FunctionObject.java
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* /rhino-1-7r4-sources-jar/org/mozilla/javascript/Decompiler.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/Undefined.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/WrappedException.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/debug/DebuggableScript.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/regexp/NativeRegExp.java
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* /rhino-1-7r4-sources-jar/org/mozilla/javascript/ErrorReporter.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/JavaAdapter.java
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* /rhino-1-7r4-sources-jar/org/mozilla/javascript/ast/ReturnStatement.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/ast/XmlString.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/WrapFactory.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/ClassShutter.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/ast/XmlElemRef.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/LazilyLoadedCtor.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/ast/Jump.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/ObjToIntMap.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/ScriptableObject.java
*
 /rhino-1-7r4-sources-jar/org/mozilla/javascript/ast/ContinueStatement.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/tools/shell/Environment.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/ast/IfStatement.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/Arguments.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/serialize/ScriptableOutputStream.java
* /rhino-1-7r4-sources-jar/org/mozilla/javascript/ClassCache.java
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/*
        * During the great date rewrite of 1.3, we tried to track the
        * evolving ECMA standard, which then had a definition of
        * getYear which always subtracted 1900. Which we
        * implemented, not realizing that it was incompatible with
        * the old behavior... now, rather than thrash the behavior
        * yet again, we've decided to leave it with the - 1900
        * behavior and point people to the getFullYear method. But
        * we try to protect existing scripts that have specified a
        * version...
        */

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* /rhino-1-7r4-sources-jar/org/mozilla/javascript/ContextFactory.java
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* @(#)JTreeTable.java 1.2 98/10/27
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* @(#)TreeTableModelAdapter.java   1.2 98/10/27
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* /rhino-1-7r4-sources-jar/org/mozilla/javascript/tools/debugger/treetable/TreeTableModelAdapter.java
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* file, You can obtain one at http://mozilla.org/MPL/2.0/. */
// throws a special exception. This ensures execution of all pending

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1.93 zlib 1.2.6

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1.94 pcre 8.39

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1.96 xml-parser 1.0.0

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* An exception class that is thrown as wrapped exception on instantiation of
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*
* @author noctarius
* @since 0.0.1
*/
```

1.97 trove4j 1.1-beta-5

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native/ogl/
panoramiXext.h - X11 header file

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Version 2, June 1991

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

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(For example, a function in a library to compute square roots has
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(2)

SimpleXMLParser:
The original version of this class was published in a JavaWorld article by Steven Brandt:
http://www.javaworld.com/javaworld/javatips/jw-javatip128.html
Jennifer Orr (JavaWorld) wrote: "You have permission to use the code appearing in
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com/lowagie/text/pdf/LZWDecoder.java (first appearance in iText: 2002-02-08)
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In a mail sent to Bruno Lowagie on January 23, 2008, Brian Burkhalter (@sun.com) writes: "This code is under a BSD license and supersedes the older codec packages on which your code is based. It also includes numerous fixes among them being the
ability to handle a lot of 'broken' TIFFs."

Note that numerous fixes were applied to the code used in iText by Paulo Soares, but apart from the fixes there were no essential changes between the code that was originally adapted and the code that is now available under the following license:

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FYI: Brian also added: "A bit of history might be in order.
The codec classes that you used originally were based on some
classes included with JAI but not strictly part of JAI.
As of Java SE 1.4 an official Image I/O framework was
added in javax.imageio.... This frameork supports these formats:

Java 1.4: GIF (read only), JPEG, PNG
Java 1.5: Added support for BMP and WBMP
Java 1.6: Added support for writing GIF

The JAI Image I/O Tools packages (jai-imageio-core) were created
to support formats handled by JAI but not included in Java SE
as well as some new things like JPEG2000."

(4) the file com/lowagie/text/pdf/codec/TIFFConstants
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Ty Coon, President of Vice

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com/sun/j3d/internal/
Distance.java

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1.105 minizip 1.01

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1.106 derbyclient 10.11.1000002.1629631

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The KStem stemmer in
analysis/common/src/org/apache/lucene/analysis/en
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stopword list that is BSD-licensed created by Jacques Savoy. These files reside in:
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analysis/common/src/resources/org/apache/lucene/analysis/ro/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/hi/stopwords.txt
See
http://members.unine.ch/jacques.savoy/clef/index.html.

The German,Spanish,Finnish,French,Hungarian,Italian,Portuguese,Russian and Swedish light stemmers
(common) are based on BSD-licensed reference implementations created by Jacques Savoy and
Ljiljana Dolamic. These files reside in:
analysis/common/src/java/org/apache/lucene/analysis/de/GermanLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/de/GermanMinimalStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/es/SpanishLightStemmer.java

analysis/common/src/java/org/apache/lucene/analysis/fi/FinnishLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchMinimalStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/hu/HungarianLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/it/ItalianLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/pt/PortugueseLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/ru/RussianLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/sv/SwedishLightStemmer.java

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This software includes
a binary and/or source version of data from

mecab-ipadic-2.7.0-20070801

which can be obtained from

http://atilika.com/releases/mecab-ipadic/mecab-ipadic-2.7.0-20070801.tar.gz

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1.111 joda-time 2.9.7

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1.113 icu4j 57.1

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* /javax-inject-1-sources-jar/javax/inject/Inject.java
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* /javax-inject-1-sources-jar/javax/inject/Qualifier.java
* /javax-inject-1-sources-jar/javax/inject/Named.java
* /javax-inject-1-sources-jar/javax/inject/Provider.java
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1.115 commons-io 2.4

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1.121 commons-io 1.4

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1.122 httpcomponents-core 4.4.6

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1.123 aspect-j 1.8.10

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Manifest-Version: 1.0

Name: org/aspectj/lang/
Specification-Title: AspectJ Runtime Classes

Specification-Version: 1.8
Specification-Vendor: aspectj.org
Implementation-Title: org.aspectj.tools
Implementation-Version: 1.8.10
Implementation-Vendor: aspectj.org
Bundle-Name: AspectJ Runtime
Bundle-Version: 1.8.10
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1.124 commons-io 2.5

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*/
/**
    * Creates a new JSRInliner. <i>Subclasses must not use this
    * constructor</i>. Instead, they must use the
    * {@link #JSRInlinerAdapter(int, MethodVisitor, int, String, String, String, String[])}
    * version.
    *
    * @param mv
    *
   the <code>MethodVisitor</code> to send the resulting inlined
    *          method code to (use <code>null</code> for none).
    * @param access
    *          the method's access flags (see {@link Opcodes}). This
    *          parameter also indicates if the method is synthetic and/or
    *          deprecated.
    * @param name
```

```
   *           the method's name.
   * @param desc
   *           the method's descriptor (see {@link Type}).
   * @param signature
   *           the method's signature. May be <tt>null</tt>.
   * @param exceptions
   *           the internal names of the method's exception classes (see
   *           {@link Type#getInternalName() getInternalName}). May be
   *           <tt>null</tt>.
   * @throws IllegalStateException
   *            If a subclass calls this constructor.
   */
```

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* /asm-5-0-4-sources-jar/org/objectweb/asm/commons/JSRInlinerAdapter.java
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```

```
   * Constructs a new {@link Textifier}. <i>Subclasses must not use this
   * constructor</i>. Instead, they must use the {@link #Textifier(int)}
   * version.
   *
   * @throws IllegalStateException
   *             If a subclass calls this constructor.
    */
```

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* /asm-5-0-4-sources-jar/org/objectweb/asm/optimizer/shrink.properties
* /asm-5-0-4-sources-jar/org/objectweb/asm/optimizer/shrink-signatures.properties
* /asm-5-0-4-sources-jar/org/objectweb/asm/optimizer/shrink-writer.properties
*
 /asm-5-0-4-sources-jar/org/objectweb/asm/optimizer/shrink-frames.properties
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* /asm-5-0-4-sources-jar/org/objectweb/asm/xml/SAXFieldAdapter.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/xml/ASMContentHandler.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/xml/SAXClassAdapter.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/xml/SAXCodeAdapter.java
*
/asm-5-0-4-sources-jar/org/objectweb/asm/xml/SAXAdapter.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/xml/SAXAnnotationAdapter.java
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* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/FrameNode.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/optimizer/ClassConstantsCollector.java

*
 /asm-5-0-4-sources-jar/org/objectweb/asm/commons/TableSwitchGenerator.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/FieldInsnNode.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/optimizer/FieldConstantsCollector.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/FieldWriter.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/commons/SimpleRemapper.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/commons/CodeSizeEvaluator.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/Attribute.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/util/TraceMethodVisitor.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/AnnotationNode.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/optimizer/ClassOptimizer.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/analysis/SimpleVerifier.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/util/CheckSignatureAdapter.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/util/CheckClassAdapter.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/util/CheckFieldAdapter.java
*
 /asm-5-0-4-sources-jar/org/objectweb/asm/FieldVisitor.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/VarInsnNode.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/LabelNode.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/TryCatchBlockNode.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/commons/AdviceAdapter.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/analysis/Value.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/analysis/BasicValue.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/util/ASMifier.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/analysis/BasicVerifier.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/analysis/SmallSet.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/analysis/AnalyzerException.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/signature/SignatureWriter.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/commons/TryCatchBlockSorter.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/util/TraceFieldVisitor.java
*
 /asm-5-0-4-sources-jar/org/objectweb/asm/tree/InvokeDynamicInsnNode.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/util/CheckAnnotationAdapter.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/commons/RemappingClassAdapter.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/optimizer/Constant.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/AnnotationVisitor.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/JumpInsnNode.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/commons/RemappingFieldAdapter.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/MethodVisitor.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/commons/Method.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/Frame.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/commons/StaticInitMerger.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/TypeInsnNode.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/optimizer/AnnotationConstantsCollector.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/MethodNode.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/ParameterNode.java
*

/asm-5-0-4-sources-jar/org/objectweb/asm/tree/MultiANewArrayInsnNode.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/Type.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/util/TraceSignatureVisitor.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/TypeAnnotationNode.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/analysis/Subroutine.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/optimizer/NameMapping.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/Context.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/util/CheckMethodAdapter.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/ClassWriter.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/analysis/SourceValue.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/Item.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/optimizer/ConstantPool.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/Handler.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/optimizer/MethodOptimizer.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/optimizer/JarOptimizer.java
*
/asm-5-0-4-sources-jar/org/objectweb/asm/signature/SignatureVisitor.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/Label.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/ByteVector.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/signature/SignatureReader.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/InnerClassNode.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/Handle.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/commons/RemappingMethodAdapter.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/IincInsnNode.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/analysis/Analyzer.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/util/TraceClassVisitor.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/commons/SerialVersionUIDAdder.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/MethodInsnNode.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/commons/RemappingAnnotationAdapter.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/FieldNode.java
*
/asm-5-0-4-sources-jar/org/objectweb/asm/AnnotationWriter.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/TableSwitchInsnNode.java
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* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/analysis/Frame.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/commons/Remapper.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/util/Printer.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/AbstractInsnNode.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/optimizer/Shrinker.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/InsnNode.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/commons/InstructionAdapter.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/LookupSwitchInsnNode.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/analysis/SourceInterpreter.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/ClassVisitor.java
*

/asm-5-0-4-sources-jar/org/objectweb/asm/tree/LineNumberNode.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/MethodWriter.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/LdcInsnNode.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/optimizer/MethodConstantsCollector.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/analysis/BasicInterpreter.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/commons/LocalVariablesSorter.java
* /asm-5-0-4-sources-jar/org/objectweb/asm/commons/RemappingSignatureAdapter.java
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```
/**
    * Constructs a new {@link LocalVariableAnnotationNode}. <i>Subclasses must
    * not use this constructor</i>. Instead, they must use the
    * {@link #LocalVariableAnnotationNode(int, TypePath, LabelNode[], LabelNode[], int[], String)}
    * version.
    *
```

```
   * @param typeRef
   *          a reference to the annotated type. See {@link TypeReference}.
   * @param typePath
   *          the path to the annotated type argument, wildcard bound, array
   *          element type, or static inner type within 'typeRef'. May be
   *          <tt>null</tt> if the annotation targets 'typeRef' as a whole.
   * @param start
   *          the fist instructions corresponding to the continuous ranges
   *          that make the scope of this local variable (inclusive).
   * @param end
   *          the last instructions corresponding to the continuous ranges
   *          that make the scope of this local variable (exclusive). This
   *          array must have the same size as the 'start' array.
   * @param index
   *          the local variable's index in each range. This array must have
   *          the same size as the 'start' array.
   * @param desc
   *          the class descriptor of
 the annotation class.
   */
```

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*/
/**
   * Creates a new {@link GeneratorAdapter}. <i>Subclasses must not use this
   * constructor</i>. Instead, they must use the
   * {@link #GeneratorAdapter(int, MethodVisitor, int, String, String)}
   * version.
   *
   * @param mv
   *            the
 method visitor to which this adapter delegates calls.
   * @param access
   *            the method's access flags (see {@link Opcodes}).
   * @param name
   *            the method's name.
   * @param desc
   *            the method's descriptor (see {@link Type Type}).
   * @throws IllegalStateException
```

```
   *            If a subclass calls this constructor.
   */
```

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/**
   * Creates a new {@link AnalyzerAdapter}. <i>Subclasses must not use this
   * constructor</i>. Instead, they must use the
   * {@link #AnalyzerAdapter(int, String, int, String, String, MethodVisitor)}
   * version.
   *
   * @param owner
   *
     the owner's class name.
   * @param access
   *            the method's access flags (see {@link Opcodes}).
```

```
   * @param name
   *          the method's name.
   * @param desc
   *          the method's descriptor (see {@link Type Type}).
   * @param mv
   *          the method visitor to which this adapter delegates calls. May
   *          be <tt>null</tt>.
   * @throws IllegalStateException
   *           If a subclass calls this constructor.
   */
```

Found in path(s):
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Found in path(s):
* /asm-5-0-4-sources-jar/org/objectweb/asm/signature/package.html
* /asm-5-0-4-sources-jar/org/objectweb/asm/util/package.html
* /asm-5-0-4-sources-jar/org/objectweb/asm/package.html
* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/analysis/package.html
* /asm-5-0-4-sources-jar/org/objectweb/asm/commons/package.html

* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/package.html
No license file was found, but licenses were detected in source scan.

```
/***
* ASM: a very small and fast Java bytecode manipulation framework
* Copyright (c) 2000-2011 INRIA, France Telecom
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*
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* CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE)
* ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF
* THE POSSIBILITY OF SUCH DAMAGE.
*/
/**
   * Constructs a new {@link ClassNode}. <i>Subclasses must not use this
   * constructor</i>. Instead, they must use the {@link #ClassNode(int)}
   * version.
   *
   * @throws IllegalStateException
   *             If a subclass calls this constructor.
    */
```

Found in path(s):
* /asm-5-0-4-sources-jar/org/objectweb/asm/tree/ClassNode.java
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* /asm-5-0-4-sources-jar/org/objectweb/asm/xml/package.html

1.126 libjpeg 8d

1.126.1 Available under license :

The Independent JPEG Group's JPEG software
==

README for release 9c of 14-Jan-2018
====================================

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

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

IJG is not affiliated with the ISO/IEC JTC1/SC29/WG1 standards committee
(previously known as JPEG, together with ITU-T SG16).

DOCUMENTATION ROADMAP
=====================

This file contains the following sections:

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

Other documentation files in the distribution are:

User documentation:
install.txt How to configure and install the IJG software.
usage.txt Usage instructions for cjpeg, djpeg, jpegtran,
rdjpgcom, and wrjpgcom.
*.1 Unix-style man pages for programs (same info as usage.txt).
wizard.txt Advanced usage instructions for JPEG wizards only.
change.log Version-to-version change highlights.
Programmer and internal documentation:
libjpeg.txt How to use the JPEG library in your own programs.
example.c Sample code for calling the JPEG library.
structure.txt Overview of the JPEG library's internal structure.
filelist.txt
Road map of IJG files.
coderules.txt Coding style rules --- please read if you contribute code.

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

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

OVERVIEW
========

This package contains C software to implement JPEG image encoding, decoding,

and transcoding. JPEG (pronounced "jay-peg") is a standardized compression method for full-color and grayscale images.

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

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

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

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

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

We welcome the use of this software as a component of commercial products. No royalty is required, but we do ask for an acknowledgement in product documentation, as described under LEGAL ISSUES.

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

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2. You can use this software for whatever you want. You don't have to pay us.
3. You may not pretend that you wrote this software. If you use it in a

program, you must acknowledge somewhere
in your documentation that
you've used the IJG code.

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These conditions apply to any software derived from or based on the IJG code,
not just to the unmodified library. If you use our work, you ought to
acknowledge us.

Permission is NOT granted for the use of any IJG author's name or company name
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it. This software may be referred to only as "the Independent JPEG Group's
software".

We specifically permit and encourage the use of this software as the basis of
commercial products, provided that all warranty or liability claims are
assumed by the product vendor.

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

but is also freely distributable.

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
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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.

The original JPEG standard is divided into two parts, Part 1 being the actual specification, while Part 2 covers compliance testing methods. Part 1 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS 10918-1, ITU-T T.81. Part 2 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 2: Compliance testing" and has document numbers ISO/IEC IS 10918-2, ITU-T T.83.
IJG JPEG 8 introduced an implementation of the JPEG SmartScale extension which is specified in two documents: A contributed document at ITU and ISO with title "ITU-T JPEG-Plus Proposal for Extending ITU-T T.81 for Advanced Image Coding", April 2006, Geneva, Switzerland. The latest version of this document is Revision 3. And a contributed document ISO/IEC JTC1/SC29/WG1 N 5799 with title "Evolution of JPEG", June/July 2011, Berlin, Germany.
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.ijg.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.ijg.org.
The most recent released version can always be found there in
directory "files". This particular version will be archived as
http://www.ijg.org/files/jpegsrc.v9c.tar.gz, and in Windows-compatible
"zip" archive format as http://www.ijg.org/files/jpegsr9c.zip.

The JPEG FAQ (Frequently Asked Questions) article is a source of some
general information about JPEG.
It is available on the World Wide Web at http://www.faqs.org/faqs/jpeg-faq/
and other news.answers archive sites,
including the official news.answers
archive at rtfm.mit.edu: ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/.
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with body
send usenet/news.answers/jpeg-faq/part1
send usenet/news.answers/jpeg-faq/part2

ACKNOWLEDGMENTS
==========

Thank to Juergen Bruder for providing me with a copy of the common DCT
algorithm article, only to find out that I had come to the same result
in a more direct and comprehensible way with a more generative approach.

Thank to Istvan Sebestyen and Joan L. Mitchell for inviting me to the
ITU JPEG (Study Group 16) meeting in Geneva, Switzerland.

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

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

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

Thank to Hendrik Elstner, Roland Fassauer, Simone Zuck, Guenther
Maier-Gerber, Walter Stoeber, Fred Schmitz, and Norbert Braunagel
for corresponding business development.

Thank to Nico Zschach and Dirk Stelling of the technical support team
at the Digital Images company in Halle for providing me with extra
equipment for configuration tests.

Thank to Richard F. Lyon (then of Foveon Inc.) for fruitful
communication about JPEG configuration in Sigma Photo Pro software.

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

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

Thank to Lars Goehler, Andreas Heinecke, Sebastian Fuss, Yvonne Roebert,
Andrej Werner, and Ulf-Dietrich Braumann for support and public relations.

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

The ISO/IEC JTC1/SC29/WG1 standards committee (previously known as JPEG,
together with ITU-T SG16) currently
promotes different formats containing
the name "JPEG" which is misleading because these formats are incompatible
with original DCT-based JPEG and are based on faulty technologies.
IJG therefore does not and will not support such momentary mistakes
(see REFERENCES).
There exist also distributions under the name "OpenJPEG" promoting such
kind of formats which is misleading because they don't support original
JPEG images.
We have no sympathy for the promotion of inferior formats. Indeed, one of
the original reasons for developing this free software was to help force
convergence on common, interoperable format standards for JPEG files.
Don't use an incompatible file format!
(In any case, our decoder will remain capable of reading existing JPEG
image files indefinitely.)

The ISO committee pretends to be "responsible for the popular JPEG" in their
public reports which is not true because they don't respond to actual
requirements for the maintenance of the original JPEG specification.
Furthermore,
the ISO committee pretends to "ensure interoperability" with
their standards which is not true because their "standards" support only
application-specific and proprietary use cases and contain mathematically
incorrect code.

There are currently different distributions in circulation containing the
name "libjpeg" which is misleading because they don't have the features and
are incompatible with formats supported by actual IJG libjpeg distributions.
One of those fakes is released by members of the ISO committee and just uses
the name of libjpeg for misdirection of people, similar to the abuse of the
name JPEG as described above, while having nothing in common with actual IJG

libjpeg distributions and containing mathematically incorrect code.
The other one claims to be a "derivative" or "fork" of the original libjpeg,
but violates the license conditions as described under LEGAL ISSUES above
and violates basic C programming properties.
We have no sympathy for the release of
 misleading, incorrect and illegal
distributions derived from obsolete code bases.
Don't use an obsolete code base!

According to the UCC (Uniform Commercial Code) law, IJG has the lawful and
legal right to foreclose on certain standardization bodies and other
institutions or corporations that knowingly perform substantial and
systematic deceptive acts and practices, fraud, theft, and damaging of the
value of the people of this planet without their knowing, willing and
intentional consent.
The titles, ownership, and rights of these institutions and all their assets
are now duly secured and held in trust for the free people of this planet.
People of the planet, on every country, may have a financial interest in
the assets of these former principals, agents, and beneficiaries of the
foreclosed institutions and corporations.
IJG asserts what is: that each man, woman, and child has unalienable value
and rights granted and deposited in them by the Creator and not any one of
the people is subordinate
 to any artificial principality, corporate fiction
or the special interest of another without their appropriate knowing,
willing and intentional consent made by contract or accommodation agreement.
IJG expresses that which already was.
The people have already determined and demanded that public administration
entities, national governments, and their supporting judicial systems must
be fully transparent, accountable, and liable.
IJG has secured the value for all concerned free people of the planet.

A partial list of foreclosed institutions and corporations ("Hall of Shame")
is currently prepared and will be published later.

TO DO
=====

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

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

1.127 libjpeg 6b

1.127.1 Notifications :

This software is based in part on the work of the Independent JPEG Group.

1.127.2 Available under license :

The Independent JPEG Group's JPEG software
==========

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

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

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

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

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

DOCUMENTATION ROADMAP
==========

This file contains the following sections:

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

Other documentation files in the distribution are:

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

rdjpgcom, and wrjpgcom.
*.1 Unix-style man pages for programs (same info as usage.doc).
wizard.doc Advanced usage instructions for JPEG wizards only.
change.log Version-to-version change highlights.
Programmer and internal documentation:
libjpeg.doc How to use the JPEG library in your own programs.
example.c Sample code for calling the JPEG library.
structure.doc Overview of the JPEG library's internal structure.
filelist.doc Road map of IJG files.
coderules.doc Coding style rules --- please read if you contribute code.

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

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

OVERVIEW

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

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

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

The library is intended to be reused in other applications.

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

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

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

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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.

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It is copyright by the Free Software Foundation but is freely distributable.
The same holds for its supporting scripts (config.guess, config.sub,
ltconfig, ltmain.sh). Another support script, install-sh, is copyright
by M.I.T. but is also freely distributable.

It appears that the arithmetic coding option of the JPEG spec is covered by

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

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

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REFERENCES
==========

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 best full 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). This is by far the most complete exposition of JPEG
in existence, and we highly recommend it.

The JPEG standard itself is not available electronically; you must order a

paper copy through ISO or ITU. (Unless you feel a need to own a certified
official copy, we recommend buying the Pennebaker and Mitchell book instead;
it's much cheaper and includes a great deal of useful explanatory material.)
In the USA, copies of the standard may be ordered from ANSI Sales at (212)
642-4900, or from Global Engineering Documents at (800) 854-7179. (ANSI
doesn't take credit card orders, but Global does.) It's not cheap: as of
1992, ANSI was charging $95 for Part 1 and $47 for Part 2, plus 7%
shipping/handling. The standard is divided into two parts, Part 1 being the
actual specification, while Part 2 covers compliance testing methods. Part 1
is titled "Digital Compression and Coding of Continuous-tone Still Images,
Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS
10918-1, ITU-T T.81. Part 2 is titled "Digital Compression and Coding of
Continuous-tone Still Images, Part 2: Compliance
testing" and has document
numbers ISO/IEC IS 10918-2, ITU-T T.83.

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

The JPEG standard does not specify all details of an interchangeable file
format. For the omitted details we follow the "JFIF" conventions, revision
1.02. A copy of the JFIF spec is available from:
Literature Department
C-Cube Microsystems, Inc.
1778 McCarthy Blvd.
Milpitas, CA 95035
phone (408) 944-6300, fax (408) 944-6314
A PostScript version of this document is available by FTP at
ftp://ftp.uu.net/graphics/jpeg/jfif.ps.gz. There is also a plain text
version at ftp://ftp.uu.net/graphics/jpeg/jfif.txt.gz, but it is missing
the figures.

The TIFF 6.0 file format specification can be obtained by FTP from
ftp://ftp.sgi.com/graphics/tiff/TIFF6.ps.gz.

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

ARCHIVE LOCATIONS

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

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

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

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

1.128 apache-mime4j-core 0.7.2

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1.129 commons-codec 1.8

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1.130 jackson 2.9.5

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1.132 commons-lang3 3.4

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* /common-lang-3-4-sources-jar/com/twelvemonkeys/lang/Validate.java
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*/
/**
* A registry for service provider objects.
* <p/>
* Service providers are looked up from the classpath, under the path
* {@code META-INF/services/}&lt;full-class-name&gt;.
* <p/>
* For example:<br/>
* {@code META-INF/services/com.company.package.spi.MyService}.
* <p/>
* The file should contain a list of fully-qualified concrete class names,
*
 one per line.
* <p/>
* The <em>full-class-name</em> represents an interface or (typically) an
* abstract class, and is the same class used as the category for this registry.
* Note that only one instance of a concrete subclass may be registered with a
* specific category at a time.
* <p/>
* <small>Implementation detail: This class is a clean room implementation of
* a service registry and does not use the proprietary {@code sun.misc.Service}
* class that is referred to in the <em>JAR File specification</em>.
* This class should work on any Java platform.
* </small>
*
* @author <a href="mailto:harald.kuhr@gmail.com">Harald Kuhr</a>
* @version $Id: com/twelvemonkeys/util/service/ServiceRegistry.java#2 $
* @see RegisterableService
* @see <a href="http://java.sun.com/j2se/1.3/docs/guide/jar/jar.html#Service%20Provider">JAR File
Specification</a>
*/

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* /common-lang-3-4-sources-jar/com/twelvemonkeys/util/service/ServiceRegistry.java
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```
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* /common-lang-3-4-sources-jar/com/twelvemonkeys/util/NullMap.java
* /common-lang-3-4-sources-jar/com/twelvemonkeys/util/LinkedSet.java
* /common-lang-3-4-sources-jar/com/twelvemonkeys/util/StringTokenIterator.java
*
 /common-lang-3-4-sources-jar/com/twelvemonkeys/util/convert/ConversionException.java
* /common-lang-3-4-sources-jar/com/twelvemonkeys/util/package_info.java
* /common-lang-3-4-sources-jar/com/twelvemonkeys/util/service/ServiceConfigurationError.java
* /common-lang-3-4-sources-jar/com/twelvemonkeys/util/WeakWeakMap.java
* /common-lang-3-4-sources-jar/com/twelvemonkeys/util/Visitor.java
* /common-lang-3-4-sources-jar/com/twelvemonkeys/lang/ReflectUtil.java
* /common-lang-3-4-sources-jar/com/twelvemonkeys/lang/package_info.java
* /common-lang-3-4-sources-jar/com/twelvemonkeys/lang/Platform.java
```

* /common-lang-3-4-sources-jar/com/twelvemonkeys/lang/DateUtil.java
* /common-lang-3-4-sources-jar/com/twelvemonkeys/util/regex/RegExTokenIterator.java
* /common-lang-3-4-sources-jar/com/twelvemonkeys/util/FilterIterator.java
* /common-lang-3-4-sources-jar/com/twelvemonkeys/util/convert/NumberConverter.java
* /common-lang-3-4-sources-jar/com/twelvemonkeys/util/service/RegisterableService.java
*
/common-lang-3-4-sources-jar/com/twelvemonkeys/util/convert/Converter.java
* /common-lang-3-4-sources-jar/com/twelvemonkeys/util/convert/MissingTypeException.java
* /common-lang-3-4-sources-jar/com/twelvemonkeys/util/convert/PropertyConverter.java
* /common-lang-3-4-sources-jar/com/twelvemonkeys/util/regex/package_info.java
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* /common-lang-3-4-sources-jar/com/twelvemonkeys/lang/BeanUtil.java
* /common-lang-3-4-sources-jar/com/twelvemonkeys/util/DuplicateHandler.java
* /common-lang-3-4-sources-jar/com/twelvemonkeys/util/convert/NoAvailableConverterException.java
*
/common-lang-3-4-sources-jar/com/twelvemonkeys/util/TimeFormat.java
* /common-lang-3-4-sources-jar/com/twelvemonkeys/util/convert/DateConverter.java
* /common-lang-3-4-sources-jar/com/twelvemonkeys/util/AbstractDecoratedMap.java
* /common-lang-3-4-sources-jar/com/twelvemonkeys/lang/SystemUtil.java
* /common-lang-3-4-sources-jar/com/twelvemonkeys/util/ExpiringMap.java
* /common-lang-3-4-sources-jar/com/twelvemonkeys/util/service/package_info.java
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* /common-lang-3-4-sources-jar/com/twelvemonkeys/util/convert/TimeConverter.java
* /common-lang-3-4-sources-jar/com/twelvemonkeys/util/convert/TypeMismathException.java
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1.133 imap 1.4.6

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1.141 commons-codec 1.3

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1.142 jackson-databind 1.9.2

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1.143 javax-inject 1.0.0.v20091030

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1.145 eclipse-osgi-services 3.4.0.v20140312-2051

1.146 joda-time 2.8.1

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1.147 commons-discovery 0.2

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* $Revision: 1.4 $
* $Date: 2002/06/15 20:54:48 $
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* /commons-discovery-0-2-sources-jar/org/apache/commons/discovery/tools/SPInterface.java
*
 /commons-discovery-0-2-sources-jar/org/apache/commons/discovery/tools/PropertiesHolder.java
* /commons-discovery-0-2-sources-jar/org/apache/commons/discovery/jdk/JDK11Hooks.java
* /commons-discovery-0-2-sources-jar/org/apache/commons/discovery/DiscoveryException.java
* /commons-discovery-0-2-sources-jar/org/apache/commons/discovery/tools/DiscoverSingleton.java
* /commons-discovery-0-2-sources-jar/org/apache/commons/discovery/jdk/JDKHooks.java
* /commons-discovery-0-2-sources-jar/org/apache/commons/discovery/tools/DiscoverClass.java
* /commons-discovery-0-2-sources-jar/org/apache/commons/discovery/jdk/PsuedoSystemClassLoader.java
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* /commons-discovery-0-2-sources-jar/org/apache/commons/discovery/ResourceClassIterator.java
* /commons-discovery-0-2-sources-
jar/org/apache/commons/discovery/resource/names/DiscoverNamesInAlternateManagedProperties.java
*
/commons-discovery-0-2-sources-
jar/org/apache/commons/discovery/resource/names/ResourceNameDiscoverImpl.java
* /commons-discovery-0-2-sources-jar/org/apache/commons/discovery/tools/Service.java
* /commons-discovery-0-2-sources-jar/org/apache/commons/discovery/ResourceNameDiscover.java
* /commons-discovery-0-2-sources-
jar/org/apache/commons/discovery/resource/names/DiscoverNamesInManagedProperties.java
* /commons-discovery-0-2-sources-
jar/org/apache/commons/discovery/resource/names/DiscoverMappedNames.java
* /commons-discovery-0-2-sources-jar/org/apache/commons/discovery/ant/ServiceDiscoveryTask.java
* /commons-discovery-0-2-sources-jar/org/apache/commons/discovery/resource/ClassLoaders.java
* /commons-discovery-0-2-sources-jar/org/apache/commons/discovery/ResourceClassDiscover.java
* /commons-discovery-0-2-sources-
jar/org/apache/commons/discovery/resource/classes/ResourceClassDiscoverImpl.java
* /commons-discovery-0-2-sources-jar/org/apache/commons/discovery/ResourceNameIterator.java
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/commons-discovery-0-2-sources-jar/org/apache/commons/discovery/resource/classes/DiscoverClasses.java
* /commons-discovery-0-2-sources-jar/org/apache/commons/discovery/resource/names/NameDiscoverers.java
* /commons-discovery-0-2-sources-jar/org/apache/commons/discovery/resource/DiscoverResources.java
* /commons-discovery-0-2-sources-jar/org/apache/commons/discovery/ResourceClass.java
* /commons-discovery-0-2-sources-jar/org/apache/commons/discovery/resource/names/DiscoverNamesInFile.java
* /commons-discovery-0-2-sources-jar/org/apache/commons/discovery/resource/ResourceDiscoverImpl.java
* /commons-discovery-0-2-sources-jar/org/apache/commons/discovery/ResourceIterator.java
* /commons-discovery-0-2-sources-jar/org/apache/commons/discovery/resource/names/DiscoverServiceNames.java
* /commons-discovery-0-2-sources-jar/org/apache/commons/discovery/ResourceDiscover.java
* /commons-discovery-0-2-sources-jar/org/apache/commons/discovery/Resource.java
*
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jar/org/apache/commons/discovery/resource/names/DiscoverNamesInDictionary.java

1.148 eclipse-equinox-registry 3.5.400.v20140428-1507

1.149 apache-felix-gogo-shell 0.10.0

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1.152 eclipse-equinox-common 3.6.200.v20130402-1505

1.153 eclipse-core-contenttype 3.4.200.v20140207-1251

1.154 eclipse-core-filesystem 1.4.100.v20140514-1614

1.155 jetty-continuation 8.1.14.v20131031

1.156 xml-beans 2.6.0

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1.157 httpcomponents-httpcore 4.2.5

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1.158 eclipse-osgi 3.10.1.v20140909-1633

1.159 jetty-util 8.1.14.v20131031

1.160 apache-felix-gogo-command 0.10.0

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1.161 taglibs-standard-spec 1.2.5

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1.167 commons-logging 1.1

1.168 help-base 4.4.0.v20140623020002

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file_io/unix/mktemp.c, strings/apr_strings.c:

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From strings/apr_strnatcmp.c,
include/apr_strings.h:

strnatcmp.c -- Perform 'natural order' comparisons of strings in C.
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From
strings/apr_snprintf.c:

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1.173 eclipse-emf-common 2.10.1

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1.175 eclipse-equinox-app 1.3.200.v20130910-1609

1.176 ibm-icu 52.1.0.v201404241930

1.177 rome 1.0

1.178 jetty-security 8.1.14.v20131031

1.179 apache-felix-gogo-runtime 0.10.0

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1.180 swagger-annotations 1.5.12

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package io.swagger.annotations;

import java.lang.annotation.ElementType;
import java.lang.annotation.Retention;
import java.lang.annotation.RetentionPolicy;
```

```
import java.lang.annotation.Target;

/**
* License metadata available within the info section of a Swagger definition, see
* https://github.com/OAI/OpenAPI-Specification/blob/master/versions/2.0.md#licenseObject
*
* @since 1.5.0
 */

@Target(ElementType.ANNOTATION_TYPE)
@Retention(RetentionPolicy.RUNTIME)
public @interface License {

  /**
   * The name of the license.
   *
   * @return the name of the license
   */
  String name();

  /**
   * An optional URL for the license.
   *
   * @return an optional URL for the license.
   */
  String url() default "";
}
```

1.181 postgresql-jdbc 9.4

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 * Optimize BLAS3 on ICT Loongson 3A.
 * Optimize BLAS3 on Intel Sandy Bridge.

* Werner Saar <wernsaar@googlemail.com>
 * [2013-03-04] Optimize AVX and FMA4 DGEMM on AMD Bulldozer
 * [2013-04-27] Optimize AVX and FMA4 TRSM on AMD Bulldozer
 * [2013-06-09] Optimize AVX and FMA4 SGEMM on AMD Bulldozer
 * [2013-06-11] Optimize AVX and FMA4 ZGEMM on AMD Bulldozer
 * [2013-06-12] Optimize AVX and FMA4 CGEMM on AMD Bulldozer
 * [2013-06-16] Optimize dgemv_n kernel on AMD Bulldozer
 * [2013-06-20] Optimize ddot, daxpy kernel on AMD Bulldozer
 * [2013-06-21] Optimize dcopy kernel on AMD Bulldozer
 * Porting and Optimization on ARM Cortex-A9
 * Optimization on AMD Piledriver
 * Optimization on Intel Haswell

Previous Developers

* Zaheer Chothia <zaheer.chothia@gmail.com>
 * Improve the compatibility about complex number
  * Build LAPACKE: C interface to LAPACK
 * Improve the windows build.

* Chen Shaohu <huhumartinwar@gmail.com>
 * Optimize GEMV on the Loongson 3A processor.

* Luo Wen
 * Intern. Test Level-2 BLAS.

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* pipping <http://page.mi.fu-berlin.de/pipping>
 * [2011-06-11] Make USE_OPENMP=0 disable openmp.

* Stefan Karpinski <stefan@karpinski.org>
 * [2011-12-28] Fix a bug about SystemStubs on Mac OS X.

* Alexander Eberspcher <https://github.com/aeberspaecher>
 * [2012-05-02] Add note on patch for segfaults on Linux kernel 2.6.32.

* Mike Nolta <mike@nolta.net>
 * [2012-05-19] Fix building bug on FreeBSD and NetBSD.

* Sylvestre Ledru <https://github.com/sylvestre>
 * [2012-07-01] Improve the detection of sparc. Fix building bug under
   Hurd and kfreebsd.

* Jameson Nash <https://github.com/vtjnash>
 * [2012-08-20] Provide support for passing CFLAGS, FFLAGS, PFLAGS, FPFLAGS to
   make on the command line.

* Alexander Nasonov <alnsn@yandex.ru>
 * [2012-11-10] Fix NetBSD build.

* Sbastien Villemot <sebastien@debian.org>
 * [2012-11-14] Fix compilation with TARGET=GENERIC. Patch applied to Debian package.
 * [2013-08-28] Avoid failure on qemu guests declaring an Athlon CPU without 3dnow!

* Kang-Che Sung <Explorer09@gmail.com>
 * [2013-05-17] Fix typo in the document. Re-order the architecture list in getarch.c.

* Kenneth Hoste <kenneth.hoste@gmail.com>
 * [2013-05-22] Adjust Makefile about downloading LAPACK source files.

* Lei WANG <https://github.com/wlbksy>
 * [2013-05-22] Fix a bug about wget.

* Dan Luu <http://www.linkedin.com/in/danluu>
 * [2013-06-30] Add Intel Haswell support (using sandybridge optimizations).

* grisuthedragon <https://github.com/grisuthedragon>
 * [2013-07-11] create openblas_get_parallel to retrieve information which parallelization
   model is used by OpenBLAS.

* Elliot Saba <staticfloat@gmail.com>
 * [2013-07-22] Add in return value for `interface/trtri.c`

* Sbastien Fabbro

<bicatali@gentoo.org>
 * [2013-07-24] Modify makefile to respect user's LDFLAGS
 * [2013-07-24] Add stack markings for GNU as arch-independent for assembler files

* Viral B. Shah <viral@mayin.org>
 * [2013-08-21] Patch LAPACK XLASD4.f as discussed in JuliaLang/julia#2340

* Lars Buitinck <https://github.com/larsmans>
 * [2013-08-28] get rid of the generated cblas_noconst.h file
 * [2013-08-28] Missing threshold in gemm.c
 * [2013-08-28] fix default prefix handling in makefiles

* yieldthought <https://github.com/yieldthought>
 * [2013-10-08] Remove -Wl,--retain-symbols-file from dynamic link line to fix tool support

* Keno Fischer <https://github.com/loladiro>
 * [2013-10-23] Use FC instead of CC to link the dynamic library on OS X

* Christopher Meng <cickumqt@gmail.com>
 * [2013-12-09] Add DESTDIR support for easier building on RPM based distros.
        Use install command instead of cp to install files with permissions control.

* Lucas Beyer <lucasb.eyer.be@gmail.com>
  * [2013-12-10] Added support for NO_SHARED in make install.

* carlkl <https://github.com/carlkl>
 * [2013-12-13] Fixed LAPACKE building bug on Windows

* Isaac Dunham <https://github.com/idunham>
 * [2014-08-03] Fixed link error on Linux/musl

* Dave Nuechterlein
 * [2014-10-10] trmm and sgemm kernels (optimized for APM's X-Gene 1).
        ARMv8 support.

* Jerome Robert <jeromerobert@gmx.com>
 * [2015-01-01] Speed-up small `ger` and `gemv` using stack allocation (bug #478)
 * [2015-12-23] `stack_check` in `gemv.c` (bug #722)
 * [2015-12-28] Allow to force the number of parallel make job
 * [2015-12-28] Fix detection of AMD E2-3200 detection
 * [2015-12-31] Let `make MAX_STACK_ALLOC=0` do what expected
 * [2016-01-19] Disable multi-threading in `ger` and `swap` for small matrices (bug #731)
 * [2016-01-24] Use `GEMM_MULTITHREAD_THRESHOLD` as a number of ops (bug #742)
 * [2016-01-26] Let `openblas_get_num_threads` return the number of active threads (bug
#760)
 * [2016-01-30] Speed-up small `zger`, `zgemv`, `ztrmv` using stack allocation (bug #727)

* Dan Kortschak

* [2015-01-07] Added test for drotmg bug #484.

* Ton van den Heuvel <https://github.com/ton>
* [2015-03-18] Fix race condition during shutdown causing a crash in gotoblas_set_affinity().

* Martin Koehler <https://github.com/grisuthedragon/>
* [2015-09-07] Improved imatcopy

* Ashwin Sekhar T K <https://github.com/ashwinyes/>
* [2015-11-09] Assembly kernels for Cortex-A57 (ARMv8)
* [2015-11-20] lapack-test fixes for Cortex-A57
* [2016-03-14] Additional functional Assembly Kernels for Cortex-A57
* [2016-03-14] Optimize Dgemm 4x4 for Cortex-A57

* theoractice <https://github.com/theoractice/>
* [2016-03-20] Fix compiler error in VisualStudio with CMake
* [2016-03-22] Fix access violation on Windows while static linking

* Paul Mustire <https://github.com/buffer51/>
* [2016-02-04] Fix Android build on ARMV7
* [2016-04-26] Android build with LAPACK for
ARMV7 & ARMV8

* Shivraj Patil <https://github.com/sva-img/>
* [2016-05-03] DGEMM optimization for MIPS P5600 and I6400 using MSA

* Kaustubh Raste <https://github.com/ksraste/>
* [2016-05-09] DTRSM optimization for MIPS P5600 and I6400 using MSA
* [2016-05-20] STRSM optimization for MIPS P5600 and I6400 using MSA

* Abdelrauf <https://github.com/quickwritereader>
* [2017-01-01] dgemm and dtrmm kernels for IBM z13
* [2017-02-26] ztrmm kernel for IBM z13
* [2017-03-13] strmm and ctrmm kernel for IBM z13
* [2017-09-01] initial Blas Level-1,2 (double precision) for IBM z13
* [2018-03-07] added missing Blas Level 1-2 (double precision) simd codes
* [2019-02-01] added missing Blas Level-1,2 (single precision) simd codes
* [2019-03-14] power9 dgemm/dtrmm kernel
* [2019-04-29] power9 sgemm/strmm kernel

1.183 commons-daemon 1.0.15

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/**
   * Creates a new JSRInliner. <i>Subclasses must not use this
   * constructor</i>. Instead, they must use the
   * {@link #JSRInlinerAdapter(int, MethodVisitor, int, String, String, String, String[])}
   * version.
   *
   * @param mv
   *
  the <code>MethodVisitor</code> to send the resulting inlined
   *          method code to (use <code>null</code> for none).
   * @param access
   *          the method's access flags (see {@link Opcodes}). This
   *          parameter also indicates if the method is synthetic and/or
   *          deprecated.
   * @param name
   *          the method's name.
   * @param desc
   *          the method's descriptor (see {@link Type}).
   * @param signature
```

```
   *           the method's signature. May be <tt>null</tt>.
   * @param exceptions
   *           the internal names of the method's exception classes (see
   *           {@link Type#getInternalName() getInternalName}). May be
   *           <tt>null</tt>.
   * @throws IllegalStateException
   *            If a subclass calls this constructor.
   */
```

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

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*/
/**
   * Constructs a new {@link Textifier}. <i>Subclasses must not use this
   * constructor</i>. Instead, they must use the {@link #Textifier(int)}
   * version.
   *
   * @throws IllegalStateException
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    */
```

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```
/**
   * Constructs a new {@link LocalVariableAnnotationNode}. <i>Subclasses must
   * not use this constructor</i>. Instead, they must use the
   * {@link #LocalVariableAnnotationNode(int, TypePath, LabelNode[], LabelNode[], int[], String)}
   * version.
   *

   * @param typeRef
   *          a reference to the annotated type. See {@link TypeReference}.
   * @param typePath
   *          the path to the annotated type argument, wildcard bound, array
   *          element type, or static inner type within 'typeRef'. May be
   *          <tt>null</tt> if the annotation targets 'typeRef' as a whole.
   * @param start
   *          the fist instructions corresponding to the continuous ranges
   *          that make the scope of this local variable (inclusive).
   * @param end
   *          the last instructions corresponding to the continuous ranges
   *          that make the scope of this local variable (exclusive). This
   *          array must have the same size as the 'start' array.
   * @param index
   *          the local variable's index in each range. This array must have
   *          the same size as the 'start' array.
   * @param desc
   *          the class descriptor of
 the annotation class.
   */
```

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/**
   * Creates a new {@link GeneratorAdapter}. <i>Subclasses must not use this
   * constructor</i>. Instead, they must use the
   * {@link #GeneratorAdapter(int, MethodVisitor, int, String, String)}
   * version.
   *
   * @param mv
   *            the
 method visitor to which this adapter delegates calls.
   * @param access
   *            the method's access flags (see {@link Opcodes}).
   * @param name
   *            the method's name.
   * @param desc
   *            the method's descriptor (see {@link Type Type}).
   * @throws IllegalStateException
   *             If a subclass calls this constructor.
   */
```

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/**
   * Creates a new {@link AnalyzerAdapter}. <i>Subclasses must not use this
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   * {@link #AnalyzerAdapter(int, String, int, String, String, MethodVisitor)}
   * version.
   *
   * @param owner
   *
     the owner's class name.
   * @param access
   *          the method's access flags (see {@link Opcodes}).
   * @param name
   *          the method's name.
   * @param desc
   *          the method's descriptor (see {@link Type Type}).
   * @param mv
   *          the method visitor to which this adapter delegates calls. May
   *          be <tt>null</tt>.
   * @throws IllegalStateException
   *           If a subclass calls this constructor.
   */

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Found in path(s):
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/util/Printer.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/ClassWriter.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/optimizer/MethodConstantsCollector.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/commons/RemappingFieldAdapter.java
*
 /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/MethodInsnNode.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/TypeAnnotationNode.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/ClassReader.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/analysis/SourceInterpreter.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/analysis/Analyzer.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/util/TraceFieldVisitor.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/Edge.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/MethodVisitor.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/commons/TableSwitchGenerator.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/IntInsnNode.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/optimizer/JarOptimizer.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/signature/SignatureVisitor.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/analysis/BasicVerifier.java
*
 /asm-commons-5-0-4-sources-jar/org/objectweb/asm/Opcodes.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/TryCatchBlockNode.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/analysis/Value.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/util/TraceSignatureVisitor.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/LabelNode.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/Item.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/util/TraceAnnotationVisitor.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/util/CheckFieldAdapter.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/commons/AdviceAdapter.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/analysis/AnalyzerException.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/ByteVector.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/util/CheckMethodAdapter.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/optimizer/AnnotationConstantsCollector.java
*
 /asm-commons-5-0-4-sources-jar/org/objectweb/asm/Context.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/optimizer/Constant.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/IincInsnNode.java

* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/commons/SimpleRemapper.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/FieldNode.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/InnerClassNode.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/optimizer/ClassOptimizer.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/util/CheckAnnotationAdapter.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/AnnotationVisitor.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/util/TraceMethodVisitor.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/optimizer/NameMapping.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/optimizer/MethodOptimizer.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/AnnotationWriter.java
*
/asm-commons-5-0-4-sources-jar/org/objectweb/asm/util/ASMifier.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/InsnList.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/commons/LocalVariablesSorter.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/commons/RemappingSignatureAdapter.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/commons/RemappingClassAdapter.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/FieldInsnNode.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/commons/Method.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/MultiANewArrayInsnNode.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/TableSwitchInsnNode.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/FrameNode.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/Handle.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/util/TraceClassVisitor.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/analysis/Interpreter.java
*
/asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/InvokeDynamicInsnNode.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/analysis/BasicInterpreter.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/MethodWriter.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/Type.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/analysis/Subroutine.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/FieldVisitor.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/InsnNode.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/commons/CodeSizeEvaluator.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/Frame.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/ClassVisitor.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/optimizer/ConstantPool.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/JumpInsnNode.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/commons/RemappingMethodAdapter.java
*
/asm-commons-5-0-4-sources-jar/org/objectweb/asm/commons/RemappingAnnotationAdapter.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/Attribute.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/LineNumberNode.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/optimizer/FieldConstantsCollector.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/commons/InstructionAdapter.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/analysis/SimpleVerifier.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/Label.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/optimizer/Shrinker.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/commons/TryCatchBlockSorter.java

* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/commons/Remapper.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/Handler.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/analysis/SmallSet.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/util/CheckSignatureAdapter.java
*
 /asm-commons-5-0-4-sources-jar/org/objectweb/asm/optimizer/ClassConstantsCollector.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/MethodNode.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/LdcInsnNode.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/ParameterNode.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/LocalVariableNode.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/AnnotationNode.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/LookupSwitchInsnNode.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/TypeInsnNode.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/analysis/BasicValue.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/analysis/Frame.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/VarInsnNode.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/signature/SignatureReader.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/AbstractInsnNode.java
*
 /asm-commons-5-0-4-sources-jar/org/objectweb/asm/FieldWriter.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/tree/analysis/SourceValue.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/signature/SignatureWriter.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/commons/SerialVersionUIDAdder.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/util/CheckClassAdapter.java
* /asm-commons-5-0-4-sources-jar/org/objectweb/asm/commons/StaticInitMerger.java

1.187 sqlite 3.7.16.2

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1.188 eclipse-update-configurator 3.3.300.v20140518-1928

1.189 css-core 4.4.0.v20140623020002

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1.190 httpcomponents-mime 4.5.3

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1.191 httpclient 1.8.0

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1.195 jackson-jaxrs-base 2.9.5

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1.196 ant 1.9.6

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1.197 libjpeg 8c

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

This file contains the following sections:

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

Other documentation files in the distribution are:

User documentation:
install.doc How to configure and install the IJG software.
usage.doc Usage instructions for cjpeg, djpeg, jpegtran, rdjpgcom, and wrjpgcom.
*.1 Unix-style man pages for programs (same info

as usage.doc).
wizard.doc Advanced usage instructions for JPEG wizards only.
change.log Version-to-version change highlights.
Programmer and internal documentation:
libjpeg.doc How to use the JPEG library in your own programs.
example.c Sample code for calling the JPEG library.
structure.doc Overview of the JPEG library's internal structure.
filelist.doc Road map of IJG files.
coderules.doc Coding style rules --- please read if you contribute code.

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

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

OVERVIEW
========

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

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

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

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

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

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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.
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The same holds for its supporting scripts (config.guess, config.sub, ltconfig, ltmain.sh). Another support script, install-sh, is copyright by M.I.T. but is also freely distributable.

It appears that the arithmetic coding option of the JPEG spec is covered by patents owned by IBM, AT&T, and Mitsubishi. Hence arithmetic coding cannot legally be used without obtaining one or more licenses. For this reason, support for arithmetic coding has been removed from the free JPEG software.

(Since arithmetic coding provides only a marginal gain over the unpatented Huffman mode, it is unlikely that
very many implementations will support it.)
So far as we are aware, there are no patent restrictions on the remaining code.

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

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

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

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

The best full 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). This is by far the most complete exposition of JPEG in existence, and we highly recommend it.

The JPEG standard itself is not available electronically; you must order a

paper copy through ISO or ITU. (Unless you feel a need to own a certified official copy, we recommend buying the Pennebaker and Mitchell book instead; it's much cheaper and includes a great deal of useful explanatory material.) In the USA, copies of the standard may be ordered from ANSI Sales at (212) 642-4900, or from Global Engineering Documents at (800) 854-7179. (ANSI doesn't take credit card orders, but Global does.) It's not cheap: as of 1992, ANSI was charging $95 for Part 1 and $47 for Part 2, plus 7% shipping/handling. The standard is divided into two parts, Part 1 being the actual specification, while Part 2 covers compliance testing methods. Part 1 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS 10918-1, ITU-T T.81. Part 2 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 2: Compliance testing" and has document numbers ISO/IEC IS 10918-2, ITU-T T.83.

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

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

Literature Department
C-Cube Microsystems, Inc.
1778 McCarthy Blvd.
Milpitas, CA 95035
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A PostScript version of this document is available by FTP at ftp://ftp.uu.net/graphics/jpeg/jfif.ps.gz. There is also a plain text version at ftp://ftp.uu.net/graphics/jpeg/jfif.txt.gz, but it is missing the figures.

The TIFF 6.0 file format specification can be obtained by FTP from ftp://ftp.sgi.com/graphics/tiff/TIFF6.ps.gz. The JPEG incorporation scheme found in the TIFF 6.0 spec of 3-June-92 has a number of serious problems. IJG does not recommend use of the TIFF 6.0 design (TIFF Compression tag 6). Instead, we recommend the JPEG design proposed by TIFF Technical Note #2

(Compression tag 7). Copies of this Note can be obtained from ftp.sgi.com or from ftp://ftp.uu.net/graphics/jpeg/. It is expected that the next revision of the TIFF spec will replace the 6.0 JPEG design with the Note's design. Although IJG's own code does not support TIFF/JPEG, the free libtiff library uses our library to implement TIFF/JPEG per the Note. libtiff is available from ftp://ftp.sgi.com/graphics/tiff/.

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

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

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

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

1.198 jna 3.4.0

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1.199 guice 4.0

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* /fastinfoset-1-2-13-sources-jar/org/jvnet/fastinfoset/EncodingAlgorithm.java
* /fastinfoset-1-2-13-sources-jar/com/sun/xml/fastinfoset/stax/events/EmptyIterator.java
* /fastinfoset-1-2-13-sources-jar/com/sun/xml/fastinfoset/stax/factory/StAXEventFactory.java
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 /fastinfoset-1-2-13-sources-jar/com/sun/xml/fastinfoset/tools/SAXEventSerializer.java
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1.204 protobuf-java 2.5.0

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1.205 jackson-jaxrs 1.9.13

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1.206 mime4j 0.6

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1.207 jackson-dataformat-yaml 2.9.5

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1.208 libjpeg 6a

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==

README for release 9c of 14-Jan-2018
====================================

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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,
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REFERENCES   Where to learn more about JPEG.
ARCHIVE LOCATIONS   Where to find newer versions of this software.
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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
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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.

The original JPEG standard is divided into two parts, Part 1 being the actual
specification, while Part 2 covers compliance testing methods. Part 1 is
titled "Digital Compression and Coding of Continuous-tone Still Images,
Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS
10918-1, ITU-T T.81. Part 2 is titled "Digital Compression and Coding of
Continuous-tone Still Images, Part 2: Compliance testing" and has document
numbers ISO/IEC IS 10918-2, ITU-T T.83.
IJG JPEG 8 introduced an implementation of the JPEG SmartScale extension
which is specified in two documents: A contributed document at ITU and ISO
with title "ITU-T JPEG-Plus Proposal for Extending ITU-T T.81 for Advanced

Image Coding", April 2006, Geneva, Switzerland. The latest version of this document is Revision 3. And a contributed document ISO/IEC JTC1/SC29/WG1 N 5799 with title "Evolution of JPEG", June/July 2011, Berlin, Germany.
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.ijg.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.ijg.org.
The most recent released version can always be found there in directory "files". This particular version will be archived as http://www.ijg.org/files/jpegsrc.v9c.tar.gz, and in Windows-compatible "zip" archive format as http://www.ijg.org/files/jpegsr9c.zip.

The JPEG FAQ (Frequently Asked Questions) article is a source of some general information about JPEG.
It is available on the World Wide Web at http://www.faqs.org/faqs/jpeg-faq/ and other news.answers archive sites,
including the official news.answers
archive at rtfm.mit.edu: ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/.
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ACKNOWLEDGMENTS
==========

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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.

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Thank to Lars Goehler, Andreas Heinecke, Sebastian Fuss, Yvonne Roebert,
Andrej Werner, and Ulf-Dietrich Braumann for support and public relations.

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

The ISO/IEC JTC1/SC29/WG1 standards committee (previously known as JPEG,
together with ITU-T SG16) currently
promotes different formats containing
the name "JPEG" which is misleading because these formats are incompatible
with original DCT-based JPEG and are based on faulty technologies.
IJG therefore does not and will not support such momentary mistakes
(see REFERENCES).
There exist also distributions under the name "OpenJPEG" promoting such
kind of formats which is misleading because they don't support original
JPEG images.
We have no sympathy for the promotion of inferior formats. Indeed, one of
the original reasons for developing this free software was to help force
convergence on common, interoperable format standards for JPEG files.
Don't use an incompatible file format!
(In any case, our decoder will remain capable of reading existing JPEG
image files indefinitely.)

The ISO committee pretends to be "responsible for the popular JPEG" in their
public reports which is not true because they don't respond to actual
requirements for the maintenance of the original JPEG specification.
Furthermore,
the ISO committee pretends to "ensure interoperability" with
their standards which is not true because their "standards" support only
application-specific and proprietary use cases and contain mathematically
incorrect code.

There are currently different distributions in circulation containing the
name "libjpeg" which is misleading because they don't have the features and
are incompatible with formats supported by actual IJG libjpeg distributions.
One of those fakes is released by members of the ISO committee and just uses
the name of libjpeg for misdirection of people, similar to the abuse of the
name JPEG as described above, while having nothing in common with actual IJG
libjpeg distributions and containing mathematically incorrect code.
The other one claims to be a "derivative" or "fork" of the original libjpeg,
but violates the license conditions as described under LEGAL ISSUES above
and violates basic C programming properties.
We have no sympathy for the release of
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distributions derived from obsolete code bases.
Don't use an obsolete code base!

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is currently prepared and will be published later.

TO DO
=====

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

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

1.209 commons-logging 1.0.3

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1.215 utility-library 1.8

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1.216 lua 5.3.5

1.217 batik-dom 1.8

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1.218 batik-script 1.8

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1.219 management-api 3.2.1

1.220 batik-transcoder 1.8

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1.221 javax-xml-registry-api 1.0.4

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1.223 batik-bridge 1.8

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1.224 batik-gvt 1.8

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org.codehaus.groovy.jsr223.GroovyScriptEngineFactory

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Listed below are default groovy source file extensions.

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groovy

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org.codehaus.groovy.testng.TestNgRunner

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global transformation to handle @Grab annotation
groovy.grape.GrabAnnotationTransformation

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

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* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/tools/shell/commands/SaveCommand.properties
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/tools/shell/commands/SetCommand.properties
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/tools/shell/commands/DocCommand.properties
* /groovy-all-2-4-6-sources-jar/META-INF/groovy-release-info.properties
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/tools/shell/commands/InspectCommand.properties
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/groovy-all-2-4-6-sources-jar/org/codehaus/groovy/tools/shell/commands/AliasCommand.properties
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* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/tools/groovydoc/Main.properties
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/tools/shell/commands/RecordCommand.properties
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 /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/GroovyExceptionInterface.java
* /groovy-all-2-4-6-sources-jar/groovy/util/slurpersupport/GPathResult.java
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/tools/javac/JavaStubGenerator.java
* /groovy-all-2-4-6-sources-jar/groovy/util/slurpersupport/Attribute.java
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/ast/stmt/SwitchStatement.java
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/runtime/callsite/PogoMetaClassSite.java
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/tools/shell/CommandSupport.groovy
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/control/CompilePhase.java
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/binding/MutualPropertyBinding.java
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/ast/expr/ExpressionTransformer.java
* /groovy-all-2-4-6-sources-jar/groovy/swing/factory/GridBagFactory.groovy
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/groovydoc/GroovyMethodDoc.java
*
 /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/control/customizers/builder/InlinedASTCustomizerFactory.java
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/control/messages/WarningMessage.java
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/util/HashCodeHelper.java
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/runtime/dgmimpl/arrays/LongArrayPutAtMetaMethod.java
* /groovy-all-2-4-6-sources-jar/groovy/ui/view/WindowsDefaults.groovy
* /groovy-all-2-4-6-sources-jar/groovy/servlet/GroovyServlet.java
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/tools/shell/PatchedCandidateListCompletionHandler.groovy
* /groovy-all-2-4-6-sources-jar/groovy/mock/interceptor/StrictExpectation.groovy
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/runtime/ScriptTestAdapter.java
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/transform/tailrec/VariableAccessReplacer.groovy
* /groovy-all-2-4-6-sources-jar/groovy/ui/ConsoleIvyPlugin.groovy
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 /groovy-all-2-4-6-sources-jar/groovy/util/Proxy.java
* /groovy-all-2-4-6-sources-jar/groovy/lang/IncorrectClosureArgumentsException.java
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/classgen/asm/BinaryBooleanExpressionHelper.java
* /groovy-all-2-4-6-sources-jar/groovy/json/internal/JsonFastParser.java
* /groovy-all-2-4-6-sources-jar/groovy/swing/factory/CompoundBorderFactory.groovy
* /groovy-all-2-4-6-sources-jar/groovy/xml/FactorySupport.java
* /groovy-all-2-4-6-sources-jar/groovy/lang/PropertyValue.java
* /groovy-all-2-4-6-sources-jar/groovy/servlet/AbstractHttpServlet.java
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/transform/GroovyASTTransformationClass.java

* /groovy-all-2-4-6-sources-jar/groovy/lang/Tuple.java
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/ast/stmt/ForStatement.java
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/control/SourceExtensionHandler.java
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/classgen/DummyClassGenerator.java
*
/groovy-all-2-4-6-sources-jar/org/codehaus/groovy/ast/expr/NamedArgumentListExpression.java
* /groovy-all-2-4-6-sources-jar/groovy/transform/builder/ExternalStrategy.java
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/tools/groovydoc/SimpleGroovyFieldDoc.java
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/tools/shell/completion/GroovySyntaxCompletor.groovy
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* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/runtime/callsite/CallSite.java
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* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/tools/shell/util/ScriptVariableAnalyzer.groovy
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/antlr/java/PreJava2GroovyConverter.java
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/ast/expr/ArgumentListExpression.java
* /groovy-all-2-4-6-sources-jar/groovy/model/PropertyModel.java
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/tools/javac/JavacCompilerFactory.java
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/antlr/ASTRuntimeException.java
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/jsr223/ScriptExtensions.java
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/ast/expr/MethodPointerExpression.java
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* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/tools/shell/commands/SaveCommand.groovy
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/classgen/asm/MethodCallerMultiAdapter.java
* /groovy-all-2-4-6-sources-jar/groovy/inspect/swingui/AstBrowser.groovy

* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/reflection/CachedMethod.java
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/plugin/GroovyRunner.java
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/tools/shell/commands/ClearCommand.groovy
* /groovy-all-2-4-6-sources-jar/groovy/sql/SqlOrderByVisitor.java
* /groovy-all-2-4-6-sources-
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* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/tools/shell/BufferManager.groovy
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* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/control/Phases.java
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/control/SourceUnit.java
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* /groovy-all-2-4-6-sources-jar/groovy/util/GroovyScriptEngine.java
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/classgen/asm/CompileStack.java
* /groovy-all-2-4-6-sources-jar/groovy/text/SimpleTemplateEngine.java
* /groovy-all-2-4-6-sources-jar/groovy/lang/StringWriterIOException.java
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* /groovy-all-2-4-6-sources-jar/groovy/util/Eval.java
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/groovy-all-2-4-6-sources-jar/groovy/transform/stc/FromAbstractTypeMethods.java
* /groovy-all-2-4-6-sources-jar/groovy/swing/factory/BindGroupFactory.groovy
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* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/groovydoc/GroovyFieldDoc.java
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* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/runtime/XmlGroovyMethods.java
* /groovy-all-2-4-6-sources-jar/groovy/ui/text/FindReplaceUtility.java
* /groovy-all-2-4-6-sources-jar/groovy/util/GroovyShellTestCase.groovy
* /groovy-all-2-4-6-sources-jar/groovy/json/internal/LazyMap.java
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/runtime/m12n/ExtensionModuleRegistry.java
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* /groovy-all-2-4-6-sources-jar/groovy/swing/factory/BindFactory.groovy
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* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/transform/BaseScriptASTTransformation.java
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* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/runtime/callsite/StaticMetaClassSite.java
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* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/transform/AutoCloneASTTransformation.java
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* /groovy-all-2-4-6-sources-jar/groovy/swing/impl/ListWrapperListModel.java
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* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/antlr/treewalker/NodePrinter.java
* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/runtime/WritablePath.java
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* /groovy-all-2-4-6-sources-jar/groovy/time/Duration.java
* /groovy-all-2-4-6-sources-jar/groovy/lang/Singleton.java
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* /groovy-all-2-4-6-sources-jar/org/codehaus/groovy/classgen/genArrays.groovy
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1.228 tools-ant 1.9.6

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1.229 libjpeg 8b

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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.
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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
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The same holds for its supporting scripts (config.guess, config.sub,
ltmain.sh). Another support script, install-sh, is copyright by X Consortium
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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
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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.

The original JPEG standard is divided into two parts, Part 1 being the actual specification, while Part 2 covers compliance testing methods. Part 1 is titled "Digital Compression and Coding of Continuous-tone Still Images,

Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS 10918-1, ITU-T T.81. Part 2 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 2: Compliance testing" and has document numbers ISO/IEC IS 10918-2, ITU-T T.83.
IJG JPEG 8 introduced an implementation of the JPEG SmartScale extension which is specified in two documents: A contributed document at ITU and ISO with title "ITU-T JPEG-Plus Proposal for Extending ITU-T T.81 for Advanced Image Coding", April 2006, Geneva, Switzerland. The latest version of this document is Revision 3. And a contributed document ISO/IEC JTC1/SC29/WG1 N 5799 with title "Evolution of JPEG", June/July 2011, Berlin, Germany.
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.ijg.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.ijg.org. The most recent released version can always be found there in directory "files". This particular version will be archived as http://www.ijg.org/files/jpegsrc.v9c.tar.gz, and in Windows-compatible "zip" archive format as http://www.ijg.org/files/jpegsr9c.zip.

The JPEG FAQ (Frequently Asked Questions) article is a source of some

general information about JPEG.
It is available on the World Wide Web at http://www.faqs.org/faqs/jpeg-faq/
and other news.answers archive sites,
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ACKNOWLEDGMENTS
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Thank to Juergen Bruder for providing me with a copy of the common DCT
algorithm article, only to find out that I had come to the same result
in a more direct and comprehensible way with a more generative approach.

Thank to Istvan Sebestyen and Joan L. Mitchell for inviting me to the
ITU JPEG (Study Group 16) meeting in Geneva, Switzerland.

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Thank to Thomas Richter and Daniel Lee for inviting me to the
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FILE FORMAT WARS
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The ISO/IEC JTC1/SC29/WG1 standards committee (previously known as JPEG,
together with ITU-T SG16) currently
promotes different formats containing
the name "JPEG" which is misleading because these formats are incompatible
with original DCT-based JPEG and are based on faulty technologies.
IJG therefore does not and will not support such momentary mistakes
(see REFERENCES).
There exist also distributions under the name "OpenJPEG" promoting such
kind of formats which is misleading because they don't support original
JPEG images.
We have no sympathy for the promotion of inferior formats. Indeed, one of
the original reasons for developing this free software was to help force
convergence on common, interoperable format standards for JPEG files.
Don't use an incompatible file format!
(In any case, our decoder will remain capable of reading existing JPEG
image files indefinitely.)

The ISO committee pretends to be "responsible for the popular JPEG" in their
public reports which is not true because they don't respond to actual
requirements for the maintenance of the original JPEG specification.
Furthermore,
the ISO committee pretends to "ensure interoperability" with
their standards which is not true because their "standards" support only
application-specific and proprietary use cases and contain mathematically
incorrect code.

There are currently different distributions in circulation containing the
name "libjpeg" which is misleading because they don't have the features and
are incompatible with formats supported by actual IJG libjpeg distributions.
One of those fakes is released by members of the ISO committee and just uses
the name of libjpeg for misdirection of people, similar to the abuse of the
name JPEG as described above, while having nothing in common with actual IJG
libjpeg distributions and containing mathematically incorrect code.
The other one claims to be a "derivative" or "fork" of the original libjpeg,
but violates the license conditions as described under LEGAL ISSUES above
and violates basic C programming properties.
We have no sympathy for the release of
misleading, incorrect and illegal
distributions derived from obsolete code bases.
Don't use an obsolete code base!

According to the UCC (Uniform Commercial Code) law, IJG has the lawful and
legal right to foreclose on certain standardization bodies and other
institutions or corporations that knowingly perform substantial and
systematic deceptive acts and practices, fraud, theft, and damaging of the
value of the people of this planet without their knowing, willing and
intentional consent.
The titles, ownership, and rights of these institutions and all their assets
are now duly secured and held in trust for the free people of this planet.
People of the planet, on every country, may have a financial interest in
the assets of these former principals, agents, and beneficiaries of the
foreclosed institutions and corporations.
IJG asserts what is: that each man, woman, and child has unalienable value
and rights granted and deposited in them by the Creator and not any one of
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 to any artificial principality, corporate fiction
or the special interest of another without their appropriate knowing,
willing and intentional consent made by contract or accommodation agreement.
IJG expresses that which already was.
The people have already determined and demanded that public administration
entities, national governments, and their supporting judicial systems must
be fully transparent, accountable, and liable.
IJG has secured the value for all concerned free people of the planet.

A partial list of foreclosed institutions and corporations ("Hall of Shame")
is currently prepared and will be published later.

TO DO
=====

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

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

1.230 spring-beans 3.0.7

1.230.1 Available under license :

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* /spring-beans-3-0-7-release-source-tar-gz/spring-beans-3.0.7.RELEASE/repo/spring-beans-3/0/7/spring-beans-3.0.7.RELEASE/org/springframework/beans/factory/support/SimpleSecurityContextProvider.java
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* /spring-beans-3-0-7-release-source-tar-gz/spring-beans-3.0.7.RELEASE/repo/spring-beans-3/0/7/spring-beans-3.0.7.RELEASE/org/springframework/beans/factory/support/AbstractAutowireCapableBeanFactory.java
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* /spring-context-3-0-7-release-source-tar-gz/spring-context-3.0.7.RELEASE/repo/spring-context-3/0/7/spring-context-3.0.7.RELEASE/org/springframework/scheduling/config/ScheduledTasksBeanDefinitionParser.java
*
/spring-context-3-0-7-release-source-tar-gz/spring-context-3.0.7.RELEASE/repo/spring-context-3/0/7/spring-context-3.0.7.RELEASE/org/springframework/scheduling/concurrent/ConcurrentTaskExecutor.java
* /spring-context-3-0-7-release-source-tar-gz/spring-context-3.0.7.RELEASE/repo/spring-context-3/0/7/spring-context-3.0.7.RELEASE/org/springframework/context/support/GenericApplicationContext.java
* /spring-context-3-0-7-release-source-tar-gz/spring-context-3.0.7.RELEASE/repo/spring-context-3/0/7/spring-context-3.0.7.RELEASE/org/springframework/format/datetime/DateFormatter.java
* /spring-context-3-0-7-release-source-tar-gz/spring-context-3.0.7.RELEASE/repo/spring-context-3/0/7/spring-context-3.0.7.RELEASE/org/springframework/context/annotation/Primary.java
* /spring-context-3-0-7-release-source-tar-gz/spring-context-3.0.7.RELEASE/repo/spring-context-3/0/7/spring-context-3.0.7.RELEASE/org/springframework/format/datetime/joda/MillisecondInstantPrinter.java
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* /spring-context-3-0-7-release-source-tar-gz/spring-context-3.0.7.RELEASE/repo/spring-context-3/0/7/spring-context-3.0.7.RELEASE/org/springframework/instrument/classloading/jboss/JBossClassLoaderAdapter.java
*
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* /spring-context-3-0-7-release-source-tar-gz/spring-context-3.0.7.RELEASE/repo/spring-context-3/0/7/spring-context-3.0.7.RELEASE/org/springframework/instrument/classloading/oc4j/OC4JClassPreprocessorAdapter.java

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* /spring-context-3-0-7-release-source-tar-gz/spring-context-3.0.7.RELEASE/repo/spring-context-3/0/7/spring-context-3.0.7.RELEASE/org/springframework/validation/AbstractBindingResult.java
*
/spring-context-3-0-7-release-source-tar-gz/spring-context-3.0.7.RELEASE/repo/spring-context-3/0/7/spring-context-3.0.7.RELEASE/org/springframework/remoting/rmi/RmiClientInterceptorUtils.java
* /spring-context-3-0-7-release-source-tar-gz/spring-context-3.0.7.RELEASE/repo/spring-context-3/0/7/spring-context-3.0.7.RELEASE/org/springframework/validation/BeanPropertyBindingResult.java
* /spring-context-3-0-7-release-source-tar-gz/spring-context-3.0.7.RELEASE/repo/spring-context-3/0/7/spring-context-3.0.7.RELEASE/org/springframework/remoting/rmi/CodebaseAwareObjectInputStream.java
* /spring-context-3-0-7-release-source-tar-gz/spring-context-3.0.7.RELEASE/repo/spring-context-3/0/7/spring-context-3.0.7.RELEASE/org/springframework/context/config/AbstractPropertyLoadingBeanDefinitionParser.java
* /spring-context-3-0-7-release-source-tar-gz/spring-context-3.0.7.RELEASE/repo/spring-context-3/0/7/spring-context-3.0.7.RELEASE/org/springframework/context/annotation/CommonAnnotationBeanPostProcessor.java
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* /spring-context-3-0-7-release-source-tar-gz/spring-context-3.0.7.RELEASE/repo/spring-context-3/0/7/spring-context-3.0.7.RELEASE/org/springframework/context/annotation/ConfigurationClassPostProcessor.java
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*
/spring-context-3-0-7-release-source-tar-gz/spring-context-3.0.7.RELEASE/repo/spring-context-3/0/7/spring-context-
3.0.7.RELEASE/org/springframework/instrument/classloading/ResourceOverridingShadowingClassLoader.java
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* /spring-context-3-0-7-release-source-tar-gz/spring-context-3.0.7.RELEASE/repo/spring-context-3/0/7/spring-

context-3.0.7.RELEASE/org/springframework/context/ApplicationContextException.java
* /spring-context-3-0-7-release-source-tar-gz/spring-context-3.0.7.RELEASE/repo/spring-context-3/0/7/spring-context-3.0.7.RELEASE/org/springframework/jmx/export/notification/UnableToSendNotificationException.java
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/**
* {@link FactoryBean} that obtains a WebSphere {@link javax.management.MBeanServer}
* reference through WebSphere's proprietary <code>AdminServiceFactory</code> API,
* available on WebSphere 5.1 and higher.
*
* <p>Exposes the <code>MBeanServer</code> for bean references.
* This FactoryBean is a direct
 alternative to {@link MBeanServerFactoryBean},
* which uses standard JMX 1.2 API to access the platform's MBeanServer.
*
* @author Juergen Hoeller
* @author Rob Harrop
* @since 2.0.3
* @see com.ibm.websphere.management.AdminServiceFactory#getMBeanFactory()
* @see com.ibm.websphere.management.MBeanFactory#getMBeanServer()
* @see javax.management.MBeanServer
* @see MBeanServerFactoryBean
*/
```

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1.232 servlet-api 2.3

1.233 jackson-databind 2.6.1

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commons-logging (1.1.2)

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* Project: https://commons.apache.org/proper/commons-logging/
* Source:
http://central.maven.org/maven2/commons-logging/commons-logging/1.1.2/commons-logging-1.1.2-sources.jar

JUnit (4.12)

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maven-core (3.5.2)

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maven-plugin-annotations (3.5.1)

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* Project:
https://maven.apache.org/plugin-tools/maven-plugin-annotations/project-info.html
* Source:
https://github.com/apache/maven-plugin-tools/tree/maven-plugin-tools-3.5.1/maven-plugin-annotations

maven-plugin-api (3.5.2)

* License: Apache-2.0
* Project: https://maven.apache.org/
* Source: https://github.com/apache/maven/tree/master/maven-plugin-api

maven-resolver-api (1.1.1)

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maven-settings (3.5.2)

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mex.xsd Version: 2004/09 (n/a)

* License: Oasis Style

* Project: https://www.w3.org/Submission/WS-MetadataExchange/#appendix-II
*
Source: http://schemas.xmlsoap.org/ws/2004/09/mex/MetadataExchange.xsd

plexus-utils (3.1.0)

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relaxng-datatype (1.0)

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stax2-api (4.1)

* License: Pending
* Project: https://github.com/FasterXML/stax2-api
* Source:
http://central.maven.org/maven2/org/codehaus/woodstox/stax2-api/4.1/stax2-api-4.1-sources.jar

testng (6.14.2)

* License: Apache-2.0 AND MIT
* Project: https://testng.org/doc/index.html
* Source: https://github.com/cbeust/testng

woodstox-core-asl (4.4.1)

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woodstox-core-asl (5.1.0)

* License: Apache-2.0
* Project: https://github.com/FasterXML/woodstox
* Source: https://github.com/FasterXML/woodstox

ws-addr.wsd (1.0)

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* Project: https://www.w3.org/2005/08/addressing/
* Source: https://www.w3.org/2006/03/addressing/ws-addr.xsd

wsat.xsd Version: 2004/10 (n/a)

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* Project: http://schemas.xmlsoap.org/ws/2004/10/wsat/
* Source: http://schemas.xmlsoap.org/ws/2004/10/wsat/wsat.xsd

wscoor.xsd (1.0)

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* Source:
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wsrm Version: 2005/02 (n/a)

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* Project: http://schemas.xmlsoap.org/ws/2005/02/rm/
* Source:
  http://schemas.xmlsoap.org/ws/2005/02/rm/wsrm.xsd;%20http://schemas.xmlsoap.org/ws/2005/02/rm/wsrm-policy.xsd

wsrm.xsd (1.2)

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wstx-wsat.xsd (1.1)

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xmlsec (1.5.8)

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* Source:
  https://repo1.maven.org/maven2/org/apache/santuario/xmlsec/1.5.8/xmlsec-1.5.8-sources.jar

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1.242 jgrapht-core 0.9.1

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1.244 dtd-parser 1.21

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

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

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1.258 pcre 8.02

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1.266 jai-core 1.1.3

1.266.1 Available under license :

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```
#
# $RCSfile: registryFile.jai,v $
#
# Copyright (c) 2005 Sun Microsystems, Inc. All rights reserved.
#
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#
# $Revision: 1.2 $
# $Date: 2005/08/31 22:35:25 $
# $State: Exp $
#
# The master JAI registry initialization file
#
#############################################################################
#
# Each line can be in one of the formats described below. Space or tab
# characters separate keywords in each line. The comment character is
# '#'; on each line all characters following the first comment character
# are ignored. The file must be encoded in UTF-8.
#
# 1. To register descriptors :
#
# descriptor <descriptor-class-name>
# odesc    <descriptor-class-name>  <descriptor-name>
#
#    The second version above is deprecated and is retained for backward
```

```
#    compatibility with JAI 1.0.2. Descriptors are always registered
#    against <descriptor-class>.getName(). The <descriptor-name>
 in the
#    second version is always ignored.
#
# 2. To register factory objects under a product against a specific mode :
#
# <registry-mode-name> <factory-class-name> <product-name> <descriptor-name>   <local-name>
# <registry-mode-name> <factory-class-name> <descriptor-name>
#
#    The first version above is used to register factory objects against
#    modes that support preferences. The second version is used for those
#    that do not support preferences. <local-name> is an arbitrary name that
#    is unique for a given mode. This is (only) used later on in this file
#    to set preferences between factory objects.
#
# 3. To set preferences between products for a descriptor under a
#    specific mode :
#
# prefProduct <modeName> <descriptor-name>   <preferred-product-name> <other-product-name>
# pref     product <descriptor-name>   <preferred-product-name> <other-product-name>
#
#    The second version above is deprecated and is retained for backward
#    compatibility with
 JAI 1.0.2. This version is assumed to set
#    product preferences for the "rendered" mode.
#
# 4. To set preferences between factory objects for descriptor under a
#    a specific product and registry mode :
#
# pref <modeName>  <descriptor-name> <product-name> <preferred-factory-local-name> <other-factory-local-name>
#
################################################################################
#
# Image operation descriptors :
#
descriptor javax.media.jai.operator.AbsoluteDescriptor
descriptor javax.media.jai.operator.AddCollectionDescriptor
descriptor javax.media.jai.operator.AddConstDescriptor
descriptor javax.media.jai.operator.AddConstToCollectionDescriptor
descriptor javax.media.jai.operator.AddDescriptor
descriptor javax.media.jai.operator.AffineDescriptor
descriptor javax.media.jai.operator.AndConstDescriptor
descriptor javax.media.jai.operator.AndDescriptor
descriptor javax.media.jai.operator.AWTImageDescriptor
descriptor javax.media.jai.operator.BandCombineDescriptor
descriptor javax.media.jai.operator.BandMergeDescriptor
descriptor javax.media.jai.operator.BandSelectDescriptor
```

descriptor javax.media.jai.operator.BinarizeDescriptor
descriptor javax.media.jai.operator.BMPDescriptor
descriptor javax.media.jai.operator.BorderDescriptor
descriptor javax.media.jai.operator.BoxFilterDescriptor
descriptor javax.media.jai.operator.ClampDescriptor
descriptor javax.media.jai.operator.ColorConvertDescriptor
descriptor javax.media.jai.operator.ColorQuantizerDescriptor
descriptor javax.media.jai.operator.ConstantDescriptor
descriptor javax.media.jai.operator.CompositeDescriptor
descriptor javax.media.jai.operator.ConjugateDescriptor
descriptor javax.media.jai.operator.ConvolveDescriptor
descriptor javax.media.jai.operator.CropDescriptor
descriptor javax.media.jai.operator.DCTDescriptor
descriptor javax.media.jai.operator.DFTDescriptor
descriptor javax.media.jai.operator.DilateDescriptor
descriptor javax.media.jai.operator.DivideDescriptor
descriptor javax.media.jai.operator.DivideComplexDescriptor
descriptor javax.media.jai.operator.DivideByConstDescriptor
descriptor javax.media.jai.operator.DivideIntoConstDescriptor
descriptor javax.media.jai.operator.ErodeDescriptor
descriptor javax.media.jai.operator.ErrorDiffusionDescriptor
descriptor javax.media.jai.operator.EncodeDescriptor
descriptor javax.media.jai.operator.ExpDescriptor
descriptor javax.media.jai.operator.ExtremaDescriptor
descriptor javax.media.jai.operator.FileLoadDescriptor
descriptor javax.media.jai.operator.FileStoreDescriptor
descriptor javax.media.jai.operator.FilteredSubsampleDescriptor
descriptor javax.media.jai.operator.FormatDescriptor
descriptor javax.media.jai.operator.FPXDescriptor
descriptor javax.media.jai.operator.GIFDescriptor
descriptor javax.media.jai.operator.GradientMagnitudeDescriptor
descriptor javax.media.jai.operator.HistogramDescriptor
descriptor javax.media.jai.operator.IDCTDescriptor
descriptor javax.media.jai.operator.IDFTDescriptor
descriptor javax.media.jai.operator.IIPDescriptor
descriptor javax.media.jai.operator.IIPResolutionDescriptor
descriptor javax.media.jai.operator.ImageFunctionDescriptor
descriptor javax.media.jai.operator.InvertDescriptor
descriptor javax.media.jai.operator.JPEGDescriptor
descriptor javax.media.jai.operator.LogDescriptor
descriptor javax.media.jai.operator.LookupDescriptor
descriptor javax.media.jai.operator.MagnitudeDescriptor
descriptor javax.media.jai.operator.MagnitudeSquaredDescriptor
descriptor javax.media.jai.operator.MaxDescriptor
descriptor javax.media.jai.operator.MaxFilterDescriptor
descriptor javax.media.jai.operator.MatchCDFDescriptor
descriptor javax.media.jai.operator.MeanDescriptor
descriptor javax.media.jai.operator.MedianFilterDescriptor

descriptor javax.media.jai.operator.MinDescriptor
descriptor javax.media.jai.operator.MinFilterDescriptor
descriptor javax.media.jai.operator.MosaicDescriptor
descriptor javax.media.jai.operator.MultiplyConstDescriptor
descriptor javax.media.jai.operator.MultiplyComplexDescriptor
descriptor javax.media.jai.operator.MultiplyDescriptor
descriptor javax.media.jai.operator.NotDescriptor
descriptor javax.media.jai.operator.NullDescriptor
descriptor javax.media.jai.operator.OrConstDescriptor
descriptor javax.media.jai.operator.OrDescriptor
descriptor javax.media.jai.operator.OrderedDitherDescriptor
descriptor javax.media.jai.operator.OverlayDescriptor
descriptor javax.media.jai.operator.PatternDescriptor
descriptor javax.media.jai.operator.PeriodicShiftDescriptor
descriptor javax.media.jai.operator.PhaseDescriptor
descriptor javax.media.jai.operator.PiecewiseDescriptor
descriptor javax.media.jai.operator.PNGDescriptor
descriptor javax.media.jai.operator.PNMDescriptor
descriptor javax.media.jai.operator.PolarToComplexDescriptor
descriptor javax.media.jai.operator.RenderableDescriptor
descriptor javax.media.jai.operator.RescaleDescriptor
descriptor javax.media.jai.operator.RotateDescriptor
descriptor javax.media.jai.operator.ScaleDescriptor
descriptor javax.media.jai.operator.ShearDescriptor
descriptor javax.media.jai.operator.StreamDescriptor
descriptor javax.media.jai.operator.SubsampleAverageDescriptor
descriptor javax.media.jai.operator.SubsampleBinaryToGrayDescriptor
descriptor javax.media.jai.operator.SubtractDescriptor
descriptor javax.media.jai.operator.SubtractConstDescriptor
descriptor javax.media.jai.operator.SubtractFromConstDescriptor
descriptor javax.media.jai.operator.TIFFDescriptor
descriptor javax.media.jai.operator.ThresholdDescriptor
descriptor javax.media.jai.operator.TranslateDescriptor
descriptor javax.media.jai.operator.TransposeDescriptor
descriptor javax.media.jai.operator.UnsharpMaskDescriptor
descriptor javax.media.jai.operator.URLDescriptor
descriptor javax.media.jai.operator.WarpDescriptor
descriptor javax.media.jai.operator.XorConstDescriptor
descriptor javax.media.jai.operator.XorDescriptor

#
#
tile codec descriptor
#
descriptor javax.media.jai.tilecodec.GZIPTileCodecDescriptor
descriptor javax.media.jai.tilecodec.JPEGTileCodecDescriptor
descriptor javax.media.jai.tilecodec.RawTileCodecDescriptor

```
#
#
 remote descriptor
#
descriptor    javax.media.jai.remote.JAIRMIDescriptor

#
# "rendered" factory objects
#
rendered    com.sun.media.jai.opimage.AbsoluteCRIF  com.sun.media.jai absolute  sunabsoluterif
rendered    com.sun.media.jai.mlib.MlibAbsoluteRIF  com.sun.media.jai absolute  mlibabsoluterif
rendered    com.sun.media.jai.opimage.AddCollectionCRIF  com.sun.media.jai addcollection  sunaddcollectionrif
rendered    com.sun.media.jai.opimage.AddConstCRIF  com.sun.media.jai addconst  sunaddconstrif
rendered    com.sun.media.jai.mlib.MlibAddConstRIF  com.sun.media.jai addconst  mlibaddconstrif
rendered    com.sun.media.jai.opimage.AddCRIF   com.sun.media.jai add   sunaddrif
rendered    com.sun.media.jai.mlib.MlibAddRIF   com.sun.media.jai add   mlibaddrif
rendered    com.sun.media.jai.opimage.AffineCRIF  com.sun.media.jai affine   sunaffinerif
rendered    com.sun.media.jai.mlib.MlibAffineRIF  com.sun.media.jai affine   mlibaffinerif
rendered
   com.sun.media.jai.opimage.AndConstCRIF  com.sun.media.jai andconst  sunandconstrif
rendered    com.sun.media.jai.mlib.MlibAndConstRIF  com.sun.media.jai andconst  mlibandconstrif
rendered    com.sun.media.jai.opimage.AndCRIF   com.sun.media.jai and   sunandrif
rendered    com.sun.media.jai.mlib.MlibAndRIF   com.sun.media.jai and   mlibandrif
rendered    com.sun.media.jai.opimage.AWTImageRIF  com.sun.media.jai awtimage  sunawtimagerif
rendered    com.sun.media.jai.opimage.BandCombineCRIF  com.sun.media.jai bandcombine  sunbandcombinerif
rendered    com.sun.media.jai.opimage.BandMergeCRIF  com.sun.media.jai bandmerge  sunbandmergerif
rendered    com.sun.media.jai.mlib.MlibBandCombineRIF  com.sun.media.jai bandcombine  mlibbandcombinerif
rendered    com.sun.media.jai.opimage.BandSelectCRIF  com.sun.media.jai bandselect  sunbandselectrif
rendered    com.sun.media.jai.mlib.MlibBandSelectRIF  com.sun.media.jai bandselect  mlibbandselectrif
rendered
   com.sun.media.jai.opimage.BinarizeCRIF  com.sun.media.jai binarize  sunbinarizerif
rendered    com.sun.media.jai.mlib.MlibBinarizeRIF  com.sun.media.jai binarize  mlibbinarizerif
rendered    com.sun.media.jai.opimage.BMPRIF   com.sun.media.jai bmp   sunbmprif
rendered    com.sun.media.jai.opimage.BorderRIF   com.sun.media.jai border   sunborderrif
rendered    com.sun.media.jai.opimage.BoxFilterRIF  com.sun.media.jai boxfilter  sunboxfilterrif
rendered    com.sun.media.jai.mlib.MlibBoxFilterRIF  com.sun.media.jai boxfilter  mlibboxfilterrif
rendered    com.sun.media.jai.opimage.ClampCRIF   com.sun.media.jai clamp   sunclamprif
rendered    com.sun.media.jai.mlib.MlibClampRIF   com.sun.media.jai clamp   mlibclamprif
rendered    com.sun.media.jai.opimage.ColorConvertCRIF  com.sun.media.jai colorconvert  suncolorconvertrif
rendered    com.sun.media.jai.opimage.ColorQuantizerRIF  com.sun.media.jai colorquantizer  suncolorquantizerrif
rendered    com.sun.media.jai.opimage.CompositeCRIF  com.sun.media.jai composite  suncompositerif
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   com.sun.media.jai.mlib.MlibCompositeRIF  com.sun.media.jai composite  mlibcompositerif
rendered    com.sun.media.jai.opimage.ConstantCRIF  com.sun.media.jai constant  sunconstrif1
rendered    com.sun.media.jai.opimage.ConjugateCRIF  com.sun.media.jai conjugate  sunconjugaterif
rendered    com.sun.media.jai.opimage.ConvolveRIF  com.sun.media.jai convolve  sunconvolverif
rendered    com.sun.media.jai.mlib.MlibConvolveRIF  com.sun.media.jai convolve  mlibconvolverif
rendered    com.sun.media.jai.opimage.CropCRIF   com.sun.media.jai crop   suncroprif
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rendered com.sun.media.jai.opimage.DCTCRIF com.sun.media.jai dct sundctrif
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rendered com.sun.media.jai.opimage.ExtremaRIF com.sun.media.jai extrema sunextremarif
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com.sun.media.jai.mlib.MlibTranslateRIF com.sun.media.jai translate mlibtranslaterif
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rendered com.sun.media.jai.mlib.MlibTransposeRIF com.sun.media.jai transpose mlibtransposerif
rendered com.sun.media.jai.opimage.UnsharpMaskRIF com.sun.media.jai unsharpmask sununsharpmaskrif
rendered com.sun.media.jai.mlib.MlibUnsharpMaskRIF com.sun.media.jai unsharpmask mlibunsharpmaskrif
rendered com.sun.media.jai.opimage.URLRIF com.sun.media.jai url sunurlrif
rendered com.sun.media.jai.opimage.WarpRIF com.sun.media.jai warp sunwarprif
rendered com.sun.media.jai.mlib.MlibWarpRIF com.sun.media.jai warp mlibwarprif
rendered com.sun.media.jai.opimage.XorConstCRIF com.sun.media.jai xorconst sunxorconstrif
rendered com.sun.media.jai.mlib.MlibXorConstRIF com.sun.media.jai xorconst mlibxorconstrif
rendered com.sun.media.jai.opimage.XorCRIF com.sun.media.jai xor sunxorrif
rendered
com.sun.media.jai.mlib.MlibXorRIF com.sun.media.jai xor mlibxorrif

#

```
# "renderable" factory objects
#
renderable com.sun.media.jai.opimage.AbsoluteCRIF  absolute
renderable com.sun.media.jai.opimage.AddCollectionCRIF addcollection
renderable com.sun.media.jai.opimage.AddConstCRIF  addconst
renderable com.sun.media.jai.opimage.AddCRIF  add
renderable com.sun.media.jai.opimage.AffineCRIF  affine
renderable com.sun.media.jai.opimage.AndConstCRIF  andconst
renderable com.sun.media.jai.opimage.AndCRIF  and
renderable com.sun.media.jai.opimage.BandCombineCRIF bandcombine
renderable com.sun.media.jai.opimage.BandMergeCRIF  bandmerge
renderable com.sun.media.jai.opimage.BandSelectCRIF bandselect
renderable com.sun.media.jai.opimage.BinarizeCRIF  binarize
renderable com.sun.media.jai.opimage.ClampCRIF  clamp
renderable com.sun.media.jai.opimage.ColorConvertCRIF colorconvert
renderable com.sun.media.jai.opimage.CompositeCRIF  composite
renderable com.sun.media.jai.opimage.ConjugateCRIF  conjugate
renderable com.sun.media.jai.opimage.ConstantCRIF  constant
renderable com.sun.media.jai.opimage.CropCRIF  crop
renderable com.sun.media.jai.opimage.DCTCRIF  dct
renderable com.sun.media.jai.opimage.DFTCRIF  dft
renderable com.sun.media.jai.opimage.DivideCRIF  divide
renderable com.sun.media.jai.opimage.DivideComplexCRIF dividecomplex
renderable com.sun.media.jai.opimage.DivideByConstCRIF dividebyconst
renderable com.sun.media.jai.opimage.DivideIntoConstCRIF divideintoconst
renderable com.sun.media.jai.opimage.ExpCRIF  exp
renderable com.sun.media.jai.opimage.FormatCRIF  format
renderable com.sun.media.jai.opimage.IDCTCRIF  idct
renderable com.sun.media.jai.opimage.IDFTCRIF  idft
renderable com.sun.media.jai.opimage.IIPCRIF  iip
renderable com.sun.media.jai.opimage.InvertCRIF  invert
renderable com.sun.media.jai.opimage.LogCRIF  log
renderable com.sun.media.jai.opimage.LookupCRIF  lookup
renderable com.sun.media.jai.opimage.MagnitudeCRIF  magnitude
renderable com.sun.media.jai.opimage.MagnitudeSquaredCRIF magnitudesquared
renderable com.sun.media.jai.opimage.MatchCDFCRIF  matchcdf
renderable com.sun.media.jai.opimage.MaxCRIF  max
renderable com.sun.media.jai.opimage.MinCRIF  min
renderable com.sun.media.jai.opimage.MultiplyCRIF  multiply
renderable com.sun.media.jai.opimage.MultiplyComplexCRIF multiplycomplex
renderable com.sun.media.jai.opimage.MultiplyConstCRIF multiplyconst
renderable com.sun.media.jai.opimage.NotCRIF  not
renderable javax.media.jai.NullCRIF   null
renderable com.sun.media.jai.opimage.OrConstCRIF  orconst
renderable com.sun.media.jai.opimage.OrCRIF  or
renderable com.sun.media.jai.opimage.OverlayCRIF  overlay
renderable com.sun.media.jai.opimage.PeriodicShiftCRIF periodicshift
renderable com.sun.media.jai.opimage.PhaseCRIF  phase
```

```
renderable com.sun.media.jai.opimage.PiecewiseCRIF  piecewise
renderable com.sun.media.jai.opimage.PolarToComplexCRIF polartocomplex
renderable com.sun.media.jai.opimage.RenderableCRIF renderable
renderable com.sun.media.jai.opimage.RescaleCRIF  rescale
renderable com.sun.media.jai.opimage.RotateCRIF  rotate
renderable com.sun.media.jai.opimage.ScaleCRIF  scale
renderable com.sun.media.jai.opimage.SubsampleBinaryToGrayCRIF subsamplebinarytogray
renderable com.sun.media.jai.opimage.SubsampleAverageCRIF subsampleaverage
renderable com.sun.media.jai.opimage.SubtractCRIF  subtract
renderable com.sun.media.jai.opimage.SubtractConstCRIF subtractconst
renderable com.sun.media.jai.opimage.SubtractFromConstCRIF subtractfromconst
renderable com.sun.media.jai.opimage.ThresholdCRIF  threshold
renderable com.sun.media.jai.opimage.TranslateCRIF  translate
renderable com.sun.media.jai.opimage.TransposeCRIF  transpose
renderable com.sun.media.jai.opimage.XorConstCRIF  xorconst
renderable com.sun.media.jai.opimage.XorCRIF  xor

#
#
 "collection" factory objects
#
collection com.sun.media.jai.opimage.AddConstToCollectionCIF com.sun.media.jai addconsttocollection
sunaddconsttocollectioncif

#
#
 tile decoder factory objects
#
tileDecoder com.sun.media.jai.tilecodec.GZIPTileDecoderFactory com.sun.media.jai gzip   sungziptiledecoderfactory
tileDecoder com.sun.media.jai.tilecodec.JPEGTileDecoderFactory com.sun.media.jai jpeg   suntiledecoderfactory
tileDecoder com.sun.media.jai.tilecodec.RawTileDecoderFactory com.sun.media.jai raw   sunrawtiledecoderfactory

#
# tile encoder factory objects
#
tileEncoder com.sun.media.jai.tilecodec.GZIPTileEncoderFactory com.sun.media.jai gzip   sungziptileencoderfactory
tileEncoder com.sun.media.jai.tilecodec.JPEGTileEncoderFactory com.sun.media.jai jpeg   sunjpegtileencoderfactory
tileEncoder com.sun.media.jai.tilecodec.RawTileEncoderFactory com.sun.media.jai raw   sunrawtileencoderfactory

#
# remote rendered factory objects
#
remoterendered      com.sun.media.jai.rmi.JAIRMICRIF            jairmi

#
# remote renderable factory objects
#
remoterenderable    com.sun.media.jai.rmi.JAIRMICRIF            jairmi
```

```
#
# "rendered"
 factory object preferences
#
pref rendered absolute com.sun.media.jai mlibabsoluterif sunabsoluterif
pref rendered addconst com.sun.media.jai mlibaddconstrif sunaddconstrif
pref rendered add  com.sun.media.jai mlibaddrif sunaddrif
pref rendered affine  com.sun.media.jai mlibaffinerif sunaffinerif
pref rendered and  com.sun.media.jai mlibandrif sunandrif
pref rendered andconst com.sun.media.jai mlibandconstrif sunandconstrif
pref rendered bandcombine com.sun.media.jai mlibbandcombinerif sunbandcombinerif
pref rendered bandselect com.sun.media.jai mlibbandselectrif sunbandselectrif
pref rendered binarize com.sun.media.jai mlibbinarizerif sunbinarizerif
pref rendered boxfilter com.sun.media.jai mlibboxfilterrif sunboxfilterrif
pref rendered clamp  com.sun.media.jai mlibclamprif sunclamprif
pref rendered composite com.sun.media.jai mlibcompositerif suncompositerif
pref rendered convolve com.sun.media.jai mlibconvolverif sunconvolverif
pref rendered dct  com.sun.media.jai mlibdctrif sundctrif
pref rendered dilate  com.sun.media.jai mlibdilaterif sundilaterif
pref rendered idct  com.sun.media.jai mlibidctrif sunidctrif
pref rendered dft  com.sun.media.jai mlibdftrif sundftrif
pref rendered idft  com.sun.media.jai mlibidftrif sunidftrif
pref rendered divide  com.sun.media.jai mlibdividerif sundividerif
pref rendered dividebyconst com.sun.media.jai mlibdividebyconstrif sundividebyconstrif
pref rendered divideintoconst com.sun.media.jai mlibdivideintoconstrif sundivideintoconstrif
pref rendered erode  com.sun.media.jai mliberoderif suneroderif
pref rendered exp  com.sun.media.jai mlibexprif sunexprif
pref rendered extrema  com.sun.media.jai mlibextremarif sunextremarif
pref rendered filteredsubsample
 com.sun.media.jai mlibfilteredsubsamplerif sunfilteredsubsamplerif
pref rendered gradientmagnitude com.sun.media.jai mlibgradientrif sungradientrif
pref rendered histogram com.sun.media.jai mlibhistogramrif sunhistogramrif
pref rendered invert  com.sun.media.jai mlibinvertrif suninvertrif
pref rendered log  com.sun.media.jai mliblogrif sunlogrif
pref rendered lookup  com.sun.media.jai mliblookuprif sunlookuprif
pref rendered max  com.sun.media.jai mlibmaxrif sunmaxrif
pref rendered maxfilter com.sun.media.jai mlibmaxfilterrif sunmaxfilterrif
pref rendered mean  com.sun.media.jai mlibmeanrif sunmeanrif
pref rendered medianfilter com.sun.media.jai mlibmedianfilterrif sunmedianfilterrif
pref rendered min  com.sun.media.jai mlibminrif sunminrif
pref rendered minfilter com.sun.media.jai mlibminfilterrif sunminfilterrif
pref rendered mosaic com.sun.media.jai mlibmosaicrif sunmosaicrif
pref rendered multiply com.sun.media.jai mlibmultiplyrif sunmultiplyrif
pref rendered multiplyconst com.sun.media.jai mlibmultiplyconstrif sunmultiplyconstrif
pref rendered not  com.sun.media.jai mlibnotrif sunnotrif
pref rendered or  com.sun.media.jai mliborrif sunorrif
pref rendered orconst  com.sun.media.jai mliborconstrif sunorconstrif
```

pref rendered rescale com.sun.media.jai mlibrescalerif sunrescalerif
pref rendered rotate com.sun.media.jai mlibrotaterif sunrotaterif
pref rendered scale com.sun.media.jai mlibscalerif sunscalerif
pref rendered shear com.sun.media.jai mlibshearrif sunshearrif
pref rendered subsampleaverage com.sun.media.jai mlibsubsampleaveragerif sunsubsampleaveragerif
pref rendered subsamplebinarytogray com.sun.media.jai mlibsubsamplebinarytograyrif sunsubsamplebinarytograyrif
pref rendered subtractconst com.sun.media.jai mlibsubtractconstrif sunsubtractconstrif
pref rendered subtractfromconst com.sun.media.jai mlibsubtractfromconstrif sunsubtractfromconstrif
pref rendered subtract com.sun.media.jai mlibsubtractrif sunsubtractrif
pref rendered threshold com.sun.media.jai mlibthresholdrif sunthresholdrif
pref rendered translate com.sun.media.jai mlibtranslaterif suntransrif
pref rendered transpose com.sun.media.jai mlibtransposerif suntransposerif
pref rendered unsharpmask com.sun.media.jai mlibunsharpmaskrif sununsharpmaskrif
pref rendered warp com.sun.media.jai mlibwarprif sunwarprif
pref rendered xor com.sun.media.jai mlibxorrif sunxorrif
pref rendered xorconst com.sun.media.jai mlibxorconstrif sunxorconstrif

Found
 in path(s):
* /jai-core-1-1-3-2-jar/META-INF/javax.media.jai.registryFile.jai
No license file was found, but licenses were detected in source scan.

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Found in path(s):
* /jai-core-1-1-3-2-jar/javax/media/jai/com.sun.media.jai.opimage.properties
* /jai-core-1-1-3-2-jar/javax/media/jai/javax.media.jai.tilecodec.properties
* /jai-core-1-1-3-2-jar/javax/media/jai/com.sun.media.jai.mlib.properties
* /jai-core-1-1-3-2-jar/javax/media/jai/javax.media.jai.util.properties
* /jai-core-1-1-3-2-jar/javax/media/jai/com.sun.media.jai.iterator.properties
* /jai-core-1-1-3-2-jar/javax/media/jai/javax.media.jai.iterator.properties
* /jai-core-1-1-3-2-jar/javax/media/jai/javax.media.jai.widget.properties
* /jai-core-1-1-3-2-jar/javax/media/jai/com.sun.media.jai.rmi.properties
* /jai-core-1-1-3-2-jar/javax/media/jai/javax.media.jai.registry.properties
* /jai-core-1-1-3-2-jar/javax/media/jai/javax.media.jai.operator.properties
* /jai-core-1-1-3-2-jar/javax/media/jai/com.sun.media.jai.util.properties
* /jai-core-1-1-3-2-jar/javax/media/jai/javax.media.jai.properties
*
 /jai-core-1-1-3-2-jar/javax/media/jai/com.sun.media.jai.tilecodec.properties
* /jai-core-1-1-3-2-jar/javax/media/jai/javax.media.jai.remote.properties

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1.276 rt-ha 2.2.10

1.277 stax-ex 1.7.7

1.278 aws-java-sdk-swf-libraries 1.11.22

1.279 servlet-api 6.0.37

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*/

package io.swagger.annotations;

import java.lang.annotation.ElementType;
import java.lang.annotation.Retention;
import java.lang.annotation.RetentionPolicy;
import java.lang.annotation.Target;

/**
* License metadata available within the info section of a Swagger definition, see
* https://github.com/swagger-api/swagger-spec/blob/master/versions/2.0.md#licenseObject
*
* @since 1.5.0
 */

@Target(ElementType.ANNOTATION_TYPE)
@Retention(RetentionPolicy.RUNTIME)
public @interface License {

  /**
   * The name of the license.
   *
```

```
     * @return the name of the license
     */
    String name();

    /**
     * An optional URL for the license.
     *
     * @return an optional URL for the license.
     */
    String url() default "";
}
```

1.283 swagger 1.5.3

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```
package io.swagger.models;

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

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

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

  public String getName() {
    return name;
  }

  public void setName(String name) {
    this.name = name;
  }

  public String getUrl() {
    return url;
  }

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

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

    @Override
    public boolean equals(Object obj) {
        if (this == obj) {
            return true;
        }
        if (obj == null) {
            return false;
        }
        if (getClass()
  != obj.getClass()) {
            return false;
        }
        License other = (License) obj;
        if (name == null) {
            if (other.name != null) {
                return false;
            }
        } else if (!name.equals(other.name)) {
            return false;
        }
        if (url == null) {
            if (other.url != null) {
                return false;
            }
        } else if (!url.equals(other.url)) {
            return false;
        }
        return true;
    }
}
```

1.284 spring-context-support 4.2.3

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1.285 spring-web-mvc 4.2.3

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src/test/resources/CSVFileParser/test_rfc4180_trim.txt
src/test/resources/CSVFileParser/testCSV85.csv
src/test/resources/CSVFileParser/testCSV85_default.txt
src/test/resources/CSVFileParser/testCSV85_ignoreEmpty.txt
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files are used as test data and test result specifications.

1.288 google-protobuf 2.6.1

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  * Optimize Java serialization code when writing a small message to a stream.
  * Optimize Java serialization of strings so that UTF-8 encoding happens only
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  * Clean up some Java warnings.
  * Fix bug with permanent callbacks that delete themselves when run.
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  * Fixed m4/acx_pthread.m4 problem for some Linux distributions.
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  * Added atomicops for Solaris

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1.295 spring-jdbc 4.3.2

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* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/init/ScriptParseException.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/rowset/SqlRowSetMetaData.java
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 /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/metadata/PostgresTableMetaDataProvider.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/embedded/DataSourceFactory.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/rowset/SqlRowSet.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/embedded/ConnectionProperties.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/incrementer/DerbyMaxValueIncrementer.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/init/DatabasePopulatorUtils.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/init/DatabasePopulator.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/DataSourceUtils.java
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* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/rowset/ResultSetWrappingSqlRowSet.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/embedded/EmbeddedDatabaseFactoryBean.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/object/StoredProcedure.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/namedparam/MapSqlParameterSource.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/init/ScriptException.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/PreparedStatementCreatorFactory.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/init/DataSourceInitializer.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/namedparam/NamedParameterJdbcTemplate.java
*
 /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/metadata/OracleTableMetaDataProvider.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/incrementer/HsqlMaxValueIncrementer.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/SQLExceptionSubclassTranslator.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/JdbcOperations.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/lob/DefaultLobHandler.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/init/CannotReadScriptException.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/metadata/HsqlTableMetaDataProvider.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/rowset/ResultSetWrappingSqlRowSetMetaData.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/embedded/EmbeddedDatabaseConfigurerFactory.java

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* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/embedded/H2EmbeddedDatabaseConfigurer.java
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* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/CustomSQLErrorCodesTranslation.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/init/UncategorizedScriptException.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/ParameterizedPreparedStatementSetter.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/namedparam/NamedParameterJdbcOperations.java
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*/
/**
* Strategy interface for translating between {@link SQLException SQLExceptions}
* and Spring's data access strategy-agnostic {@link DataAccessException}
* hierarchy.
*
* <p>Implementations can be generic (for example, using
* {@link java.sql.SQLException#getSQLState() SQLState} codes for JDBC) or wholly
 * proprietary (for example, using Oracle error codes) for greater precision.
*
* @author Rod Johnson
* @author Juergen Hoeller
* @see org.springframework.dao.DataAccessException
*/
```

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* /spring-jdbc-4-3-2-release-sources-

jar/org/springframework/jdbc/support/xml/SqlXmlFeatureNotImplementedException.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/lookup/DataSourceLookup.java
*
/spring-jdbc-4-3-2-release-sources-
jar/org/springframework/jdbc/datasource/lookup/DataSourceLookupFailureException.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/RowCallbackHandler.java
* /spring-jdbc-4-3-2-release-sources-
jar/org/springframework/jdbc/core/namedparam/NamedParameterBatchUpdateUtils.java
* /spring-jdbc-4-3-2-release-sources-
jar/org/springframework/jdbc/support/AbstractFallbackSQLExceptionTranslator.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/object/SqlFunction.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/lookup/MapDataSourceLookup.java
* /spring-jdbc-4-3-2-release-sources-
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* /spring-jdbc-4-3-2-release-sources-
jar/org/springframework/jdbc/core/InterruptibleBatchPreparedStatementSetter.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/object/MappingSqlQueryWithParameters.java
*
/spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/PreparedStatementSetter.java
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* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/xml/SqlXmlObjectMappingHandler.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/namedparam/SqlParameterSource.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/ResultSetExtractor.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/lob/PassThroughClob.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/BatchUpdateUtils.java
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* /spring-jdbc-4-3-2-release-sources-
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* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/SqlTypeValue.java
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* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/DatabaseMetaDataCallback.java
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* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/lookup/SingleDataSourceLookup.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/WebSphereDataSourceAdapter.java
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* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/object/UpdatableSqlQuery.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/GeneratedKeyHolder.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/lob/SpringLobCreatorSynchronization.java
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* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/xml/XmlBinaryStreamProvider.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/SqlValue.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/SQLWarningException.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/RowMapperResultSetExtractor.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/nativejdbc/NativeJdbcExtractorAdapter.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/MetaDataAccessException.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/LobRetrievalFailureException.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/lookup/JndiDataSourceLookup.java
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* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/namedparam/SqlParameterSourceUtils.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/CallableStatementCreatorFactory.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/ColumnMapRowMapper.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/lob/LobCreatorUtils.java
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* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/KeyHolder.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/BadSqlGrammarException.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/BatchPreparedStatementSetter.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/AbstractDataSource.java
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* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/object/SqlQuery.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/SqlInOutParameter.java
* /spring-jdbc-4-3-2-release-sources-
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* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/support/JdbcDaoSupport.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/UncategorizedSQLException.java
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 /spring-jdbc-4-3-2-release-sources-
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* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/SqlReturnType.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/support/AbstractSqlTypeValue.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/SqlParameterValue.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/metadata/OracleCallMetaDataProvider.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/SQLErrorCodesFactory.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/RowMapper.java
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* /spring-jdbc-4-3-2-release-sources-
jar/org/springframework/jdbc/core/namedparam/NamedParameterJdbcDaoSupport.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/ConnectionProxy.java
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 /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/object/SqlUpdate.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/PreparedStatementCreator.java
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* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/embedded/OutputStreamFactory.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/object/SqlOperation.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/ResultSetSupportingSqlParameter.java
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 /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/incrementer/DB2MainframeSequenceMaxValueIncrementer.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/DisposableSqlTypeValue.java
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* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/lob/TemporaryLobCreator.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/nativejdbc/WebLogicNativeJdbcExtractor.java
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/spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/LazyConnectionDataSourceProxy.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/namedparam/EmptySqlParameterSource.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/metadata/CallMetaDataProvider.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/metadata/TableMetaDataProvider.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/ArgumentTypePreparedStatementSetter.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/SingleConnectionDataSource.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/ArgumentPreparedStatementSetter.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/support/AbstractLobCreatingPreparedStatementCallback.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/lob/AbstractLobHandler.java
*
/spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/nativejdbc/WebSphereNativeJdbcExtractor.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/TransactionAwareDataSourceProxy.java
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*/
/**
  * Close this LobCreator session and free its temporarily created BLOBs and CLOBs.
  * Will not need to do anything if using PreparedStatement's standard methods,
  * but might be necessary to free database resources if using proprietary means.
  * <p><b>NOTE</b>: Needs to be invoked after the involved
 PreparedStatements have
  * been executed or the affected O/R mapping sessions have been flushed.
  * Otherwise, the database resources for the temporary BLOBs might stay allocated.
  */
```

Found in path(s):
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```

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* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/init/ScriptUtils.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/AbstractDriverBasedDataSource.java
*
 /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/JdbcTemplate.java
* /spring-jdbc-4-3-2-release-sources-
jar/org/springframework/jdbc/datasource/UserCredentialsDataSourceAdapter.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/simple/SimpleJdbcInsert.java
* /spring-jdbc-4-3-2-release-sources-
jar/org/springframework/jdbc/datasource/init/CompositeDatabasePopulator.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/StatementCreatorUtils.java

* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/PreparedStatementCallback.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/simple/AbstractJdbcInsert.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/ConnectionHolder.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/SQLErrorCodes.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/simple/SimpleJdbcInsertOperations.java
*
/spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/init/ResourceDatabasePopulator.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/object/GenericSqlQuery.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/ConnectionCallback.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/BeanPropertyRowMapper.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/config/DatabasePopulatorConfigUtils.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/object/BatchSqlUpdate.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/ConnectionHandle.java
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* /spring-jdbc-4-3-2-release-sources-
jar/org/springframework/jdbc/config/InitializeDatabaseBeanDefinitionParser.java
* /spring-jdbc-4-3-2-release-sources-
jar/org/springframework/jdbc/core/metadata/PostgresCallMetaDataProvider.java
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*/
/**
* Abstraction for handling large binary fields and large text fields in
* specific databases, no matter if represented as simple types or Large OBjects.
* Its main purpose is to isolate Oracle 9i's peculiar handling of LOBs in
* {@link OracleLobHandler}; most other databases should be able to work
*
 with the provided {@link DefaultLobHandler}.
*
* <p>Provides accessor methods for BLOBs and CLOBs, and acts as factory for
* LobCreator instances, to be used as sessions for creating BLOBs or CLOBs.
* LobCreators are typically instantiated for each statement execution or for
* each transaction; they are not thread-safe because they might track
* allocated database resources in order to free them after execution.
*
* <p>Most databases/drivers should be able to work with {@link DefaultLobHandler},
* which by default delegates to JDBC's direct accessor methods, avoiding the
* {@code java.sql.Blob} and {@code java.sql.Clob} API completely.
* {@link DefaultLobHandler} can also be configured to access LOBs using
* {@code PreparedStatement.setBlob/setClob} (e.g. for PostgreSQL), through
* setting the {@link DefaultLobHandler#setWrapAsLob "wrapAsLob"} property.
*
* <p>Unfortunately, Oracle 9i just accepts Blob/Clob instances created via its own
* proprietary BLOB/CLOB API, and
 additionally doesn't accept large streams for
* PreparedStatement's corresponding setter methods. Therefore, you need to use
* {@link OracleLobHandler} there, which uses Oracle's BLOB/CLOB API for both types
* of access. The Oracle 10g+ JDBC driver will work with {@link DefaultLobHandler}
* as well, with some limitations in terms of LOB sizes depending on DBMS setup;
* as of Oracle 11g (or actually, using the 11g driver even against older databases),
* there should be no need to use {@link OracleLobHandler} at all anymore.
*
* <p>Of course, you need to declare different field types for each database.
* In Oracle, any binary content needs to go into a BLOB, and all character content
* beyond 4000 bytes needs to go into a CLOB. In MySQL, there is no notion of a
* CLOB type but rather a LONGTEXT type that behaves like a VARCHAR. For complete
* portability, use a LobHandler for fields that might typically require LOBs on
* some database because of the field size (take Oracle's
 numbers as a guideline).
*
* <p><b>Summarizing the recommended options (for actual LOB fields):</b>
* <ul>
* <li><b>JDBC 4.0 driver (including Oracle 11g driver):</b> Use {@link DefaultLobHandler},
* potentially with {@code streamAsLob=true} if your database driver requires that
```

```
* hint when populating a LOB field. Fall back to {@code createTemporaryLob=true}
* if you happen to run into LOB size limitations with your (Oracle) database setup.
* <li><b>Oracle 10g driver:</b> Use {@link DefaultLobHandler} with standard setup.
* On Oracle 10.1, set the "SetBigStringTryClob" connection property; as of Oracle 10.2,
* DefaultLobHandler should work with standard setup out of the box. Alternatively,
* consider using the proprietary {@link OracleLobHandler} (see below).
* <li><b>Oracle 9i driver:</b> Use {@link OracleLobHandler} with a connection-pool-specific
* {@link OracleLobHandler#setNativeJdbcExtractor NativeJdbcExtractor}.
* <li><b>PostgreSQL:</b> Configure {@link DefaultLobHandler}
 with {@code wrapAsLob=true},
* and use that LobHandler to access OID columns (but not BYTEA) in your database tables.
* <li>For all other database drivers (and for non-LOB fields that might potentially
* turn into LOBs on some databases): Simply use a plain {@link DefaultLobHandler}.
* </ul>
*
* @author Juergen Hoeller
* @since 23.12.2003
* @see DefaultLobHandler
* @see OracleLobHandler
* @see java.sql.ResultSet#getBlob
* @see java.sql.ResultSet#getClob
* @see java.sql.ResultSet#getBytes
* @see java.sql.ResultSet#getBinaryStream
* @see java.sql.ResultSet#getString
* @see java.sql.ResultSet#getAsciiStream
* @see java.sql.ResultSet#getCharacterStream
*/

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/**
```

```
* Implement this interface when parameters need to be customized based
* on the connection. We might need to do this to make use of proprietary
* features, available only with a specific Connection type.
*
* @author Rod Johnson
* @author Thomas Risberg
* @see CallableStatementCreatorFactory#newCallableStatementCreator(ParameterMapper)
 * @see org.springframework.jdbc.object.StoredProcedure#execute(ParameterMapper)
*/
/**
  * Create a Map of input parameters, keyed by name.
  * @param con JDBC connection. This is useful (and the purpose of this interface)
  * if we need to do something RDBMS-specific with a proprietary Connection
  * implementation class. This class conceals such proprietary details. However,
  * it is best to avoid using such proprietary RDBMS features if possible.
  * @throws SQLException if a SQLException is encountered setting
  * parameter values (that is, there's no need to catch SQLException)
  * @return Map of input parameters, keyed by name (never {@code null})
  */
```

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* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/ParameterMapper.java
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```
/**
* The classes in this package make JDBC easier to use and
* reduce the likelihood of common errors. In particular, they:
* <ul>
* <li>Simplify error handling, avoiding the need for try/catch/finally
* blocks in application code.
* <li>Present exceptions to application code in a generic hierarchy of
* unchecked exceptions, enabling applications to catch data access
* exceptions without being dependent on JDBC, and to ignore fatal
* exceptions there is no value in catching.
* <li>Allow the implementation of error handling to be modified
* to target different RDBMSes without introducing proprietary
* dependencies into application code.
* </ul>
*
* <p>This package and related packages are discussed in Chapter 9 of
* <a href="http://www.amazon.com/exec/obidos/tg/detail/-/0764543857/">Expert One-On-One J2EE Design and
Development</a>
* by Rod Johnson (Wrox, 2002).
*/
```

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* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/SqlOutParameter.java
* /spring-jdbc-4-3-2-release-sources-
jar/org/springframework/jdbc/support/incrementer/DataFieldMaxValueIncrementer.java
*
 /spring-jdbc-4-3-2-release-sources-
jar/org/springframework/jdbc/core/metadata/SqlServerCallMetaDataProvider.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/metadata/CallParameterMetaData.java
* /spring-jdbc-4-3-2-release-sources-
jar/org/springframework/jdbc/core/metadata/DerbyTableMetaDataProvider.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/metadata/TableParameterMetaData.java
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* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/simple/AbstractJdbcCall.java
*
/spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/embedded/EmbeddedDatabaseFactory.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/embedded/EmbeddedDatabase.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/simple/SimpleJdbcCall.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/namedparam/NamedParameterUtils.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/metadata/CallMetaDataProviderFactory.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/JdbcUtils.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/simple/SimpleJdbcCallOperations.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/metadata/TableMetaDataContext.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/init/ScriptStatementFailedException.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/DataSourceTransactionManager.java
*
/spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/embedded/EmbeddedDatabaseConfigurer.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/nativejdbc/NativeJdbcExtractor.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/nativejdbc/SimpleNativeJdbcExtractor.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/xml/Jdbc4SqlXmlHandler.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/SimpleDriverDataSource.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/nativejdbc/CommonsDbcpNativeJdbcExtractor.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/metadata/HanaCallMetaDataProvider.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/SqlParameter.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/metadata/TableMetaDataProviderFactory.java
*
/spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/embedded/AbstractEmbeddedDatabaseConfigurer.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/SQLErrorCodeSQLExceptionTranslator.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/DriverManagerDataSource.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/metadata/CallMetaDataContext.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/config/EmbeddedDatabaseBeanDefinitionParser.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/metadata/GenericTableMetaDataProvider.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/datasource/embedded/EmbeddedDatabaseBuilder.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/SingleColumnRowMapper.java
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/core/SqlRowSetResultSetExtractor.java

*
/spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/xml/SqlXmlHandler.java
* /spring-jdbc-4-3-2-release-sources-
jar/org/springframework/jdbc/core/metadata/GenericCallMetaDataProvider.java
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*/
/**
* {@link LobHandler} implementation for Oracle databases. Uses proprietary API
* to create {@code oracle.sql.BLOB} and {@code oracle.sql.CLOB}
* instances, as necessary when working with Oracle's JDBC driver.
* Note that this LobHandler requires Oracle JDBC driver 9i or higher!
*
* <p>While most databases
 are able to work with {@link DefaultLobHandler},
* Oracle 9i (or more specifically, the Oracle 9i JDBC driver) just accepts
* Blob/Clob instances created via its own proprietary BLOB/CLOB API,
* and additionally doesn't accept large streams for PreparedStatement's
* corresponding setter methods. Therefore, you need to use a strategy like
* this LobHandler implementation, or upgrade to the Oracle 10g/11g driver
* (which still supports access to Oracle 9i databases).
*
* <p><b>NOTE: As of Oracle 10.2, {@link DefaultLobHandler} should work equally
* well out of the box. On Oracle 11g, JDBC 4.0 based options such as
* {@link DefaultLobHandler#setStreamAsLob} and {@link DefaultLobHandler#setCreateTemporaryLob}
* are available as well, rendering this proprietary OracleLobHandler obsolete.</b>
* Also, consider upgrading to a new driver even when accessing an older database.
* See the {@link LobHandler} interface javadoc for a summary of recommendations.
*
* <p>Needs to
 work on a native JDBC Connection, to be able to cast it to
* {@code oracle.jdbc.OracleConnection}. If you pass in Connections from a
* connection pool (the usual case in a Java EE environment), you need to set an
* appropriate {@link org.springframework.jdbc.support.nativejdbc.NativeJdbcExtractor}
```

* to allow for automatic retrieval of the underlying native JDBC Connection.
* LobHandler and NativeJdbcExtractor are separate concerns, therefore they
* are represented by separate strategy interfaces.
*
* <p>Coded via reflection to avoid dependencies on Oracle classes.
* Even reads in Oracle constants via reflection because of different Oracle
* drivers (classes12, ojdbc14, ojdbc5, ojdbc6) having different constant values!
* As this LobHandler initializes Oracle classes on instantiation, do not define
* this as eager-initializing singleton if you do not want to depend on the Oracle
* JAR being in the class path: use "lazy-init=true" to avoid this issue.
*
* @author Juergen Hoeller
 * @author Thomas Risberg
* @since 04.12.2003
* @see DefaultLobHandler
* @see #setNativeJdbcExtractor
* @deprecated in favor of {@link DefaultLobHandler} for the Oracle 10g driver and
* higher. Consider using the 10g/11g driver even against an Oracle 9i database!
* {@link DefaultLobHandler#setCreateTemporaryLob} is the direct equivalent of this
* OracleLobHandler's implementation strategy, just using standard JDBC 4.0 API.
* That said, in most cases, regular DefaultLobHandler setup will work fine as well.
*/

Found in path(s):
* /spring-jdbc-4-3-2-release-sources-jar/org/springframework/jdbc/support/lob/OracleLobHandler.java

1.296 spring-beans 4.3.2

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1.302 spring-web-mvc 4.3.2

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* /spring-web-4-3-2-release-sources-jar/org/springframework/web/client/support/RestGatewaySupport.java
*
 /spring-web-4-3-2-release-sources-jar/org/springframework/http/client/support/HttpAccessor.java
* /spring-web-4-3-2-release-sources-jar/org/springframework/web/client/ResponseExtractor.java
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* /spring-web-4-3-2-release-sources-jar/org/springframework/web/util/HtmlCharacterEntityDecoder.java
* /spring-web-4-3-2-release-sources-jar/org/springframework/web/context/support/ContextExposingHttpServletRequest.java
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 /spring-web-4-3-2-release-sources-jar/org/springframework/web/context/request/AbstractRequestAttributes.java
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* /spring-web-4-3-2-release-sources-jar/org/springframework/remoting/caucho/SimpleBurlapServiceExporter.java
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* /spring-web-4-3-2-release-sources-jar/org/springframework/http/converter/json/GsonFactoryBean.java
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* /spring-web-4-3-2-release-sources-jar/org/springframework/remoting/caucho/HessianProxyFactoryBean.java
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* /spring-web-4-3-2-release-sources-jar/org/springframework/http/InvalidMediaTypeException.java
* /spring-web-4-3-2-release-sources-jar/org/springframework/web/context/support/StandardServletEnvironment.java
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* /spring-web-4-3-2-release-sources-jar/org/springframework/remoting/jaxws/JaxWsSoapFaultException.java
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* /spring-web-4-3-2-release-sources-jar/org/springframework/web/bind/support/SessionAttributeStore.java
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* /spring-web-4-3-2-release-sources-jar/org/springframework/http/client/OkHttpClientHttpRequestFactory.java
* /spring-web-4-3-2-release-sources-jar/org/springframework/http/converter/json/SpringHandlerInstantiator.java
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* /spring-web-4-3-2-release-sources-
jar/org/springframework/web/context/support/WebApplicationContextUtils.java
* /spring-web-4-3-2-release-sources-jar/org/springframework/web/filter/AbstractRequestLoggingFilter.java
* /spring-web-4-3-2-release-sources-jar/org/springframework/web/util/UriComponentsBuilder.java
* /spring-web-4-3-2-release-sources-jar/org/springframework/web/bind/annotation/PostMapping.java
* /spring-web-4-3-2-release-sources-jar/org/springframework/web/bind/annotation/RestController.java
* /spring-web-4-3-2-release-sources-jar/org/springframework/http/client/OkHttp3ClientHttpRequestFactory.java
*
/spring-web-4-3-2-release-sources-jar/org/springframework/web/util/UriUtils.java
* /spring-web-4-3-2-release-sources-jar/org/springframework/web/context/annotation/RequestScope.java
* /spring-web-4-3-2-release-sources-
jar/org/springframework/http/client/SimpleStreamingAsyncClientHttpRequest.java
* /spring-web-4-3-2-release-sources-
jar/org/springframework/http/client/InterceptingAsyncClientHttpRequestFactory.java
* /spring-web-4-3-2-release-sources-jar/org/springframework/web/bind/annotation/RestControllerAdvice.java
* /spring-web-4-3-2-release-sources-
jar/org/springframework/web/accept/MappingMediaTypeFileExtensionResolver.java
* /spring-web-4-3-2-release-sources-jar/org/springframework/http/HttpStatus.java
* /spring-web-4-3-2-release-sources-jar/org/springframework/web/client/AsyncRestTemplate.java
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* /spring-web-4-3-2-release-sources-jar/org/springframework/http/client/SimpleBufferingClientHttpRequest.java
* /spring-web-4-3-2-release-sources-
jar/org/springframework/http/converter/ObjectToStringHttpMessageConverter.java
* /spring-web-4-3-2-release-sources-jar/org/springframework/http/client/support/BasicAuthorizationInterceptor.java
* /spring-web-4-3-2-release-sources-
jar/org/springframework/http/client/AbstractBufferingAsyncClientHttpRequest.java
* /spring-web-4-3-2-release-sources-jar/org/springframework/web/method/support/ModelAndViewContainer.java
* /spring-web-4-3-2-release-sources-
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jar/org/springframework/http/converter/support/AllEncompassingFormHttpMessageConverter.java
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* /spring-web-4-3-2-release-sources-jar/org/springframework/http/client/ClientHttpRequestExecution.java
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* /spring-web-4-3-2-release-sources-jar/org/springframework/http/client/OkHttpClientHttpResponse.java
* /spring-web-4-3-2-release-sources-jar/org/springframework/web/bind/annotation/CrossOrigin.java
* /spring-web-4-3-2-release-sources-jar/org/springframework/web/method/HandlerMethod.java
* /spring-web-4-3-2-release-sources-jar/org/springframework/web/method/annotation/RequestParamMethodArgumentResolver.java
* /spring-web-4-3-2-release-sources-jar/org/springframework/web/context/annotation/SessionScope.java

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1.306 jackson-data 1.9.13

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1.310 grizzly-http 2.3.3

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1.312 grizzly-http-server 2.3.3

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1.314 derbyoptionaltools 10.14.2.0

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http://members.unine.ch/jacques.savoy/clef/index.html.

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1.338 jmx-console 5.5.1.172852

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1.339 resteasy-jax-rs 3.0.12

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1.342 mime-pull 1.9.4

1.343 avalon-framework 4.1.5

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1.344 groovy-all 2.4.4

1.345 annotations-api 6.0.53

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analysis/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/hi/stopwords.txt
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http://members.unine.ch/jacques.savoy/clef/index.html.

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analysis/common/src/java/org/apache/lucene/analysis/de/GermanLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/de/GermanMinimalStemmer.java

analysis/common/src/java/org/apache/lucene/analysis/es/SpanishLightStemmer.java
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analysis/common/src/java/org/apache/lucene/analysis/hu/HungarianLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/it/ItalianLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/pt/PortugueseLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/ru/RussianLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/sv/SwedishLightStemmer.java

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1.349 mysql 5.0.41

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1.350 libjpeg 4A

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==

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

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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.

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DOCUMENTATION ROADMAP
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This file contains the following sections:

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

Other documentation files in the distribution are:

User documentation:
install.doc How to configure and install the IJG software.
usage.doc Usage instructions for cjpeg, djpeg, jpegtran, rdjpgcom, and wrjpgcom.
*.1 Unix-style man pages for programs (same info as usage.doc).
wizard.doc Advanced usage instructions for JPEG wizards only.
change.log Version-to-version change highlights.
Programmer and internal documentation:
libjpeg.doc How to use the JPEG library in your own programs.
example.c Sample code for calling the JPEG library.
structure.doc Overview of the JPEG library's internal structure.
filelist.doc Road map of IJG files.
coderules.doc Coding style rules --- please read if you contribute code.

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

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

OVERVIEW
========

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

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

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

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

The emphasis in designing this software has been on achieving portability and flexibility, while also making it fast enough to be useful. In particular, the software is not intended to be read as a tutorial on JPEG. (See the

REFERENCES section for introductory material.) Rather, it is intended to
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 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,
ltconfig, ltmain.sh). Another support script, install-sh, is copyright
by M.I.T. but is also freely distributable.

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

The IJG distribution formerly included code to read and write GIF files.
To avoid entanglement with the Unisys LZW patent, GIF reading support has
been removed altogether, and the GIF writer has been simplified to produce
"uncompressed GIFs". This technique does not use the LZW algorithm; the
resulting GIF files are larger than usual, but are readable by all standard
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REFERENCES
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We highly recommend reading one or more of these references before trying to understand the innards of the JPEG software.

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

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

The best full 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). This is by far the most complete exposition of JPEG in existence, and we highly recommend it.

The JPEG standard itself is not available electronically; you must order a

paper copy through ISO or ITU. (Unless you feel a need to own a certified official copy, we recommend buying the Pennebaker and Mitchell book instead; it's much cheaper and includes a great deal of useful explanatory material.) In the USA, copies of the standard may be ordered from ANSI Sales at (212) 642-4900, or from Global Engineering Documents at (800) 854-7179. (ANSI

doesn't take credit card orders, but Global does.) It's not cheap: as of 1992, ANSI was charging $95 for Part 1 and $47 for Part 2, plus 7% shipping/handling. The standard is divided into two parts, Part 1 being the actual specification, while Part 2 covers compliance testing methods. Part 1 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS 10918-1, ITU-T T.81. Part 2 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 2: Compliance testing" and has document numbers ISO/IEC IS 10918-2, ITU-T T.83.

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

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

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

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

ARCHIVE LOCATIONS

The "official" archive site for this software is ftp.uu.net (Internet address 192.48.96.9). The most recent released version can always be found there in directory

graphics/jpeg. This particular version will be archived as ftp://ftp.uu.net/graphics/jpeg/jpegsrc.v6b.tar.gz. If you don't have direct Internet access, UUNET's archives are also available via UUCP; contact help@uunet.uu.net for information on retrieving files that way.

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

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

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

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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.

1.351 libxml 2.9.1

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1.352 jackson-dataformat-xml 2.9.4

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1.353 jackson-jaxrs-base 2.6.1

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1.354 bcel 2.5.1

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  http://www.w3.org/TR/2004/REC-DOM-Level-3-LS-20040407/
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  http://www.w3.org/TR/2000/REC-DOM-Level-2-Style-20001113/
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  http://www.w3.org/TR/2000/REC-DOM-Level-2-Views-20001113/

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1.357 t1lib 5.1.2

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1.367 htmlunit 2.13

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1.369 unzip 6

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- -

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```
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  *
  * A collection of File Manager and related routines
  *
  * by Jim Luther (Apple Macintosh Developer Technical Support Emeritus)
  * with significant code contributions by Nitin Ganatra
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```
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*
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*
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"He says that he thought that whoever contacted him understood that he has no objection to the Info-ZIP group's inclusion of his code. His primary concern is that it remain freely distributable, he said."

Despite the fact that our "normal" code has been entirely rewritten and by default
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Kai Uwe Rommel (OS/2), John Bush and Paul Kienitz (Amiga), Antoine
Verheijen (Macintosh), Hunter Goatley (more VMS), Mike White (Windows
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The decompression core code for the deflate method (inflate.[ch],
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* /support-ui-widget-1-0-0-sources-jar/support/ui/widget/ForegroundRelativeLayout.java
* /support-ui-widget-1-0-0-sources-jar/support/ui/widget/ForegroundLinearLayout.java

1.371 javassist 3.18.0

1.371.1 Available under license :

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1.372 wscompile 2.2.10

1.373 icu4j 55.1

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1.377 spring-security-config 4.0.4

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contrib/analyzers/common/src/java/org/apache/lucene/analysis/es/SpanishLightStemmer.java
contrib/analyzers/common/src/java/org/apache/lucene/analysis/fi/FinnishLightStemmer.java
contrib/analyzers/common/src/java/org/apache/lucene/analysis/fr/FrenchLightStemmer.java

contrib/analyzers/common/src/java/org/apache/lucene/analysis/fr/FrenchMinimalStemmer.java
contrib/analyzers/common/src/java/org/apache/lucene/analysis/hu/HungarianLightStemmer.java
contrib/analyzers/common/src/java/org/apache/lucene/analysis/it/ItalianLightStemmer.java
contrib/analyzers/common/src/java/org/apache/lucene/analysis/pt/PortugueseLightStemmer.java
contrib/analyzers/common/src/java/org/apache/lucene/analysis/ru/RussianLightStemmer.java
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FYI: Brian also added: "A bit of history might be in order.
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3.1.1 A Compatible Implementation must comply with the full Specification, including all its required interfaces and functionality;

3.1.2 A Compatible Implementation must either: (i) pass the most current compatibility requirements (as defined by the TCK User's Guide) which were made available by Sun one hundred twenty (120) days before first commercial shipment ("FCS") of each version of the Compatible Implementation (eg. if Your FCS was December 31, 2003, You must have passed the most current version of the TCK as of September 2, 2003); or (ii) at Your option, pass all the compatibility requirements of a newer version of the TCK and its associated TCK User's Guide;

3.1.3 A Compatible Implementation may not modify the functional behavior of the "Java Classes" which means the specific class libraries associated

with the Technology; and

3.1.4 A Compatible Implementation may not modify, subset, superset or otherwise extend the Licensor Name Space, nor include any public or protected packages, classes, Java interfaces, fields or methods within the Licensor Name Space other than those required and/or authorized by the Specification. "Licensor Name Space" means the public class or interface declarations whose names begin with "java", "javax", "com.sun" or their equivalents in any subsequent naming convention adopted by Sun through the Java Community Process, or any recognized successors or replacements thereof.

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However, linking a "work that uses the Library" with the Library

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

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.
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1.396 cyrus-sasl 2.1.23

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Version 3, 29 June 2007

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==========

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1.399 ui-widgets 4.4.0.v20140623020002

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fileFormatVersion: 2
guid: f77549dfdff0141cf93f22327b7d1feb
TextScriptImporter:
 externalObjects: {}
 userData:
 assetBundleName:
 assetBundleVariant:
ISC
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fileFormatVersion: 2
guid: 959a843c15d034cefaa96d9608f76fa7
TextScriptImporter:
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 assetBundleVariant:
fileFormatVersion: 2
guid: 98f4768c9e1754bee9b7438f40b2b854
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1.400 ant-apache-log4j 1.9.6

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1.403 ant-apache-xalan2 1.9.6

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1.407 ant-testutil 1.9.6

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1.408 ant-javamail 1.9.6

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1.409 ant-junit4 1.9.6

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1.411 ant-apache-bcel 1.9.6

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1.418 ant-jai 1.9.6

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

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

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In
addition, mere aggregation of another work not based on the Library
with the Library (or with a work based on the Library) on a volume of
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the Library into a program that is not a library.

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must be distributed under the terms of Sections 1 and 2 above on a
medium customarily used for software interchange.

If distribution of object code is made by offering access to copy
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Section 6 states terms for distribution of such executables.

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

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

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

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to use the modified definitions.)

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

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

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

For an executable, the required form of the "work that uses the
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distributed (in either source or binary form) with the major
components (compiler, kernel, and so on) of the operating system on
which the executable runs, unless that component itself accompanies
the
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It may happen that this requirement contradicts the license
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That's all there is to it!

1.425 junit 4.12

1.425.1 Available under license :

JUnit

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1.426 gstreamer 0.10.35

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any

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1.427 poi-ooxml 3.12

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1.428 parser-library 1.8

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1.429 poi-scratchpad 3.12

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1.431 plugin-properties 2.0.3

1.432 spring-framework 3.0.7

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Bouncy Castle library (bcprov-*.jar, bcpg-*.jar, bcpkix-*.jar)

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1.449 qt 5.12.4

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1.451 hamcrest 2.2

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1.452 xerces-c 3.2.1.0

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1.456 tomcat-catalina-ha 7.0.39.2

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1.462 wsrx-testing 2.3.1

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1.463 resteasy-guice 3.0.12

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1.466 jmespath-java 1.11.60

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1.468 core4j 0.6

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1.469 aws-java-sdk-directory 1.11.60

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1.470 jackson-dataformat-smile 2.6.1

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1.471 aws-java-sdk-acm 1.11.60

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1.514 wsrm-api 2.3.1

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1.517 aws-java-sdk-ssm 1.11.60

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1.526 jena-core 2.13.0

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1.527 eclipse-jgit 3.6.2.201501210735

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1.551 java-api 11.0.30.09.46

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1.552 aws-java-sdk-cloudsearch 1.11.60

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1.553 tika-core 1.13

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1.559 aws-java-sdk-ses 1.11.60

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1.569 poi-scratchpad 3.16

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1.578 webservices-extra-api 2.3.1

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1.582 aws-java-sdk-ecs 1.11.60

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1.584 aws-java-sdk-waf 1.11.60

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1.597 spring-oxm 4.3.2

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---
abstract: 'Build and install Perl modules'
author:
- 'Ken Williams <kwilliams@cpan.org>'
- "Development questions, bug reports, and patches should be sent to the\nModule-Build mailing list at <module-build@perl.org>."
build_requires:
File::Temp: 0.15
Test::Harness: 3.16
Test::More: 0.49
generated_by: 'Module::Build version 0.3608'
license: gpl
meta-spec:
url: http://module-build.sourceforge.net/META-spec-v1.4.html
version: 1.4
name: Module-Build
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version: 3

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Julian Seward, jseward@bzip.org
bzip2/libbzip2 version 1.0.6 of 6 September 2010

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Also add information on how to contact you by electronic and paper mail.

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at assemblers) written by James Hacker.

<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice

That's all there is to it!
#!perl

=head1 NAME

copyright.t

=head1 DESCRIPTION

Tests that the latest copyright years in the top-level README file and the
C<perl -v> output match each other.

If the test fails, update at least one of README and perl.c so that they match
reality.

Optionally you can pass the C<--now> option to check they are at the current
year. This isn't checked by default, so that it doesn't fail for people
working on older releases. It should be run before making a new release.

=cut

use strict;
use Config;
BEGIN { require './test.pl' }

if ($Config{usecrosscompile}) {
skip_all("Not all files are available during cross-compilation");
}

my ($opt) = @ARGV;

my $readme_year = readme_year();

```
my $v_year = v_year();

# Check that both copyright dates are up-to-date, but only if requested, so
# that tests still pass for people intentionally working on older versions:
if ($opt eq '--now')
{
 my $current_year = (gmtime)[5] + 1900;
 is $v_year, $current_year, 'perl -v copyright includes current
 year';
 is $readme_year, $current_year, 'README copyright includes current year';
}

# Otherwise simply check that the two copyright dates match each other:
else
{
 is $readme_year, $v_year, 'README and perl -v copyright dates match';
}

done_testing;


sub readme_year
# returns the latest copyright year from the top-level README file
{

 open my $readme, '<', '../README' or die "Opening README failed: $!";

 # The copyright message is the first paragraph:
 local $/ = '';
 my $copyright_msg = <$readme>;

 my ($year) = $copyright_msg =~ /.*\b(\d{4,})/s
    or die "Year not found in README copyright message '$copyright_msg'";

 $year;
}


sub v_year
# returns the latest copyright year shown in perl -v
{

 my $output = runperl switches => ['-v'];
 my ($year) = $output =~ /copyright 1987.*\b(\d{4,})/i
    or die "Copyright statement not found in perl -v output '$output'";

 $year;
}
```

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1.633 trilead-ssh 1.0.0

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1.634 httpcomponents-mime 4.5.11

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1.644 mappings 3.2

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1.645 libgd 2.2.4

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Although their code does not appear in gd, the authors wish to thank
David Koblas, David Rowley, and Hutchison Avenue Software Corporation
for their prior contributions.

The Independent JPEG Group's JPEG software
==========

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

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

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

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

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

DOCUMENTATION ROADMAP
==========

This file contains the following sections:

OVERVIEW General description of JPEG and the IJG software.
LEGAL ISSUES Copyright, lack of warranty, terms of distribution.
REFERENCES Where to learn more about JPEG.
ARCHIVE LOCATIONS Where to find newer versions of this software.
RELATED SOFTWARE Other stuff you should get.

FILE FORMAT WARS Software *not* to get.
TO DO Plans for future IJG releases.

Other documentation files in the distribution are:

User documentation:
 install.doc How to configure and install the IJG software.
 usage.doc Usage instructions for cjpeg, djpeg, jpegtran,
  rdjpgcom, and wrjpgcom.
 *.1 Unix-style man pages for programs (same info
 as usage.doc).
 wizard.doc Advanced usage instructions for JPEG wizards only.
 change.log Version-to-version change highlights.
Programmer and internal documentation:
 libjpeg.doc How to use the JPEG library in your own programs.
 example.c Sample code for calling the JPEG library.
 structure.doc Overview of the JPEG library's internal structure.
 filelist.doc Road map of IJG files.
 coderules.doc Coding style rules --- please read if you contribute code.

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

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

OVERVIEW
========

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

This software implements JPEG baseline, extended-sequential, and progressive
compression

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

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

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

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

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

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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,
ltconfig, ltmain.sh). Another support script, install-sh, is copyright
by M.I.T. but is also freely distributable.

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

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

We are required to state that
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  CompuServe Incorporated. GIF(sm) is a Service Mark property of
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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 best full 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). This is by far the most complete exposition of JPEG in existence, and we highly recommend it.

The JPEG standard itself is not available electronically; you must order a

paper copy through ISO or ITU. (Unless you feel a need to own a certified official copy, we recommend buying the Pennebaker and Mitchell book instead; it's much cheaper and includes a great deal of useful explanatory material.) In the USA, copies of the standard may be ordered from ANSI Sales at (212) 642-4900, or from Global Engineering Documents at (800) 854-7179. (ANSI doesn't take credit card orders, but Global does.) It's not cheap: as of 1992, ANSI was charging $95 for Part 1 and $47 for Part 2, plus 7% shipping/handling. The standard is divided into two parts, Part 1 being the actual specification, while Part 2 covers compliance testing methods. Part 1 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS 10918-1, ITU-T T.81. Part 2 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 2: Compliance
testing" and has document
numbers ISO/IEC IS 10918-2, ITU-T T.83.

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

The JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the "JFIF" conventions, revision 1.02. A copy of the JFIF spec is available from:
Literature Department
C-Cube Microsystems, Inc.
1778 McCarthy Blvd.
Milpitas, CA 95035
phone (408) 944-6300, fax (408) 944-6314

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

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

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

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

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

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

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

1.646 log4j-properties 11.0

1.646.1 Available under license :

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Version 2.0, January 2004
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analysis/common/src/resources/org/apache/lucene/analysis/ro/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/hi/stopwords.txt
See
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analysis/common/src/java/org/apache/lucene/analysis/de/GermanLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/de/GermanMinimalStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/es/SpanishLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/fi/FinnishLightStemmer.java
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analysis/common/src/java/org/apache/lucene/analysis/hu/HungarianLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/it/ItalianLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/pt/PortugueseLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/ru/RussianLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/sv/SwedishLightStemmer.java

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analysis/common/src/resources/org/apache/lucene/analysis/ro/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/hi/stopwords.txt
See
http://members.unine.ch/jacques.savoy/clef/index.html.

The German,Spanish,Finnish,French,Hungarian,Italian,Portuguese,Russian and Swedish light stemmers

(common) are based on BSD-licensed reference implementations created by Jacques Savoy and
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analysis/common/src/java/org/apache/lucene/analysis/de/GermanLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/de/GermanMinimalStemmer.java
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http://atilika.com/releases/mecab-ipadic/mecab-ipadic-2.7.0-20070801.tar.gz

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analysis/common/src/resources/org/apache/lucene/analysis/ro/stopwords.txt,
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analysis/common/src/java/org/apache/lucene/analysis/de/GermanLightStemmer.java
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analysis/common/src/java/org/apache/lucene/analysis/fi/FinnishLightStemmer.java
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analysis/common/src/java/org/apache/lucene/analysis/pt/PortugueseLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/ru/RussianLightStemmer.java
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 mecab-ipadic-2.7.0-20070801

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com/sun/j3d/utils/applet/
MainFrame.java - run an Applet as an application in AWT Frame
JMainFrame.java - run an Applet as an application in Swing JFrame

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Distance.java

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analysis/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/hi/stopwords.txt
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analysis/common/src/java/org/apache/lucene/analysis/de/GermanMinimalStemmer.java
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analysis/common/src/java/org/apache/lucene/analysis/es/SpanishLightStemmer.java
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analysis/common/src/java/org/apache/lucene/analysis/ru/RussianLightStemmer.java
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OpenEXR on MacOS X

Building OpenEXR on MacOS X is just like building it on GNU/Linux.
Follow the instructions in the README file under BUILDLING OPENEXR,
but see below re: shared libraries.

Missing gnu automake tools on Mac OS X 10.8+

Later versions of OS X ,10.8+, do not, by default have all the necessary
tools for building. In particular, Autoconf and Automake may be missing.

The following commands will download and install the necessary components:

```
cd ~/myDevLoc
curl -OL http://ftpmirror.gnu.org/autoconf/autoconf-2.64.tar.gz
tar xzf autoconf-2.64.tar.gz
cd autoconf-2.64
./configure --prefix=~/myDevLoc/autotools-bin
make; make install

cd ~/myDevLoc
curl -OL http://ftpmirror.gnu.org/automake/automake-1.12.tar.gz
tar xzf automake-1.12.tar.gz
cd automake-1.12
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make; make install

cd ~/myDevLoc
curl -OL http://ftpmirror.gnu.org/libtool/libtool-2.4.tar.gz
tar xzf libtool-2.4.tar.gz
cd libtool-2.4
./configure
 --prefix=~/myDevLoc/autotools-bin
make; make install
```

You may want to export the installation path for your convenience.
Finally, make sure that you have installed the command line tools for XCode.

Universal Builds on Mac OS X

On OS X 10.4, you can build universal binaries by passing
'--enable-osx-universal-binaries --disable-dependency-tracking' to the
configure script. The default is *not* to build universal binaries.

Shared libraries

OpenEXR requires the "flat namespace" option when built as a shared
library. You may have problems trying to use OpenEXR shared libraries
with applications that expect OS X's two-level namespace. We have not
tested the shared libs extensively, though they appear to work with
exrdisplay and exrheader, but use them at your own risk. We will

support two-level namespace shared libs in a future release.

On the use of namespace in IlmBase and OpenEXR
---

v2.0 of the code base introduces user configurable namespaces for
component libraries. This addition introduces the ability to deal with
multiple versions of these libraries loaded at runtime.
An example case:
  Application is built with OpenEXR v1.7, but the required plugin
  requires functionality from OpenEXR v2.0.

  By injecting the version number into the (mangled) symbols, via
  the namespacing mechanism, and changing the soname, via the build
  system, the developer can link his plugin against the v2.0 library
  At run time the dynamic linker can load both the 1.7 and 2.0
  versions of the library since the library soname are different and
  the symbols are different.

When building IlmBase or OpenEXR the following configure script options
are available:
  --enable-namespaceversioning
and
  --enable-customusernamespace

--
 Internal Library Namespace
The option, --enable-namespaceversioning, controls the namespace that
is used in the library. Without an argument (see below) the library
will be built with a suffix made up of the major and minor versions.
For example, for version 2.0.0, the internal library namespaces will be
Imath_2_0, Iex_2_0, IlmThread_2_0 etc

For additional flexibility and control, this option can take an additional
argument in which case the internal library namespace will be suffixed
accordingly.
For example:
  ./configure --enable-namespaceversioning=ILM
will result in the namespaces of the type Imath_ILM, Iex_ILM etc.

This can be useful for completely isolating your local build.

Code using the library should continue to use the namespace Imath, or for
greater portability IMATH_NAMESPACE, to refer to objects in libImath.
In particular, the explicit use of the internal namespace is discouraged.

This ensures that code will continue to compile with customised
 or future
versions of the library, which may have a different internal namespace.

Similarily, for other namespaces in the libraries: Iex, IlmThread and IlmImf.

Note that this scheme allows existing code to compile without modifications,
since the 'old' namespaces Imath, Iex, IlmThread and IlmImf continue to be
available, albeit in a slightly different form.
This is achieved via the following, in the Imath case:

```
  namespace IMATH_INTERNAL_NAMESPACE {}
  namespace IMATH_NAMESPACE
  {
      using namespace IMATH_INTERNAL_NAMESPACE;
  }
```

This is included in all header files in the Imath library and similar ones
are present for the libraries Iex, IlmThread and IlmImf.

The only exception to this is where user code has forward declarations of
objects in the Imf namespace, as these will forward declare symbols in an
incorrect namespace
These forward declarations should be removed, and replaced with
  #include <ImfForward.h>,
which forward-declares all types correctly.

--
 Public/User Library Namespace
The option, --enable-customusernamespace, can override the namespace into
which we will 'export' the internal namespace. This takes an argument
that sets the name of the custom user namespace.
In the example above, IMATH_NAMESPACE could be resolved into something other
than Imath, say Imath_MySpecialNamespace.

In nearly all cases, this will not be used as per the above discussion
regarding code compatibility.
Its presence is to provide a mechanism for not prohibiting the case when
the application must pass objects from two different versions of the library.
IlmBase on MacOS X

Building IlmBase on MacOS X is just like building it on GNU/Linux.
Follow the instructions in the README file under BUILDLING ILMBASE,
but see below re: shared libraries.

Missing gnu automake tools on Mac OS X 10.8+

Later versions of OS X ,10.8+, do not, by default have all the necessary
tools for building. In particular, Autoconf and Automake may be missing.

The following commands will download and install the necessary components:

```
cd ~/myDevLoc
curl -OL http://ftpmirror.gnu.org/autoconf/autoconf-2.64.tar.gz
tar xzf autoconf-2.64.tar.gz
cd autoconf-2.64
./configure --prefix=~/myDevLoc/autotools-bin
make; make install

cd ~/myDevLoc
curl -OL http://ftpmirror.gnu.org/automake/automake-1.12.tar.gz
tar xzf automake-1.12.tar.gz
cd automake-1.12
./configure --prefix=~/myDevLoc/autotools-bin
make; make install

cd ~/myDevLoc
curl -OL http://ftpmirror.gnu.org/libtool/libtool-2.4.tar.gz
tar xzf libtool-2.4.tar.gz
cd libtool-2.4
./configure
 --prefix=~/myDevLoc/autotools-bin
make; make install
```

You may want to export the installation path for your convenience.
Finally, make sure that you have installed the command line tools for XCode.

Universal Builds on Mac OS X

OS X supports multiple architectures. By default, IlmBase will be built
for the system doing the building. For example, if you build IlmBase on
an Intel system, the libraries will be built for Intel.

You can specify building for a different architecture, or multiple architectures,
by passing the "--enable-osx-arch" flag to configure. Building for multiple
architectures requires that "--disable-dependency-tracking" be passed as well.

For example, to build for Intel and PowerPC:

```
./configure --enable-osx-arch="i386 ppc" --disable-dependency-tracking.
```

To build "4-way universal" for 32-bit and 64-bit Intel and PowerPC:

./configure --enable-osx-arch="i386 ppc x86_64 ppc64" --disable-dependency-tracking.

For more information on universal
builds, see:

http://developer.apple.com/documentation/Porting/Conceptual/PortingUNIX/compiling/chapter_4_section_3.html

Earlier releases of IlmBase included an "--enable-osx-universal-binaries"
switch, which specifies a two-way universal build: Intel and PowerPC, 32-bit only.
This is still available, but deprecated in favor of the more flexible
"--enable-osx-arch" and "--enable-osx-sdk" switches.

Choosing an SDK on Mac OS X

OS X allows you to specify one of several SDKs, or sysroots. This allows you to
target systems other than the system that your build machine runs.

For example, if you are building on Mac OS X 10.4, but you need access to features
that were introduced in Mac OS X 10.5, you can build against the Mac OS X 10.5
versions of system libraries and headers.

You can choose to build IlmBase with a specific SDK using the "--enable-osx-sdk"
switch. For example:

./configure --enable-osx-sdk=MacOSX10.5.sdk

If you are building on Mac OS X 10.4
and want to build universal, you will need to
specify the universal version of the 10.4 SDK: MacOSX10.4u.sdk. Otherwise, you probably
don't need to specify an SDK.

For more information on sysroots, see:

http://developer.apple.com/documentation/DeveloperTools/gcc-4.2.1/gcc/Directory-Options.html

Shared libraries

IlmBase requires the "flat namespace" option when built as a shared
library. You may have problems trying to use IlmBase shared libraries
with applications that expect OS X's two-level namespace. We have not
tested the shared libs extensively, though they appear to work with
exrdisplay and exrheader, but use them at your own risk. We will
support two-level namespace shared libs in a future release.

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running aclocal ...
aclocal: configure.ac: 142: macro `AM_CFLAGS' not found in library
aclocal: configure.ac: 143: macro `AM_CXXFLAGS' not found in library
failed!

you should upgrade your automake to version 1.6 or better.
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Then run './configure' and make.

Note that the configure.ac file requires a fairly new version of
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failed!

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IlmBase is one of five software packages that were designed to work
together: IlmBase, OpenEXR, OpenEXR_Viewers, CTL and OpenEXR_CTL.
You may want to build Imath by itself, or together with one or more
of the other packages.

What follows are instructions for building all five packages.
If you want to build only IlmBase, stop after step 1.

A couple of notes before getting started:

- This is not the only way to do this. This document describes a path
that doesn't involve installing libraries into default system paths,
but rather, creates a standalone universe.
- Some of these steps may be a bit redundant, and will be optimized in
the future.
- The Debug versions of the libraries and tools are not required if
you are not going to be doing any debugging, and can be optionally
built.

The source will build under both Visual Studio versions 7 and 8, and
there are separate directories for the corresponding build files. The
tag <vc7|8> is used in this document to describe
the appropriate folder
in the path that corresponds to your the version of Visual Studio.

The Visual Studio project files assume, and help build out, a directory
called "Deploy". In the end, this directory will contain the objects
that might then be moved away from the source for general running of the
compiled programs. The directory structure at the end of compiling all
the related tools looks like this:

```
Deploy
 include
 lib
   Debug
   Release
 bin
   Debug
```

Release
openexr-cvs (name as desired)
IlmBase
OpenEXR
OpenEXR_Viewers
ctl-cvs (name as desired)
CTL
OpenEXR_CTL
fltk
FL
GL
lib
nvidia
include
GL
glh
lib

If OpenEXR_Viewers is not being compiled, then fltk and nvidia will not be needed, but that will be covered later.

Step 1. Compile IlmBase

a. Point Visual Studio at the .sln file in vc\<vc7|8>\IlmBase in the IlmBase subdirectory

b. Select the Release configuration and hit Build Solution. This will create the Deploy directory, and copy the relevant parts to it.

c. If the debug versions are desired, select the Debug configuration and hit Build Solution. This will add the Debug directories to Deploy.

Step 2. Compile OpenEXR support

a. Retrieve the zlib binaries. The project files are set up to link against the dll version of zlib, but can easily be changed to link against a static version, or a self-built version if desired.

1. Go to http://www.zlib.net and download the precompiled DLL version of zlib (as of writing, zlib123-dll.zip)

2. If you don't wish to put the files into your MS visual studio directories and install the dll into windows\system32:

a. Put a copy of zlib1.dll into Deploy\bin\Release and Deploy\bin\Debug

b. Copy the header files into Deploy\include

c. Copy zdll.lib and zdll.exp into Deploy\lib\Release and Deploy\lib\Debug

b.
Open the Visual Studio project in OpenEXR\vc\<vc7|8>\OpenEXR.

c. Select the Release configuration and build. The IlmImfTest program runs a confidence test of your build to make sure it is able to work, and may take some time to complete.

d. Optionally select the Debug configuration and build.

Step 3. Compile CTL support

a. Open the Visual Studio project in CTL\vc\<vc7|8>\CTL.

b. Select the Release configuration and build. The IlmCtlTest program runs a confidence test of your build to make sure it is able to work, and may take some time to complete.

c. Optionally select the Debug configuration and build.

Step 4. Compile OpenEXR_CTL support

a. Open the Visual Studio project in OpenEXR_CTL\vc\<vc7|8>\OpenEXR_CTL.

b. Select the Release configuration and build.

c. Optionally select the Debug configuration and build.

Step 5. Compile OpenEXR_Viewers

a. Open the appropriate Visual Studio project in OpenEXR_Viewers\vc\<vc7|8>\OpenEXR_Viewers depending on whether or not you want CTL support.

b. exrdisplay requires fltk to work.

1. Go to http://www.fltk.org and download fltk 1.1.7

2. Open its project files and compile using the instructions they provide.

3. Create the fltk directory at the top level of your directory structure as presented above and copy the FL, GL, and lib folders

into the fltk directory

4. exrdisplay links fltk statically, so no dll is needed.

c. playexr requires the nvidia cg library as well as glut and glew.

1. Setup the cg toolkit

a. Go to http://developer.nvidia.com, the developer section and download the cg toolkit, version 1.5, and install it. The path where you choose to install Cg is referred to by the <Cg install location> tag in the steps below.

b. During the installation, if the integrate with visual studio option is selected, the
header files will be automatically found.
Otherwise, copy the directory <Cg install location>\Cg\include\Cg to Deploy\include\Cg

b. Copy the cg.dll and cgGL.dll from the <Cg install location>\Cg\bin into Deploy\bin\Release and Deploy\bin\Debug, or otherwise make them available (put them in system32, add to path, etc.)

c. Copy the cg.lib and cgGL.lib from <Cg install location>\Cg\lib into Deploy\lib\Release and Deploy\lib\Debug

2. Make glut available. This can be done via several mechanisms. See step 4 below.

3. Make glew available. This can be done via several mechanisms. http://glew.sourceforge.net is the master site for this library. See step 4 below.

4. nVidia makes both glut and glew available in their SDK package, which is a fairly large download, but provides a wealth of other information on programming for the GPU, and is generally a useful package,
so that is the path chosen for this set up.

a. Go to http://developer.nvidia.com and download version 10 of the SDK and install it. It will prompt you to install the Cg toolkit, but this is not necessary as it was handled in step 1. The path where you choose to install the SDK is referred to by the <SDK install location> tag in the steps below.

b. Make an nvidia folder at the top level, with an include and lib folder inside it. Inside the lib folder, make Debug and Release folders.

c. Copy the <SDK install location>\external\include\GL directory into
nvidia\include the GL and glh folders into nvidia\include.

d. Copy the glew headers in <SDK install location>\common\GLEW\include\GL
into nvidia\include\GL.

e. Copy <SDK install location>\common\GLEW\lib\glew32.lib and
<SDK install location>\external\lib\glut32.lib into Deploy\bin\Release.

f. Copy bin\glut32.dll and bin\glew32.dll into Deploy\bin\Release.

d. Build the Release configuration of the OpenEXR_Viewers.

e. Build the Debug configuration if desired.

At this point, the Deploy folder should be fully built out and ready
to be used. Both exrdisplay and playexr are meant to be launched from
the command line, as they originated as unix commands, so open a command
prompt, cd to the Deploy\bin\Release folder and enjoy.

1.675 javax-servlet-jsp-api 5.5.23

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analysis/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/hi/stopwords.txt
See
http://members.unine.ch/jacques.savoy/clef/index.html.

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(common) are based on BSD-licensed reference implementations created by Jacques Savoy and
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analysis/common/src/java/org/apache/lucene/analysis/fi/FinnishLightStemmer.java
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analysis/common/src/java/org/apache/lucene/analysis/it/ItalianLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/pt/PortugueseLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/ru/RussianLightStemmer.java
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mecab-ipadic-2.7.0-20070801

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analysis/common/src/resources/org/apache/lucene/analysis/hi/stopwords.txt
See
http://members.unine.ch/jacques.savoy/clef/index.html.

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analysis/common/src/java/org/apache/lucene/analysis/de/GermanLightStemmer.java
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analysis/common/src/java/org/apache/lucene/analysis/es/SpanishLightStemmer.java
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analysis/common/src/java/net/sf/snowball
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The KStem stemmer in
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analysis/common/src/resources/org/apache/lucene/analysis/ro/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/hi/stopwords.txt
See
http://members.unine.ch/jacques.savoy/clef/index.html.

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analysis/common/src/java/org/apache/lucene/analysis/de/GermanLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/de/GermanMinimalStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/es/SpanishLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/fi/FinnishLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchMinimalStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/hu/HungarianLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/it/ItalianLightStemmer.java

analysis/common/src/java/org/apache/lucene/analysis/pt/PortugueseLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/ru/RussianLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/sv/SwedishLightStemmer.java

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==
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==

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 a binary and/or source version of data from

 mecab-ipadic-2.7.0-20070801

which can be obtained from

 http://atilika.com/releases/mecab-ipadic/mecab-ipadic-2.7.0-20070801.tar.gz

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analysis/common/src/resources/org/apache/lucene/analysis/ro/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/hi/stopwords.txt
See
http://members.unine.ch/jacques.savoy/clef/index.html.

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analysis/common/src/java/org/apache/lucene/analysis/es/SpanishLightStemmer.java
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analysis/common/src/resources/org/apache/lucene/analysis/ro/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/hi/stopwords.txt
See
http://members.unine.ch/jacques.savoy/clef/index.html.

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analysis/common/src/java/org/apache/lucene/analysis/de/GermanLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/de/GermanMinimalStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/es/SpanishLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/fi/FinnishLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchMinimalStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/hu/HungarianLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/it/ItalianLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/pt/PortugueseLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/ru/RussianLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/sv/SwedishLightStemmer.java

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3.1.2 A Compatible Implementation must either: (i) pass the most
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Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

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1.693 tomcat-catalina-ant 6.0.51

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1.694 oz-regexp 1.0

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1.695 derbylocale-es 10.15

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The KStem stemmer in
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stopword list that is BSD-licensed created by Jacques Savoy. These files reside in:
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analysis/common/src/resources/org/apache/lucene/analysis/ro/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/hi/stopwords.txt
See
http://members.unine.ch/jacques.savoy/clef/index.html.

The German,Spanish,Finnish,French,Hungarian,Italian,Portuguese,Russian and Swedish light stemmers
(common) are based on BSD-licensed reference implementations created by Jacques Savoy and
Ljiljana Dolamic. These files reside in:
analysis/common/src/java/org/apache/lucene/analysis/de/GermanLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/de/GermanMinimalStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/es/SpanishLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/fi/FinnishLightStemmer.java

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analysis/common/src/java/org/apache/lucene/analysis/hu/HungarianLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/it/ItalianLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/pt/PortugueseLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/ru/RussianLightStemmer.java
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mecab-ipadic-2.7.0-20070801

which can be obtained from

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1.705 jackson 1.9.2

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* /jackson-core-asl-1-9-2-sources-jar/org/codehaus/jackson/JsonParser.java
* /jackson-core-asl-1-9-2-sources-jar/org/codehaus/jackson/JsonFactory.java
*
/jackson-core-asl-1-9-2-sources-jar/org/codehaus/jackson/JsonGenerator.java
* /jackson-core-asl-1-9-2-sources-jar/org/codehaus/jackson/Base64Variants.java
* /jackson-core-asl-1-9-2-sources-jar/org/codehaus/jackson/util/ByteArrayBuilder.java

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* /jackson-2-6-1-sources-1-jar/com/mastfrog/jackson/LocaleJacksonConfigurer.java
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* /asm-commons-5-1-sources-jar/org/objectweb/asm/util/TraceFieldVisitor.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/tree/analysis/SimpleVerifier.java
*
 /asm-commons-5-1-sources-jar/org/objectweb/asm/util/Printer.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/commons/RemappingMethodAdapter.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/tree/VarInsnNode.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/commons/Remapper.java

* /asm-commons-5-1-sources-jar/org/objectweb/asm/util/CheckFieldAdapter.java
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* /asm-commons-5-1-sources-jar/org/objectweb/asm/tree/analysis/Subroutine.java
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* /asm-commons-5-1-sources-jar/org/objectweb/asm/tree/analysis/BasicInterpreter.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/tree/MultiANewArrayInsnNode.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/tree/TypeInsnNode.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/commons/TryCatchBlockSorter.java
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 /asm-commons-5-1-sources-jar/org/objectweb/asm/tree/analysis/Value.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/AnnotationVisitor.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/optimizer/ClassConstantsCollector.java
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* /asm-commons-5-1-sources-jar/org/objectweb/asm/tree/analysis/Frame.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/commons/FieldRemapper.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/tree/analysis/AnalyzerException.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/optimizer/MethodConstantsCollector.java
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* /asm-commons-5-1-sources-jar/org/objectweb/asm/commons/ClassRemapper.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/optimizer/AnnotationConstantsCollector.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/ClassWriter.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/tree/IntInsnNode.java
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* /asm-commons-5-1-sources-jar/org/objectweb/asm/Handle.java

* /asm-commons-5-1-sources-jar/org/objectweb/asm/ByteVector.java
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* /asm-commons-5-1-sources-jar/org/objectweb/asm/util/CheckSignatureAdapter.java
*
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* /asm-commons-5-1-sources-jar/org/objectweb/asm/tree/analysis/BasicValue.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/tree/LdcInsnNode.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/Context.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/tree/AnnotationNode.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/MethodVisitor.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/tree/IincInsnNode.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/ClassVisitor.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/commons/AdviceAdapter.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/util/TraceMethodVisitor.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/tree/analysis/Interpreter.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/MethodWriter.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/commons/MethodRemapper.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/commons/LocalVariablesSorter.java
*
 /asm-commons-5-1-sources-jar/org/objectweb/asm/util/CheckMethodAdapter.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/tree/LocalVariableNode.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/tree/MethodInsnNode.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/tree/TableSwitchInsnNode.java
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* /asm-commons-5-1-sources-jar/org/objectweb/asm/util/ASMifier.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/tree/AbstractInsnNode.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/commons/Method.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/signature/SignatureReader.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/ClassReader.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/commons/RemappingFieldAdapter.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/optimizer/ClassOptimizer.java
*
 /asm-commons-5-1-sources-jar/org/objectweb/asm/commons/InstructionAdapter.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/tree/ParameterNode.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/tree/MethodNode.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/optimizer/Constant.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/tree/TryCatchBlockNode.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/tree/FieldInsnNode.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/tree/TypeAnnotationNode.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/Attribute.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/commons/RemappingAnnotationAdapter.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/Item.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/commons/RemappingClassAdapter.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/optimizer/Shrinker.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/Opcodes.java
*

/asm-commons-5-1-sources-jar/org/objectweb/asm/Type.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/FieldVisitor.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/optimizer/ConstantPool.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/AnnotationWriter.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/util/TraceSignatureVisitor.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/tree/LineNumberNode.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/optimizer/MethodOptimizer.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/tree/InsnNode.java
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/**
    * Creates a new JSRInliner. Subclasses must not use this
    * constructor. Instead, they must use the
    * {@link #JSRInlinerAdapter(int, MethodVisitor, int, String, String, String, String[])}
    * version.
    *

```
   * @param mv
   *
  the <code>MethodVisitor</code> to send the resulting inlined
   *          method code to (use <code>null</code> for none).
   * @param access
   *          the method's access flags (see {@link Opcodes}). This
   *          parameter also indicates if the method is synthetic and/or
   *          deprecated.
   * @param name
   *          the method's name.
   * @param desc
   *          the method's descriptor (see {@link Type}).
   * @param signature
   *          the method's signature. May be <tt>null</tt>.
   * @param exceptions
   *          the internal names of the method's exception classes (see
   *          {@link Type#getInternalName() getInternalName}). May be
   *          <tt>null</tt>.
   * @throws IllegalStateException
   *           If a subclass calls this constructor.
   */
```

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   * constructor</i>. Instead, they must use the
   * {@link #AnalyzerAdapter(int, String, int, String, String, MethodVisitor)}
   * version.
   *
   * @param owner
   *
     the owner's class name.
   * @param access
   *          the method's access flags (see {@link Opcodes}).
   * @param name
   *          the method's name.
   * @param desc
   *          the method's descriptor (see {@link Type Type}).
   * @param mv
   *          the method visitor to which this adapter delegates calls. May
   *          be <tt>null</tt>.
   * @throws IllegalStateException
   *           If a subclass calls this constructor.
   */
```

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* /asm-commons-5-1-sources-jar/org/objectweb/asm/xml/SAXCodeAdapter.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/xml/Processor.java
* /asm-commons-5-1-sources-jar/org/objectweb/asm/xml/SAXClassAdapter.java
*
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/**

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

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   * Creates a new {@link GeneratorAdapter}. <i>Subclasses must not use this
   * constructor</i>. Instead, they must use the
   * {@link #GeneratorAdapter(int, MethodVisitor, int, String, String)}
   * version.
   *
```

```
   * @param mv
   *          the
 method visitor to which this adapter delegates calls.
   * @param access
   *          the method's access flags (see {@link Opcodes}).
   * @param name
   *          the method's name.
   * @param desc
   *          the method's descriptor (see {@link Type Type}).
   * @throws IllegalStateException
   *           If a subclass calls this constructor.
   */
```

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   * Constructs a new {@link Textifier}. <i>Subclasses must not use this
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   * version.
   *
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    */
```

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/**
   * Constructs a new {@link LocalVariableAnnotationNode}. <i>Subclasses must
   * not use this constructor</i>. Instead, they must use the
   * {@link #LocalVariableAnnotationNode(int, TypePath, LabelNode[], LabelNode[], int[], String)}
   * version.
   *

   * @param typeRef
   *          a reference to the annotated type. See {@link TypeReference}.
   * @param typePath
   *          the path to the annotated type argument, wildcard bound, array
   *          element type, or static inner type within 'typeRef'. May be
   *          <tt>null</tt> if the annotation targets 'typeRef' as a whole.
   * @param start
   *          the fist instructions corresponding to the continuous ranges
   *          that make the scope of this local variable (inclusive).
   * @param end
   *          the last instructions corresponding to the continuous ranges
   *          that make the scope of this local variable (exclusive). This
   *          array must have the same size as the 'start' array.
   * @param index
   *          the local variable's index in each range. This array must have
   *          the same size as the 'start' array.
   * @param desc
   *          the class descriptor of
 the annotation class.
   */
```

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1.709 jackson-dataformat-yaml 2.6.1

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jar/org/springframework/orm/jpa/persistenceunit/PersistenceUnitPostProcessor.java
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* /spring-orm-4-3-2-release-sources-jar/org/springframework/orm/hibernate4/HibernateCallback.java
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jar/org/springframework/orm/jpa/persistenceunit/SpringPersistenceUnitInfo.java
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/**
  * Create a transactional EntityManager proxy for the given EntityManagerFactory.
  * @param emf EntityManagerFactory to obtain EntityManagers from as needed
  * @param properties the properties to be passed into the
  * {@code createEntityManager} call (may be {@code null})
  * @param entityManagerInterfaces
 the interfaces to be implemented by the
  * EntityManager. Allows the addition or specification of proprietary interfaces.
  * @return a shareable transactional EntityManager proxy
  */
```

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* /spring-orm-4-3-2-release-sources-jar/org/springframework/orm/hibernate4/SpringSessionContext.java
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 /spring-orm-4-3-2-release-sources-jar/org/springframework/orm/jpa/LocalEntityManagerFactoryBean.java
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* /spring-orm-4-3-2-release-sources-jar/org/springframework/orm/jdo/JdoTransactionManager.java
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* /spring-orm-4-3-2-release-sources-jar/org/springframework/orm/hibernate4/SessionFactoryUtils.java
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* /spring-orm-4-3-2-release-sources-jar/org/springframework/orm/jpa/persistenceunit/SmartPersistenceUnitInfo.java
* /spring-orm-4-3-2-release-sources-jar/org/springframework/orm/hibernate3/HibernateTransactionManager.java
* /spring-orm-4-3-2-release-sources-jar/org/springframework/orm/hibernate4/support/OpenSessionInterceptor.java
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1.712 gwt-dev 2.6.1

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* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerPerm.java
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* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/ConditionWhenLinkerAdded.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/StringInterner.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/json/JsonValue.java
*
 /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/AnalyzeModule.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/CompileOnePerm.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/OptionPerm.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/Dependencies.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/json/JsonBoolean.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/linker/CrossSiteIframeLinker.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/log/speedtracer/CompilerEventType.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/GetJreEmulation.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/typemodel/TypeOracleUpdater.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/json/JsonNumber.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/json/JsonString.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/typeinfo/JType.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/json/JsonObject.java
*
 /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/linker/CompilationMetricsArtifact.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/linker/ModuleMetricsArtifact.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/DistillerRebindPermutationOracle.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/editdistance/GeneralEditDistance.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/lang/LongLibBase.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/editdistance/PatternBitmap.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/json/JsonArray.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/log/speedtracer/SpeedTracerLogger.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/linker/PrecompilationMetricsArtifact.java
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* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ClosureJsAstTranslator.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/NodeKind.java
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* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/Condition.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/TextOutput.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/ConditionWhenTypeAssignableTo.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/util/tools/Utility.java
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* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/Conditions.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/ConditionAny.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/ConditionAll.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/ConditionWhenTypeIs.java
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* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JUnaryOperator.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JVisitable.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/JsUnusedFunctionRemover.java

* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/JsSourceGenerationVisitor.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JWhileStatement.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JMethodCall.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JInstanceOf.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/CanBeFinal.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/typemodel/JAnnotationType.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JCaseStatement.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/JsNormalizer.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/ExpressionAnalyzer.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JAssertStatement.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/HttpHeaders.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JVariableRef.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JLabel.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/CanBeNative.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JThrowStatement.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/typemodel/AbstractMembers.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JReturnStatement.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/JsPrecedenceVisitor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JContinueStatement.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/HasNameSort.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/Finalizer.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JNewInstance.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/typemodel/Annotations.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JAbstractMethodBody.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JBinaryOperator.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JConditional.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/generator/ast/ForLoop.java
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* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/js/JMultiExpression.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JBlock.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/typemodel/JEnumType.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/GeneratorContext.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JInterfaceType.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JParameterRef.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/HasInstance.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/HasEnclosingType.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JPostfixOperation.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/HasSourceInfo.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/HasType.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/typemodel/Substitution.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/JsAbstractSymbolResolver.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/UncheckedJsParserException.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/js/JsniMethodBody.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JEnumType.java

* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JExpressionStatement.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/BrowserChannelException.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/Rules.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/typemodel/JMethod.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JSwitchStatement.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JLocalRef.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/Context.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JStatement.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/generator/ast/StatementsList.java
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/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/JsParserException.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/JsPrettyNamer.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/log/AbstractTreeLogger.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/InternalCompilerException.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/JsFirstExpressionVisitor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JExpression.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/generator/NameFactory.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerDisableAggressiveOptimization.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JCastOperation.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/MethodCallTightener.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/CanBeStatic.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/BrowserWidgetHostChecker.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/generator/ast/MethodCall.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/typemodel/JEnumConstant.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JPrefixOperation.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JBinaryOperation.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/typeinfo/HasTypeParameters.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JLabeledStatement.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/HostedModeServletConfigProxy.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/HasName.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/HasEnclosingMethod.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/JsSymbolResolver.java
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*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/js/JsniMethodRef.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/ie/CheckForUpdatesIE6.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JDoStatement.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JIfStatement.java
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* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/JsVerboseNamer.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/TextOutputVisitor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/CanBeAbstract.java

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*/
/**
   * Constructs a new {@link ClassNode}. <i>Subclasses must not use this
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   * version.
   */
```

Found in path(s):
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/tree/ClassNode.java

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Found in path(s):
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerFragmentMerge.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/CompileModule.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerEnableClosureCompiler.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/ReplaceGetClassOverrides.java
*
 /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/PrecompileTaskArgProcessor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/UnifyAst.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/testing/GeneratorContextBuilder.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/PrecompileTaskOptionsImpl.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/CachedCompilationUnit.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/UnitCache.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/OptionEnableClosureCompiler.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/ResourceLoaders.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/testing/Source.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/AstConstructor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerFragmentCount.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/util/tools/shared/Md5Utils.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/testing/JavaSource.java
*
 /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/log/speedtracer/SpeedTracerEventType.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/soyc/SourceMapRecorder.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/ResourceLoader.java
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Found in path(s):
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/StringCopier.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/GWTMain.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/typeinfo/ParseException.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/msg/Message2LongString.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jdt/RebindOracle.java
*
 /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/Messages.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerOutDir.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/msg/Message3IntStringString.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/Rule.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/UnableToCompleteException.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/msg/Message2IntString.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/msg/Message2StringFile.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/msg/Message2URLURL.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/CheckForUpdates.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/msg/Message2URLInt.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/BadPropertyValueException.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/Styles.java
*
 /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/Scripts.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/xml/AttributeConverter.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/Messages.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/msg/Formatter.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/TypeInfo.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/xml/DefaultSchema.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/RuleFail.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/util/tools/ArgHandlerInt.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/NetProxy.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/msg/Message2FileString.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/msg/Message3.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/xml/ReflectiveParser.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/msg/Message2URLString.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/util/tools/ArgHandlerFlag.java
*
 /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerWorkDirOptional.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/msg/Message2ClassClass.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/typeinfo/TypeOracleException.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/msg/Message2.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/msg/FormatterToString.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/util/tools/ArgHandlerDir.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/msg/Message2StringURL.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/msg/Message3StringIntString.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/msg/Message1ToString.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/xml/Schema.java

* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/msg/FormatterForClass.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/util/tools/ArgHandlerOutDir.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerLogLevel.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/msg/Message1File.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/typeinfo/NotFoundException.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/log/PrintWriterTreeLogger.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/msg/Message1.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/util/tools/ArgHandlerExtra.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/util/tools/ToolBase.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/xml/HandlerMethod.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/xml/AttributeConverterForBoolean.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/typeinfo/BadTypeArgsException.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/ie/LowLevelIE6.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerWarDir.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerGenDir.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/msg/Message3IntMethodString.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/xml/HandlerParam.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/BrowserWidgetHost.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/msg/Message1URL.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerWorkDirRequired.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/RuleReplaceWith.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/msg/Message3IntStringClass.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/log/ServletContextTreeLogger.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/xml/AttributeConverterForString.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/Generator.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/msg/Message1String.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/ModuleSpaceHost.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerScriptStyle.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/msg/Message1StringArray.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/HostedModeException.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/util/tools/ArgHandlerFile.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/msg/Message2StringInt.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/xml/AttributeConverterForInteger.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/msg/Message1Long.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/msg/Message.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/xml/Messages.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/util/tools/shared/StringUtils.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/util/tools/ArgHandler.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/util/tools/ArgHandlerString.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/xml/HandlerClassInfo.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/msg/Message2StringString.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/Empty.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/Script.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/About.java

* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/msg/Message0.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/xml/HandlerArgs.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/typemodel/JConstructor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/msg/Message2StringStringArray.java
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*/
// TODO(jat): failures here are likely binary-only annotations or local

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* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/asm/ResolveTypeSignature.java
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*/
/**
   * Creates a new {@link GeneratorAdapter}. <i>Subclasses must not use this
   * constructor</i>. Instead, they must use the
   * {@link #GeneratorAdapter(int, MethodVisitor, int, String, String)}
   * version.
   *
   * @param mv
   *          the
 method visitor to which this adapter delegates calls.
   * @param access
   *          the method's access flags (see {@link Opcodes}).
   * @param name
   *          the method's name.
   * @param desc
   *          the method's descriptor (see {@link Type Type}).
   */
```

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* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/commons/GeneratorAdapter.java
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Found in path(s):
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/RuntimeRebindRegistratorGenerator.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/CompilerIoException.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/ZipLibraryBuilder.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/PropertyProviderRegistratorGenerator.java
*
 /gwt-dev-2-6-1-sources-1-
jar/com/google/gwt/dev/jjs/impl/codesplitter/MergeBySimilarityFragmentPartitionStrategy.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/Library.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/LibraryBuilder.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/RuntimeRebindRuleGenerator.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/LibraryGroup.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/CompilerContext.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/NullLibraryBuilder.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/Libraries.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/resource/impl/UrlResource.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/EntryMethodHolderGenerator.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/CombinedResourceOracle.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/ZipLibrary.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/LibraryGroupUnitCache.java
*

/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/ZipEntryBackedObject.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/ZipLibraries.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/ReboundTypeRecorder.java
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*/
/**
  * Special exception which is thrown when we encounter some syntactic
  * construction which is not yet supported by CfgBuilder.
  */
```

Found in path(s):
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/cfg/CfgBuilder.java
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Found in path(s):
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/generator/ast/Statement.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/resource/impl/DefaultFilters.java

* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/js/JsonObject.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/typemodel/JArrayType.java
*
 /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JTypeOracle.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/OptionGenDir.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/CharArrayComparator.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/linker/SelectionProperty.java
* /gwt-dev-2-6-1-sources-1-
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* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/typemodel/JWildcardType.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JFieldRef.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/soyc/impl/StandardFieldMember.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/OptionLogLevel.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JModVisitor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/linker/impl/StandardGeneratedResource.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/Property.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/HostedModeOptions.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/EqualityNormalizer.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/resource/ResourceOracle.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/AssertionNormalizer.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/GenerateJavaScriptAST.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/ModulePanel.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/LongEmulationNormalizer.java

* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/SourceOrigin.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/soyc/SourceNameComparator.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/soyc/GlobalInformation.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/ToStringGenerationVisitor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/Properties.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/soyc/LiteralsCollection.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JFloatLiteral.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/PropertyPermutations.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/JsHoister.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/resource/impl/PathPrefixSet.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JMethod.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/JsValueOOPHM.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/testing/impl/MockResourceOracle.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JValueLiteral.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/DefaultTextOutput.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/StaticPropertyOracle.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/CanHaveInitializer.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/soyc/Story.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JEnumField.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/linker/impl/StandardStylesheetReference.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/intrinsic/com/google/gwt/lang/Exceptions.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/TreeLogger.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerEnableAssertions.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JField.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/linker/impl/StandardPublicResource.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/resource/impl/DirectoryClassPathEntry.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/msg/FormatterForFile.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JIntLiteral.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/linker/ArtifactSet.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/MakeCallsStatic.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/JUnitCreator.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/generator/GenUtil.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerModuleName.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JNullLiteral.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerDisableRunAsync.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/typeinfo/HasAnnotations.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/copy/CopyFlowFunction.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/CompileTaskOptions.java
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/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/liveness/LivenessAssumption.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/JsIEBlockSizeVisitor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JDeclarationStatement.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/intrinsic/com/google/gwt/lang/ClassLiteralHolder.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/HostedHtmlVersion.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/msg/FormatterForString.java

* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JVisitor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/SourceInfoCorrelation.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/OptionExtraDir.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerExtraDir.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/LongCastNormalizer.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/intrinsic/com/google/gwt/lang/EntryMethodHolder.java
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/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/GenerateJavaScriptLiterals.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/JsniChecker.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/unreachable/UnreachableAssumptions.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/TypeTightener.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JPrimitiveType.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerLocalWorkers.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/linker/CompilationResult.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/DispatchIdOracle.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/SourceFileCompilationUnit.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/JsInliner.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/TransientWorkerException.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/unreachable/DeleteNodeVisitor.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/linker/impl/StandardScriptReference.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/OptionValidateOnly.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/JsReportGenerationVisitor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/CompilationUnitImpl.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/linker/impl/StandardSelectionProperty.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/SignatureDumper.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/constants/FoldConstantTransformer.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/ServletContainerLauncher.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/soyc/impl/AbstractMemberWithDependencies.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/ModuleSpace.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/OptionWarDir.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/JsObfuscateNamer.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/InstalledHelpInfo.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/JavaScriptHost.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/ServerObjectsTable.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/typeinfo/JWildcardType.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/Messages.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/OptionSoycEnabled.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/CompileTaskRunner.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/FixAssignmentsToUnboxOrCast.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/CloseButton.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/unreachable/DeleteNodeTransformation.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/soyc/impl/StandardMethodMember.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/WebServerPanel.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/ModuleSpaceOOPHM.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/Pair.java

* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/BrowserChannelServer.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/soyc/impl/StoryImplComparator.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/liveness/LivenessIntegratedFlowFunction.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/jetty/JettyLauncher.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/Pruner.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/client/GWTBridge.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/JavaDispatch.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/Linker.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/ShellJavaScriptHost.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JAbsentArrayDimension.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/ServletContainer.java
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* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/intrinsic/com/google/gwt/lang/CoverageUtil.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/CoverageInstrumentor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/CoverageVisitor.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/ProgressLogger.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/BaselineCoverageGatherer.java
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/**
* This annotation is used to break out of a module's source path in hosted
* mode. Types annotated with this annotation will not be loaded by hosted
* mode's CompilingClassLoader. Instead, the bytecode for the type will be
* loaded from the system classloader.
* <p>
* This annotation is typically combined with the <code>super-source</code>
 tag
* to provide web-mode implementations of (binary-only) types that the developer
* wishes to use in Development Mode. This can be used, for instance, to provide
* a reference implementation to develop unit tests.

* <p>
* This annotation may also be applied to jsni methods to prevent them from
* being parsed and loaded for Development Mode. This is done under certain
* circumstances as an optimization to avoid loading very large jsni methods
* which are only executed in Production Mode.
*/

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* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/client/GwtScriptOnly.java
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* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/AstDumper.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/linker/impl/ResourceInjectionUtil.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jdt/SafeASTVisitor.java
*
 /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/linker/DirectInstallLinker.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/linker/SoftPermutation.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/linker/impl/StandardSoftPermutation.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/linker/PropertyProviderGenerator.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/OptionDeployDir.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerStrict.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/typeinfo/JPackage.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/typeinfo/JTypeParameter.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/TypeRemapper.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/linker/impl/PermutationsUtil.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/editdistance/MyersBitParallelEditDistance.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/JsCoerceIntShift.java
*
 /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerEnableGeneratorResultCaching.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/editdistance/GeneralEditDistances.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/editdistance/CharIndex.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/ImplicitUpcastAnalyzer.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerDeployDir.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/OptionOptimize.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/cfg/CfgSwitchGotoNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/CollapsedPropertyKey.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/EnumNameObfuscator.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/jetty/JDBCUnloader.java

* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/soyc/CompilerMetricsXmlFormatter.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/HandleCrossFragmentReferences.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/ReferenceMapper.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/typeinfo/package-info.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/MethodParamCollector.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/typeinfo/JParameter.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JArrayLength.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/typeinfo/JRealClassType.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/RebindAnswersPermutationKey.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/typemodel/package-info.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/linker/CastableTypeMap.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/rewrite/UseMirroredClasses.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/typeinfo/JAnnotationMethod.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/editdistance/ModifiedBerghelRoachEditDistance.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/RebindCache.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/GwtAstBuilder.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/typeinfo/JEnumType.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/MethodArgNamesLookup.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/log/speedtracer/DevModeEventType.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JConstructor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/typeinfo/JRawType.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/OptionEnableGeneratorResultCaching.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/typeinfo/JPrimitiveType.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/DeferredBindingQuery.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/Callback.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/typeinfo/JParameterizedType.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/intrinsic/com/google/gwt/lang/CollapsedPropertyHolder.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/typeinfo/JGenericType.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/linker/package-info.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/OptionCompilerMetricsEnabled.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/package-info.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/linker/impl/PropertiesUtil.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/OptimizerStats.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/EnumOrdinalizer.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/OptionStrict.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/MethodVisitor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/util/tools/package-info.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/typeinfo/JArrayType.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/linker/package-info.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/typeinfo/JClassType.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/typeinfo/JAbstractMethod.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerCompilerMetrics.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/typeinfo/JAnnotationType.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerOptimize.java

* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/typeinfo/JConstructor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/util/package-info.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/typeinfo/JField.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/typeinfo/JEnumConstant.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/typeinfo/JMethod.java
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* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsNullLiteral.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsExprStmt.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsStatement.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsSwitch.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsNumberLiteral.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsThrow.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsParameter.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsProgramFragment.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsNew.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/CanBooleanEval.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsModVisitor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsLiteral.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsStringLiteral.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsFunction.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsDebugger.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsReturn.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsBinaryOperation.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsContinue.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsVisitor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsSwitchMember.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsBlock.java

* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsTry.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsSuperVisitor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsArrayLiteral.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsThisRef.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsBooleanLiteral.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsRegExp.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsWhile.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsValueLiteral.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsNameRef.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsPropertyInitializer.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsUnaryOperator.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsPrefixOperation.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsDefault.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsName.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsCatch.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsOperator.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsBinaryOperator.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsScope.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsBreak.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsArrayAccess.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsInvocation.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsGlobalBlock.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsFor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsForIn.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsConditional.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsLabel.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsEmpty.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsUnaryOperation.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsContext.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsObjectLiteral.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsCase.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsDoWhile.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsExpression.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsVars.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsPostfixOperation.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsProgram.java
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* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsSeedIdOf.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsRootName.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsNormalScope.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsNestingScope.java
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/**
   * Constructs a new {@link Textifier}. <i>Subclasses must not use this
   * constructor</i>. Instead, they must use the {@link #Textifier(int)}
   * version.
   */
```

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* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/util/Textifier.java
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* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/VerifySymbolMap.java
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* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsCatchScope.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/HasCondition.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsRootScope.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsVisitable.java

*
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* /gwt-dev-2-6-1-sources-1-jar/javax/annotation/concurrent/Immutable.java
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* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/collect/IdentitySets.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/cfg/CfgIfNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerSoycDetailed.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/ui/CloseModuleCallback.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/SessionData.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/OptionEnableGeneratingOnShards.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/asm/ResolveClassSignature.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/linker/impl/SelectionInformation.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/IntegratedFlowFunction.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/AssumptionUtil.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/ServletValidator.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/OutputFileSet.java

* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/soyc/StaticResources.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/collect/Lists.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/SubgraphAssumptions.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/cfg/CfgWriteNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/linker/SoycReportLinker.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/asm/EmptySignatureVisitor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/AssumptionMap.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/ui/RestartServerEvent.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/JsStackEmulator.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/cfg/CfgConditionalNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/collect/Sets.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/OptionOptimizePrecompile.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/cfg/CfgPrinter.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerCompileReport.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerDisableClassMetadata.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/ui/CloseModuleEvent.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/TransformationFunction.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/cfg/CfgThrowNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/DevelModeTabKey.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/cfg/CfgVisitor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/OptionDisableClassMetadata.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerDisableCastChecking.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/DefaultConfigurationProperty.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/ContentId.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/DefaultSelectionProperty.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/linker/impl/JarEntryEmittedArtifact.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/cfg/CfgForNode.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/remoteui/ViewerServiceClient.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/collect/IdentityMaps.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/linker/Shardable.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/remoteui/RemoteUI.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/soyc/SizeBreakdown.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/SyntheticClassMember.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/Memory.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/cfg/CfgTransformer.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/BrowserChannelClient.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/HostedMode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/soyc/impl/StoryRecorder.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/ServerMethods.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/cfg/CfgGotoNode.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/collect/HashSet.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/cfg/CfgBreakNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/ArtificialRescueChecker.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/JsniRefLookup.java

* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/Name.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/SizeBreakdown.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/CombinedIntegratedAnalysis.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/AnalysisSolver.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/JsAbstractTextTransformer.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/cfg/CfgBlockNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/PrecompilationResult.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/Disconnectable.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/cfg/CfgConditionalExpressionNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/collect/IdentityHashSet.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/ui/DoneCallback.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/DiskCache.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/soyc/impl/SizeMapRecorder.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/asm/CollectFieldData.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/ui/UiEvent.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/asm/CollectMethodData.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/OptionSoycDetailed.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/JsDuplicateFunctionRemover.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/collect/Maps.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/JsBreakUpLargeVarStatements.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/soyc/io/ArtifactsOutputDirectory.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerDisableGeneratingOnShards.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/JavaScriptCompiler.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/GeneratedUnit.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/collect/IdentitySingletonMap.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/IntegratedAnalysis.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/cfg/CfgOptionalThrowNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/remoteui/DevModeServiceRequestProcessor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/StringKey.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/cfg/CfgReadNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/ConfigurationProperty.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/soyc/impl/SplitPointRecorder.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerDraftCompile.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/OptionDisableCastChecking.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/NullOutputFileSet.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/Analysis.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/cfg/CfgCaseNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/OutputFileSetOnJar.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/remoteui/RequestProcessor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/OptionDisableUpdateCheck.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/SwingUI.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/asm/ResolveMethodSignature.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/cfg/CfgContinueNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/cfg/CfgEndNode.java
*

/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/cfg/CfgNopNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/cfg/CfgMethodCallNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/GwtVersion.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/cfg/CfgReturnNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/client/impl/ArtificialRescue.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/linker/impl/StandardSymbolData.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/SelectionProperty.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/ui/DevModeUI.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/cfg/CfgUtil.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/ModuleHandle.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/Assumption.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/ui/DoneEvent.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/HtmlUnitSessionHandler.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/soyc/io/OutputDirectory.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/HeadlessUI.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/JsSourceGenerationVisitorWithSizeBreakdown.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/RemoteObjectTable.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/JsIEBlockTextTransformer.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/cfg/AssumptionsPrinter.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/soyc/impl/DependencyRecorder.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/collect/IdentityHashMap.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/cfg/CfgStatementNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/FlowFunction.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/rewrite/RewriteSingleJsoImplDispatches.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/remoteui/ViewerServiceTreeLogger.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/linker/impl/BinaryOnlyArtifactWrapper.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/cfg/Cfg.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/cfg/CfgTryNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/OptionMaxPermsPerPrecompile.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/EvalFunctionsAtTopScope.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/asm/CollectTypeParams.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/SessionModule.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/soyc/io/FileSystemOutputDirectory.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/cfg/CfgNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/BrowserInfo.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/linker/BinaryEmittedArtifact.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/TypeParameterLookup.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/ModuleTabPanel.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/Icons.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/JavaObject.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/RunWebApp.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/linker/SymbolData.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/linker/impl/StandardStatementRanges.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/linker/Transferable.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/CompilationUnitBuilder.java

* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/HostedModePluginObject.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/PerfCounter.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/testing/impl/StaticJavaResource.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/Graph.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/CorrelationFactory.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/cfg/CfgSimpleNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/BrowserLauncher.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/cfg/CfgWhileNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/cfg/CfgBinaryConditionalOperationNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/soyc/Settings.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/cfg/CfgDoNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerDumpSignatures.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/ui/UiCallback.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerDisableUpdateCheck.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/linker/StatementRanges.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/ui/RestartServerCallback.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/rewrite/HasAnnotation.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/cfg/CfgReadWriteNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/JsFunctionClusterer.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/JavaSourceParser.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerDisableSoycHtml.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JNameOf.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerMaxPermsPerPrecompile.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/asm/CollectAnnotationData.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/OptionSoycHtmlDisabled.java
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*/
/**
   * Creates a new JSRInliner. Subclasses must not use this
   * constructor. Instead, they must use the
   * {@link #JSRInlinerAdapter(int, MethodVisitor, int, String, String, String, String[])}
   * version.
   *
   * @param mv
   *
  the <code>MethodVisitor</code> to send the resulting inlined
   *   method code to (use <code>null</code> for none).
   * @param access
   *   the method's access flags (see {@link Opcodes}). This
   *   parameter also indicates if the method is synthetic and/or
   *   deprecated.
   * @param name
   *   the method's name.
   * @param desc
   *   the method's descriptor (see {@link Type}).
   * @param signature
   *   the method's signature. May be <tt>null</tt>.
   * @param exceptions
   *   the internal names of the method's exception classes (see
   *   {@link Type#getInternalName() getInternalName}). May be
   *   <tt>null</tt>.
   */

Found in path(s):
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/commons/JSRInlinerAdapter.java
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* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/rhino/BinaryDigitReader.java
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```
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*/
/*
            * During the great date rewrite of 1.3, we tried to track the
            * evolving ECMA standard, which then had a definition of
            * getYear which always subtracted 1900.  Which we
            * implemented, not realizing
 that it was incompatible with
            * the old behavior...  now, rather than thrash the behavior
            * yet again, we've decided to leave it with the - 1900
            * behavior and point people to the getFullYear method.  But
            * we try to protect existing scripts that have specified a
            * version...
            */

Found in path(s):
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/rhino/Context.java
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```

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*/

Found in path(s):
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/util/TraceClassVisitor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/Handle.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/tree/InnerClassNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/ByteVector.java
*
 /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/Frame.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/AnnotationWriter.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/tree/InvokeDynamicInsnNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/commons/AdviceAdapter.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/tree/FieldInsnNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/util/TraceSignatureVisitor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/commons/TableSwitchGenerator.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/tree/TypeInsnNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/util/TraceAnnotationVisitor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/commons/RemappingClassAdapter.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/tree/TableSwitchInsnNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/Edge.java

*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/tree/LookupSwitchInsnNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/tree/JumpInsnNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/AnnotationVisitor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/util/ASMifier.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/commons/RemappingFieldAdapter.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/commons/InstructionAdapter.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/tree/AnnotationNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/commons/RemappingMethodAdapter.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/Handler.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/commons/TryCatchBlockSorter.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/MethodVisitor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/tree/IntInsnNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/tree/LineNumberNode.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/FieldVisitor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/Type.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/commons/Remapper.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/signature/SignatureWriter.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/tree/MethodInsnNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/tree/LocalVariableNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/util/Printer.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/commons/RemappingSignatureAdapter.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/Opcodes.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/tree/MultiANewArrayInsnNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/tree/FrameNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/commons/LocalVariablesSorter.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/tree/LabelNode.java
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/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/MethodWriter.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/Label.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/ClassWriter.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/commons/RemappingAnnotationAdapter.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/FieldWriter.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/tree/LdcInsnNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/tree/AbstractInsnNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/commons/StaticInitMerger.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/tree/FieldNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/tree/VarInsnNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/ClassReader.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/tree/IincInsnNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/tree/TryCatchBlockNode.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/Attribute.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/util/TraceMethodVisitor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/commons/SerialVersionUIDAdder.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/commons/SimpleRemapper.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/util/TraceFieldVisitor.java

* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/tree/MethodNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/signature/SignatureReader.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/ClassVisitor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/signature/SignatureVisitor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/Context.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/commons/Method.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/tree/InsnList.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/Item.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/commons/CodeSizeEvaluator.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/tree/InsnNode.java
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* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/OptionOptimizeDataflow.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerDisableInlineLiteralParameters.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/OptionRemoveDuplicateFunctions.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/OptionOrdinalizeEnums.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/OptionInlineLiteralParameters.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/CompilerOptionsImpl.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerDisableClusterSimilarFunctions.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/OptionSaveSource.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerDisableOptimizeDataflow.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerDisableRemoveDuplicateFunctions.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/FreshNameGenerator.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerDisableOrdinalizeEnums.java
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* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/intrinsic/com/google/gwt/lang/Cast.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/CompilePerms.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/JJSOptions.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/DevModeBase.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/JsToStringGenerationVisitor.java
*
 /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/BindingProperty.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/resource/impl/ResourceOracleImpl.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/resource/impl/PathPrefix.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/ModuleDef.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/ModuleDefLoader.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/FileBackedObject.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/ShellModuleSpaceHost.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/ModuleDefSchema.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/CompilePermsServer.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/ThreadedPermutationWorkerFactory.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/typemodel/JParameterizedType.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/Permutation.java
*
 /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JNullType.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/resource/impl/AbstractResource.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/resource/impl/ZipFileClassPathEntry.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/resource/impl/ZipFileResource.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/Compiler.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/DevMode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/JsParser.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/Precompile.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/linker/impl/StandardLinkerContext.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/linker/impl/SelectionScriptLinker.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/linker/XSLinker.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/soyc/MakeTopLevelHtmlForPerm.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/generator/ast/Statements.java
*
 /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/PerfLogger.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/PermutationWorker.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/PermutationWorkerFactory.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/ExternalPermutationWorkerFactory.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/JavaToJavaScriptCompiler.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/soyc/SoycDashboard.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/JsStaticEval.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/resource/impl/FileResource.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/UnifiedAst.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/Link.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/JJSOptionsImpl.java

* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/Util.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/linker/IFrameLinker.java
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* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/shared/GWTBridge.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/CachedGeneratorResult.java
*
 /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/PersistentUnitCache.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/GraphicsInitThread.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/CompilationUnitArchive.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/DiskCacheToken.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/RebindResult.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/StubGeneratorContext.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/js/JsCastMap.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/js/JsniClassLiteral.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/ArchivePreloader.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/log/dashboard/DashboardNotifier.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/ImplementClassLiteralsAsFields.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/CachedGeneratorResultImpl.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/NonIncrementalGeneratorContext.java
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* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/CompilationProblemReporter.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/util/tools/shared/package-info.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/RebindRuleResolver.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/JsDuplicateCaseFolder.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/JsNamer.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/DevModeSession.java

* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/UnitCacheFactory.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/CachedPropertyInformation.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JSeedIdOf.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/debug/JsoEval.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/SourceInfoCorrelator.java
*
 /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/BytecodeSignatureMaker.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/OptionFragmentsMerge.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/log/dashboard/DashboardNotifierFactory.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JNumericEntry.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/RebindMode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/MemoryUnitCache.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/JRunAsync.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/ServletWriter.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/intrinsic/com/google/gwt/lang/SeedUtil.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/SerializableCategorizedProblem.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/ast/JsNumericEntry.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/AccessModifier.java
*
 /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/ext/DelegatingGeneratorContext.java
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* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/LibraryGroupPublicResourceOracle.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/LibraryGroupBuildResourceOracle.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/codesplitter/EchoStatementLogger.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/OptionSourceLevel.java
*
 /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/typemodel/ImmutableAnnotations.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/codesplitter/OneToOneFragmentPartitionStrategy.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/OptionStrictResources.java

* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/codesplitter/MultipleDependencyGraphRecorder.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerSaveSource.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/OptionSaveSourceOutput.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/JModVisitorWithTemporaryVariableCreation.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/SourceLevel.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/codesplitter/ExclusivityMap.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/codesplitter/CodeSplitters.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerSaveSourceOutput.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/codesplitter/FragmentPartitioningResult.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/GwtIncompatiblePreprocessor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/codesplitter/CfaLivenessPredicate.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/asmbridge/EmptyVisitor.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/codesplitter/NothingAlivePredicate.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/ast/js/JDebuggerStatement.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/linker/D8ScriptLinker.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/codesplitter/LivenessPredicate.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerStrictResources.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/codesplitter/FragmentPartitionStrategy.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/PersistenceBackedObject.java
*
/gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/testing/impl/Java7MockResources.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/cfg/DynamicPropertyOracle.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/arg/ArgHandlerSourceLevel.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/codesplitter/Fragment.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/SourceSaver.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/UnusedImportsRemover.java
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* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/json/Tokenizer.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/json/JsonException.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/shell/remoteui/MessageTransport.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/util/collect/HashMap.java
*
 /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/CompilationStateBuilder.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/json/Pair.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/AbstractCompiler.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/core/linker/SymbolMapsLinker.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/gflow/DataflowOptimizer.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/asm/CollectClassData.java
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* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/generator/ast/Expression.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/generator/ast/BaseNode.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/jjs/impl/CatchBlockNormalizer.java
*
 /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/generator/ast/WhileLoop.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/javac/StandardGeneratorContext.java
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* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/rhino/JavaScriptException.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/rhino/IRFactory.java
* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/js/rhino/EvaluatorException.java
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*/
// Include class loader check for binary-only annotations.
// ignore binary-only annotations

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*/
/**
   * Creates a new {@link AnalyzerAdapter}. <i>Subclasses must not use this
   * constructor</i>. Instead, they must use the
   * {@link #AnalyzerAdapter(int, String, int, String, String, MethodVisitor)}
   * version.
   *
   * @param owner
   *
     the owner's class name.
   * @param access
   *          the method's access flags (see {@link Opcodes}).
   * @param name
   *          the method's name.
   * @param desc
   *          the method's descriptor (see {@link Type Type}).
   * @param mv
   *          the method visitor to which this adapter delegates calls. May
   *          be <tt>null</tt>.
   */
```

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* /gwt-dev-2-6-1-sources-1-jar/com/google/gwt/dev/asm/commons/AnalyzerAdapter.java

1.713 scout 1.2.6

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1.715 poi-ooxml-schemas 3.12

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Double-conversion v1.1.5

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1.727 bcel 2.7.2

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*/

/*
* $Id: xpath.cup 1225752 2011-12-30 04:12:46Z mrglavas $
*/
```

```
/*
* @author Jacek Ambroziak
* @author
 Santiago Pericas-Geertsen
* @author Morten Jorgensen
* @author G. Todd Miller
*/

package org.apache.xalan.xsltc.compiler;

import java.util.Stack;
import java.util.Vector;
import java.io.StringReader;
import java_cup.runtime.*;

import org.apache.xml.dtm.DTM;
import org.apache.xalan.xsltc.DOM;
import org.apache.xml.dtm.Axis;
import org.apache.xalan.xsltc.runtime.Operators;
import org.apache.xalan.xsltc.compiler.util.ErrorMsg;

parser code {:
  /**
   * Used by function calls with no args.
   */
  static public final Vector EmptyArgs = new Vector(0);

  /**
   * Reference to non-existing variable.
   */
  static public final VariableRef DummyVarRef = null;

  /**
   * Reference to the Parser class.
   */
  private Parser _parser;
  private XSLTC  _xsltc;

  /**
   * String representation of the expression being parsed.
   */
  private String _expression;

  /**
   * Line number where this expression/pattern
 was declared.
   */
```

```
  private int _lineNumber = 0;

  /**
   * Reference to the symbol table.
   */
  public SymbolTable _symbolTable;

  public XPathParser(Parser parser) {
      _parser = parser;
_xsltc = parser.getXSLTC();
      _symbolTable = parser.getSymbolTable();
  }

  public int getLineNumber() {
      return _lineNumber;
  }

  public QName getQNameIgnoreDefaultNs(String name) {
       return _parser.getQNameIgnoreDefaultNs(name);
  }

  public QName getQName(String namespace, String prefix, String localname) {
      return _parser.getQName(namespace, prefix, localname);
  }

  public void setMultiDocument(boolean flag) {
       _xsltc.setMultiDocument(flag);
  }

  public void setCallsNodeset(boolean flag) {
       _xsltc.setCallsNodeset(flag);
  }

  public void setHasIdCall(boolean flag) {
       _xsltc.setHasIdCall(flag);
  }


  /**
   * This
method is similar to findNodeType(int, Object) except that it
   * creates a StepPattern instead of just returning a node type. It also
   * differs in the way it handles "{uri}:*" and "{uri}:@*". The last two
   * patterns are expanded as "*[namespace-uri() = 'uri']" and
   * "@*[namespace-uri() = 'uri']", respectively. This expansion considerably
   * simplifies the grouping of patterns in the Mode class. For this
   * expansion to be correct, the priority of the pattern/template must be
   * set to -0.25 (when no other predicates are present).
```

```
   */
  public StepPattern createStepPattern(int axis, Object test, Vector predicates) {
int nodeType;

if (test == null) {  // "*"
    nodeType = (axis == Axis.ATTRIBUTE) ? NodeTest.ATTRIBUTE :
 (axis == Axis.NAMESPACE) ? -1 : NodeTest.ELEMENT;

    return new StepPattern(axis, nodeType, predicates);
      }
     else if (test instanceof Integer) {
    nodeType = ((Integer) test).intValue();


   return new StepPattern(axis, nodeType, predicates);
     }
     else {
    QName name = (QName)test;
    boolean setPriority = false;

    if (axis == Axis.NAMESPACE) {
 nodeType = (name.toString().equals("*")) ? -1
  : _xsltc.registerNamespacePrefix(name);;
        }
    else {
 final String uri = name.getNamespace();
 final String local = name.getLocalPart();
 final QName namespace_uri =
    _parser.getQNameIgnoreDefaultNs("namespace-uri");

// Expand {uri}:* to *[namespace-uri() = 'uri'] - same for @*
 if (uri != null && (local.equals("*") || local.equals("@*"))) {
    if (predicates == null) {
 predicates = new Vector(2);
    }

    // Priority is set by hand if no other predicates exist
    setPriority = (predicates.size() == 0);

    predicates.add(
 new Predicate(
     new EqualityExpr(Operators.EQ,
  new NamespaceUriCall(namespace_uri),
  new LiteralExpr(uri))));
 }

 if (local.equals("*"))
```

```
{
    nodeType = (axis == Axis.ATTRIBUTE) ? NodeTest.ATTRIBUTE
 : NodeTest.ELEMENT;
 }
 else if (local.equals("@*")) {
    nodeType = NodeTest.ATTRIBUTE;
 }
 else {
    nodeType = (axis == Axis.ATTRIBUTE) ? _xsltc.registerAttribute(name)
 : _xsltc.registerElement(name);
 }
   }

   final StepPattern result = new StepPattern(axis, nodeType, predicates);

   // Set priority for case prefix:* and prefix:@* (no predicates)
   if (setPriority) {
 result.setPriority(-0.25);
   }

   return result;
}
 }

  public int findNodeType(int axis, Object test) {
if (test == null) {  // *
   return (axis == Axis.ATTRIBUTE) ?
 NodeTest.ATTRIBUTE :
 (axis == Axis.NAMESPACE) ? -1 : NodeTest.ELEMENT;
     }
     else if (test instanceof Integer) {
        return ((Integer)test).intValue();
     }
     else {
   QName name = (QName)test;

   if (axis == Axis.NAMESPACE) {
 return (name.toString().equals("*"))
? -1
    : _xsltc.registerNamespacePrefix(name);
        }

   if (name.getNamespace() == null) {
 final String local = name.getLocalPart();

 if (local.equals("*")) {
    return (axis == Axis.ATTRIBUTE) ? NodeTest.ATTRIBUTE
 : NodeTest.ELEMENT;
```

```
 }
 else if (local.equals("@*")) {
    return NodeTest.ATTRIBUTE;
 }
   }

   return (axis == Axis.ATTRIBUTE) ? _xsltc.registerAttribute(name)
: _xsltc.registerElement(name);
    }
 }

 /**
  * Parse the expression passed to the current scanner. If this
  * expression contains references to local variables and it will be
  * compiled in an external module (not in the main class) request
  * the current template to create a new variable stack frame.
  *
  * @param lineNumber Line where the current expression is defined.
  * @param external   Set to <tt>true</tt> if this expression is
  *                   compiled in a separate module.
  *

  */
 public Symbol parse(String expression, int lineNumber) throws Exception {
    try {
  _expression = expression;
  _lineNumber = lineNumber;
  return super.parse();
    }
    catch (IllegalCharException e) {
       ErrorMsg err = new ErrorMsg(ErrorMsg.ILLEGAL_CHAR_ERR,
                                   lineNumber, e.getMessage());
       _parser.reportError(Constants.FATAL, err);
    }
    return null;
 }

 /**
  * Lookup a variable or parameter in the symbol table given its name.
  *
  * @param name Name of the symbol being looked up.
  */
 final SyntaxTreeNode lookupName(QName name) {
    // Is it a local var or param ?
    final SyntaxTreeNode result = _parser.lookupVariable(name);
if (result != null)
       return(result);
    else
```

```
    return(_symbolTable.lookupName(name));
  }

  public final void addError(ErrorMsg error) {
_parser.reportError(Constants.ERROR,
error);
  }

  public void report_error(String message, Object info) {
final ErrorMsg err = new ErrorMsg(ErrorMsg.SYNTAX_ERR, _lineNumber,
    _expression);
_parser.reportError(Constants.FATAL, err);
  }

  public void report_fatal_error(String message, Object info) {
      // empty
  }

  public RelativeLocationPath insertStep(Step step, RelativeLocationPath rlp) {
if (rlp instanceof Step) {
    return new ParentLocationPath(step, (Step) rlp);
}
else if (rlp instanceof ParentLocationPath) {
    final ParentLocationPath plp = (ParentLocationPath) rlp;
    final RelativeLocationPath newrlp = insertStep(step, plp.getPath());
    return new ParentLocationPath(newrlp, plp.getStep());
}
else {
    addError(new ErrorMsg(ErrorMsg.INTERNAL_ERR, "XPathParser.insertStep"));
    return rlp;
}
  }

  /**
   * Returns true if the axis applies to elements only. The axes
   * child, attribute, namespace, descendant
result in non-empty
   * nodesets only if the context node is of type element.
   */
  public boolean isElementAxis(int axis) {
return (axis == Axis.CHILD || axis == Axis.ATTRIBUTE ||
 axis == Axis.NAMESPACE || axis == Axis.DESCENDANT);
  }
:}

terminal SLASH, DOT, LBRACK, RBRACK, VBAR, LPAREN, RPAREN, STAR, COMMA;
terminal DOLLAR, ATSIGN;
terminal DDOT, DCOLON, DSLASH;
```

```
terminal EQ, NE;
terminal LT, GT, LE, GE;
terminal PLUS, MINUS, DIV, MOD, MULT;
terminal String Literal;
terminal String QNAME;
terminal ID, KEY, TEXT, NODE, OR, AND, COMMENT, PI, PIPARAM, PRECEDINGSIBLING;
terminal SELF, PARENT, CHILD, ATTRIBUTE, ANCESTOR, ANCESTORORSELF, DESCENDANT;
terminal DESCENDANTORSELF, FOLLOWING, FOLLOWINGSIBLING, NAMESPACE, PRECEDING;
terminal Double REAL;
terminal Long INT;
terminal PATTERN, EXPRESSION;

non terminal SyntaxTreeNode TopLevel;

non terminal Expression Expr, Argument, LocationPath;
non terminal Expression Predicate, FilterExpr, Step;
non
 terminal Expression OrExpr, AndExpr, EqualityExpr;
non terminal Expression RelationalExpr, AdditiveExpr;
non terminal Expression MultiplicativeExpr, UnaryExpr;
non terminal Expression VariableReference, FunctionCall;
non terminal Expression PrimaryExpr, UnionExpr, PathExpr, AbbreviatedStep;
non terminal Expression RelativeLocationPath, AbbreviatedRelativeLocationPath;
non terminal Expression AbsoluteLocationPath, AbbreviatedAbsoluteLocationPath;

non terminal Object NodeTest, NameTest;

non terminal IdKeyPattern IdKeyPattern;
non terminal Pattern Pattern;
non terminal Pattern LocationPathPattern;
non terminal StepPattern ProcessingInstructionPattern;
non terminal RelativePathPattern RelativePathPattern;
non terminal StepPattern StepPattern;
non terminal Object NodeTestPattern, NameTestPattern;

non terminal Vector Predicates, NonemptyArgumentList;
non terminal QName QName, FunctionName, VariableName;
non terminal Integer AxisName, AxisSpecifier;
non terminal
 Integer ChildOrAttributeAxisSpecifier;

precedence left VBAR;
precedence left OR;
precedence left AND;
precedence nonassoc EQ, NE;
precedence left LT, GT, LE, GE;

precedence left PLUS, MINUS;
```

```
precedence left DIV, MOD, MULT;
precedence left DOLLAR;
precedence left ATSIGN;
precedence right DCOLON;

start with TopLevel;

TopLevel ::= PATTERN Pattern:pattern
        {: RESULT = pattern; :}

        | EXPRESSION Expr:expr
        {: RESULT = expr; :};

/* --------------------------- Patterns ---------------------------------- */

Pattern ::= LocationPathPattern:lpp
        {: RESULT = lpp; :}

        | LocationPathPattern:lpp VBAR Pattern:p
        {: RESULT = new AlternativePattern(lpp, p);  :};

LocationPathPattern ::= SLASH
        {: RESULT = new AbsolutePathPattern(null); :}

        | SLASH RelativePathPattern:rpp
        {: RESULT = new AbsolutePathPattern(rpp); :}

        | IdKeyPattern:ikp

      {: RESULT = ikp; :}

        | IdKeyPattern:ikp SLASH RelativePathPattern:rpp
        {: RESULT = new ParentPattern(ikp, rpp); :}

        | IdKeyPattern:ikp DSLASH RelativePathPattern:rpp
        {: RESULT = new AncestorPattern(ikp, rpp); :}

        | DSLASH RelativePathPattern:rpp
        {: RESULT = new AncestorPattern(rpp); :}

        | RelativePathPattern:rpp
        {: RESULT = rpp; :};

IdKeyPattern ::= ID LPAREN Literal:l RPAREN
        {: RESULT = new IdPattern(l);
          parser.setHasIdCall(true);
        :}
```

```
        | KEY LPAREN Literal:l1 COMMA Literal:l2 RPAREN
        {: RESULT = new KeyPattern(l1, l2); :};

ProcessingInstructionPattern ::= PIPARAM LPAREN Literal:l RPAREN
        {: RESULT = new ProcessingInstructionPattern(l); :};

RelativePathPattern ::= StepPattern:sp
        {: RESULT = sp; :}

        | StepPattern:sp SLASH RelativePathPattern:rpp
        {: RESULT
 = new ParentPattern(sp, rpp); :}

        | StepPattern:sp DSLASH RelativePathPattern:rpp
        {: RESULT = new AncestorPattern(sp, rpp); :};

StepPattern ::= NodeTestPattern:nt
        {:
  RESULT = parser.createStepPattern(Axis.CHILD, nt, null);
        :}

        | NodeTestPattern:nt Predicates:pp
        {:
  RESULT = parser.createStepPattern(Axis.CHILD, nt, pp);
        :}

        | ProcessingInstructionPattern:pip
        {: RESULT = pip; :}

    | ProcessingInstructionPattern:pip Predicates:pp
        {: RESULT = (ProcessingInstructionPattern)pip.setPredicates(pp); :}

        | ChildOrAttributeAxisSpecifier:axis NodeTestPattern:nt
        {:
      RESULT = parser.createStepPattern(axis.intValue(), nt, null);
        :}

    | ChildOrAttributeAxisSpecifier:axis
   NodeTestPattern:nt Predicates:pp
        {:
      RESULT = parser.createStepPattern(axis.intValue(), nt, pp);
         :}

        | ChildOrAttributeAxisSpecifier:axis ProcessingInstructionPattern:pip
        {:
      RESULT = pip;  // TODO: report error if axis is attribute
    :}
```

```
    | ChildOrAttributeAxisSpecifier:axis ProcessingInstructionPattern:pip
  Predicates:pp
        {:
       // TODO: report error if axis is attribute
       RESULT = (ProcessingInstructionPattern)pip.setPredicates(pp);
    :};

NodeTestPattern ::= NameTestPattern:nt
        {: RESULT = nt; :}

        | NODE
        {: RESULT = new Integer(NodeTest.ANODE); :}

        | TEXT
        {: RESULT = new Integer(NodeTest.TEXT); :}

        | COMMENT
        {: RESULT = new Integer(NodeTest.COMMENT); :}

        | PI
        {: RESULT = new Integer(NodeTest.PI); :};

NameTestPattern ::= STAR
        {: RESULT = null; :}

        | QName:qn
        {: RESULT = qn; :};

ChildOrAttributeAxisSpecifier ::= ATSIGN

        {: RESULT = new Integer(Axis.ATTRIBUTE); :}

        | CHILD DCOLON
        {: RESULT = new Integer(Axis.CHILD); :}

        | ATTRIBUTE DCOLON
        {: RESULT = new Integer(Axis.ATTRIBUTE); :};

Predicates ::= Predicate:p
        {:
  Vector temp = new Vector();
  temp.addElement(p);
  RESULT = temp;
        :}

        | Predicate:p Predicates:pp
        {: pp.insertElementAt(p, 0); RESULT = pp; :};
```

```
Predicate ::=  LBRACK Expr:e RBRACK
    {:
  RESULT = new Predicate(e);
    :};

/* --------------------------- Expressions -------------------------------- */

Expr ::= OrExpr:ex
      {: RESULT = ex; :};

OrExpr ::= AndExpr:ae
      {: RESULT = ae; :}

      | OrExpr:oe OR AndExpr:ae
      {: RESULT = new LogicalExpr(LogicalExpr.OR, oe, ae); :};

AndExpr ::= EqualityExpr:e
      {: RESULT = e; :}

      | AndExpr:ae AND EqualityExpr:ee
      {: RESULT = new LogicalExpr(LogicalExpr.AND,
 ae, ee); :};

EqualityExpr ::= RelationalExpr:re
      {: RESULT = re; :}

      | EqualityExpr:ee EQ RelationalExpr:re
      {: RESULT = new EqualityExpr(Operators.EQ, ee, re); :}

      | EqualityExpr:ee NE RelationalExpr:re
      {: RESULT = new EqualityExpr(Operators.NE, ee, re); :};

RelationalExpr ::= AdditiveExpr:ae
      {: RESULT = ae; :}

      | RelationalExpr:re LT AdditiveExpr:ae
      {: RESULT = new RelationalExpr(Operators.LT, re, ae); :}

      | RelationalExpr:re GT AdditiveExpr:ae
      {: RESULT = new RelationalExpr(Operators.GT, re, ae); :}

      | RelationalExpr:re LE AdditiveExpr:ae
      {: RESULT = new RelationalExpr(Operators.LE, re, ae); :}

      | RelationalExpr:re GE AdditiveExpr:ae
      {: RESULT = new RelationalExpr(Operators.GE, re, ae); :};

AdditiveExpr ::= MultiplicativeExpr:me
```

```
      {: RESULT = me; :}

      | AdditiveExpr:ae PLUS  MultiplicativeExpr:me
      {: RESULT = new BinOpExpr(BinOpExpr.PLUS,
 ae, me); :}

      | AdditiveExpr:ae MINUS MultiplicativeExpr:me
      {: RESULT = new BinOpExpr(BinOpExpr.MINUS, ae, me); :};

MultiplicativeExpr ::= UnaryExpr:ue
      {: RESULT = ue; :}

      | MultiplicativeExpr:me MULT UnaryExpr:ue
      {: RESULT = new BinOpExpr(BinOpExpr.TIMES, me, ue); :}

      | MultiplicativeExpr:me DIV UnaryExpr:ue
      {: RESULT = new BinOpExpr(BinOpExpr.DIV, me, ue); :}

      | MultiplicativeExpr:me MOD UnaryExpr:ue
      {: RESULT = new BinOpExpr(BinOpExpr.MOD, me, ue); :};

UnaryExpr ::= UnionExpr:ue
      {: RESULT = ue; :}

      | MINUS UnaryExpr:ue
      {: RESULT = new UnaryOpExpr(ue); :};

UnionExpr ::= PathExpr:pe
      {: RESULT = pe; :}

      | PathExpr:pe VBAR UnionExpr:rest
      {: RESULT = new UnionPathExpr(pe, rest); :};

PathExpr ::= LocationPath:lp
      {: RESULT = lp; :}

      | FilterExpr:fexp
      {: RESULT = fexp; :}

      | FilterExpr:fexp
 SLASH RelativeLocationPath:rlp
      {: RESULT = new FilterParentPath(fexp, rlp); :}

      | FilterExpr:fexp DSLASH RelativeLocationPath:rlp
      {:
        //
   // Expand '//' into '/descendant-or-self::node()/' or
   // into /descendant-or-self::*/
```

```
    //
    int nodeType = DOM.NO_TYPE;
    if (rlp instanceof Step &&
        parser.isElementAxis(((Step) rlp).getAxis()))
    {
        nodeType = DTM.ELEMENT_NODE;
    }
         final Step step = new Step(Axis.DESCENDANTORSELF, nodeType, null);
         FilterParentPath fpp = new FilterParentPath(fexp, step);
         fpp = new FilterParentPath(fpp, rlp);
         if (fexp instanceof KeyCall == false) {
            fpp.setDescendantAxis();
    }
         RESULT = fpp;
       :};

LocationPath ::= RelativeLocationPath:rlp
       {: RESULT = rlp; :}

       | AbsoluteLocationPath:alp
       {: RESULT = alp; :};

RelativeLocationPath ::= Step:step
       {: RESULT
 = step; :}

       | RelativeLocationPath:rlp SLASH Step:step
       {:
       if (rlp instanceof Step && ((Step) rlp).isAbbreviatedDot()) {
            RESULT = step;       // Remove './' from the middle
       }
       else if (((Step) step).isAbbreviatedDot()) {
            RESULT = rlp;        // Remove '/.' from the end
       }
       else {
           RESULT =
             new ParentLocationPath((RelativeLocationPath) rlp, step);
          }
       :}

       | AbbreviatedRelativeLocationPath:arlp
       {: RESULT = arlp; :};

AbsoluteLocationPath ::= SLASH
       {: RESULT = new AbsoluteLocationPath(); :}

       | SLASH RelativeLocationPath:rlp
       {: RESULT = new AbsoluteLocationPath(rlp); :}
```

```
    | AbbreviatedAbsoluteLocationPath:aalp
    {: RESULT = aalp; :};

AbbreviatedRelativeLocationPath ::= RelativeLocationPath:rlp DSLASH Step:step
    {:
  final Step right  = (Step)step;
      final
int  axis   = right.getAxis();
      final int  type   = right.getNodeType();
      final Vector predicates = right.getPredicates();

      if ((axis == Axis.CHILD) && (type != NodeTest.ATTRIBUTE)) {
        // Compress './/child:E' into 'descendant::E' - if possible
        if (predicates == null) {
          right.setAxis(Axis.DESCENDANT);
          if (rlp instanceof Step && ((Step)rlp).isAbbreviatedDot()) {
           RESULT = right;
          }
          else {
            // Expand 'rlp//child::E' into 'rlp/descendant::E'
            RelativeLocationPath left = (RelativeLocationPath)rlp;
           RESULT = new ParentLocationPath(left, right);
          }
        }
        else {
          // Expand './/step' -> 'descendant-or-self::*/step'
          if (rlp instanceof Step && ((Step)rlp).isAbbreviatedDot()) {

       Step left = new Step(Axis.DESCENDANTORSELF,
    DTM.ELEMENT_NODE, null);
            RESULT = new ParentLocationPath(left, right);
          }
          else {
            // Expand 'rlp//step' -> 'rlp/descendant-or-self::*/step'
            RelativeLocationPath left = (RelativeLocationPath)rlp;
            Step mid = new Step(Axis.DESCENDANTORSELF,
    DTM.ELEMENT_NODE, null);
            ParentLocationPath ppl = new ParentLocationPath(mid, right);
            RESULT = new ParentLocationPath(left, ppl);
          }
        }
      }
      else if ((axis == Axis.ATTRIBUTE) || (type == NodeTest.ATTRIBUTE)) {
        // Expand 'rlp//step' -> 'rlp/descendant-or-self::*/step'
        RelativeLocationPath left = (RelativeLocationPath)rlp;
        Step middle = new Step(Axis.DESCENDANTORSELF,
    DTM.ELEMENT_NODE, null);
```

```
            ParentLocationPath ppl = new ParentLocationPath(middle, right);
            RESULT = new ParentLocationPath(left, ppl);
    }
    else {
       // Expand 'rlp//step' -> 'rlp/descendant-or-self::node()/step'
            RelativeLocationPath left = (RelativeLocationPath)rlp;
       Step middle = new Step(Axis.DESCENDANTORSELF,
     DOM.NO_TYPE, null);
            ParentLocationPath ppl = new ParentLocationPath(middle, right);
       RESULT = new ParentLocationPath(left, ppl);
    }
      :};


AbbreviatedAbsoluteLocationPath ::= DSLASH RelativeLocationPath:rlp
      {:
        //
    // Expand '//' into '/descendant-or-self::node()/' or
    // into /descendant-or-self::*/
    //
    int nodeType = DOM.NO_TYPE;
    if (rlp instanceof Step &&
       parser.isElementAxis(((Step) rlp).getAxis()))
    {
       nodeType = DTM.ELEMENT_NODE;
    }
    final Step step = new Step(Axis.DESCENDANTORSELF, nodeType, null);
    RESULT =
 new AbsoluteLocationPath(parser.insertStep(step,
    (RelativeLocationPath) rlp));
 :};

Step ::= NodeTest:ntest
      {:
         if (ntest instanceof Step) {
            RESULT = (Step)ntest;
         }
         else {
  RESULT = new Step(Axis.CHILD,
                    parser.findNodeType(Axis.CHILD, ntest),
                    null);
         }
      :}

      | NodeTest:ntest Predicates:pp
      {:
         if (ntest instanceof Step) {
```

```
            Step step = (Step)ntest;
            step.addPredicates(pp);
            RESULT = (Step)ntest;
          }
          else {
            RESULT = new Step(Axis.CHILD,
                    parser.findNodeType(Axis.CHILD, ntest), pp);
          }
        :}

        | AxisSpecifier:axis NodeTest:ntest Predicates:pp
        {: RESULT = new Step(axis.intValue(),
                    parser.findNodeType(axis.intValue(), ntest),
                     pp);
        :}

        | AxisSpecifier:axis NodeTest:ntest
        {: RESULT = new Step(axis.intValue(),
                    parser.findNodeType(axis.intValue(), ntest),
                    null);
        :}

        | AbbreviatedStep:abbrev
        {: RESULT = abbrev; :};

    AxisSpecifier ::= AxisName:an DCOLON
        {: RESULT = an; :}

        | ATSIGN
        {: RESULT = new Integer(Axis.ATTRIBUTE); :};

    AxisName ::=    ANCESTOR
        {: RESULT = new Integer(Axis.ANCESTOR); :}

        | ANCESTORORSELF
        {: RESULT = new Integer(Axis.ANCESTORORSELF); :}

        | ATTRIBUTE
        {: RESULT = new Integer(Axis.ATTRIBUTE); :}

        | CHILD
        {: RESULT = new Integer(Axis.CHILD); :}

        | DESCENDANT
        {: RESULT = new Integer(Axis.DESCENDANT); :}

        | DESCENDANTORSELF
        {: RESULT = new Integer(Axis.DESCENDANTORSELF); :}
```

```
    | FOLLOWING
    {: RESULT = new
Integer(Axis.FOLLOWING); :}

    | FOLLOWINGSIBLING
    {: RESULT = new Integer(Axis.FOLLOWINGSIBLING); :}

    | NAMESPACE
    {: RESULT = new Integer(Axis.NAMESPACE); :}

    | PARENT
    {: RESULT = new Integer(Axis.PARENT); :}

    | PRECEDING
    {: RESULT = new Integer(Axis.PRECEDING); :}

    | PRECEDINGSIBLING
    {: RESULT = new Integer(Axis.PRECEDINGSIBLING); :}

    | SELF
    {: RESULT = new Integer(Axis.SELF); :};

AbbreviatedStep ::= DOT
    {: RESULT = new Step(Axis.SELF, NodeTest.ANODE, null); :}

    | DDOT
    {: RESULT = new Step(Axis.PARENT, NodeTest.ANODE, null); :};

FilterExpr ::=  PrimaryExpr:primary
    {: RESULT = primary; :}

    | PrimaryExpr:primary Predicates:pp
    {: RESULT = new FilterExpr(primary, pp); :};

PrimaryExpr ::= VariableReference:vr
    {: RESULT = vr; :}

    | LPAREN Expr:ex RPAREN
    {: RESULT = ex; :}

| Literal:string
{:

/*
* If the string appears to have the syntax of a QName, store
* namespace info in the literal expression. This is used for
* element-available and function-available functions, among
```

```
* others. Also, the default namespace must be ignored.
*/
String namespace = null;
final int index = string.lastIndexOf(':');

if (index > 0) {
   final String prefix = string.substring(0, index);
   namespace = parser._symbolTable.lookupNamespace(prefix);
}
RESULT = (namespace == null) ? new LiteralExpr(string)
     : new LiteralExpr(string, namespace);
:}

     | INT:num
     {:
  long value = num.longValue();
  if (value < Integer.MIN_VALUE || value > Integer.MAX_VALUE) {
 RESULT = new RealExpr(value);
  }
  else {
          if (num.doubleValue() == -0)
             RESULT = new RealExpr(num.doubleValue());
          else if (num.intValue() == 0)
             RESULT = new IntExpr(num.intValue());

       else if (num.doubleValue() == 0.0)
             RESULT = new RealExpr(num.doubleValue());
          else
             RESULT = new IntExpr(num.intValue());
  }
     :}

     | REAL:num
     {: RESULT = new RealExpr(num.doubleValue()); :}

     | FunctionCall:fc
     {: RESULT = fc; :};

VariableReference ::= DOLLAR VariableName:varName
     {:
        // An empty qname prefix for a variable or parameter reference
        // should map to the null namespace and not the default URI.
        SyntaxTreeNode node = parser.lookupName(varName);

        if (node != null) {
           if (node instanceof Variable) {
              RESULT = new VariableRef((Variable)node);
           }
```

```
            else if (node instanceof Param) {
               RESULT = new ParameterRef((Param)node);
            }
            else {
               RESULT = new UnresolvedRef(varName);
             }
          }

          if (node == null) {
             RESULT = new UnresolvedRef(varName);
          }
        :};

FunctionCall ::= FunctionName:fname LPAREN RPAREN
      {:

        if (parser.getQNameIgnoreDefaultNs("current").equals(fname)) {
          RESULT = new CurrentCall(fname);
    }
        else if (parser.getQNameIgnoreDefaultNs("number").equals(fname)) {
          RESULT = new NumberCall(fname, parser.EmptyArgs);
    }
        else if (parser.getQNameIgnoreDefaultNs("string").equals(fname)) {
          RESULT = new StringCall(fname, parser.EmptyArgs);
    }
        else if (parser.getQNameIgnoreDefaultNs("concat").equals(fname)) {
          RESULT = new ConcatCall(fname, parser.EmptyArgs);
    }
        else if (parser.getQNameIgnoreDefaultNs("true").equals(fname)) {
          RESULT = new BooleanExpr(true);
    }
        else if (parser.getQNameIgnoreDefaultNs("false").equals(fname)) {

     RESULT = new BooleanExpr(false);
    }
        else if (parser.getQNameIgnoreDefaultNs("name").equals(fname)) {
          RESULT = new NameCall(fname);
    }
        else if (parser.getQNameIgnoreDefaultNs("generate-id").equals(fname)) {
          RESULT = new GenerateIdCall(fname, parser.EmptyArgs);
    }
        else if (parser.getQNameIgnoreDefaultNs("string-length").equals(fname)) {
          RESULT = new StringLengthCall(fname, parser.EmptyArgs);
    }
        else if (parser.getQNameIgnoreDefaultNs("position").equals(fname)) {
          RESULT = new PositionCall(fname);
    }
        else if (parser.getQNameIgnoreDefaultNs("last").equals(fname)) {
```

```
        RESULT = new LastCall(fname);
    }
      else if (parser.getQNameIgnoreDefaultNs("local-name").equals(fname)) {
        RESULT = new LocalNameCall(fname);
    }
      else if (parser.getQNameIgnoreDefaultNs("namespace-uri").equals(fname)) {
        RESULT = new NamespaceUriCall(fname);

    }
      else {
        RESULT = new FunctionCall(fname, parser.EmptyArgs);
    }
     :}

     | FunctionName:fname LPAREN NonemptyArgumentList:argl RPAREN
     {:
      if (parser.getQNameIgnoreDefaultNs("concat").equals(fname)) {
        RESULT = new ConcatCall(fname, argl);
    }
      else if (parser.getQNameIgnoreDefaultNs("number").equals(fname)) {
        RESULT = new NumberCall(fname, argl);
    }
      else if (parser.getQNameIgnoreDefaultNs("document").equals(fname)) {
   parser.setMultiDocument(true);
        RESULT = new DocumentCall(fname, argl);
    }
      else if (parser.getQNameIgnoreDefaultNs("string").equals(fname)) {
        RESULT = new StringCall(fname, argl);
    }
      else if (parser.getQNameIgnoreDefaultNs("boolean").equals(fname)) {
        RESULT = new BooleanCall(fname, argl);
    }
      else if (parser.getQNameIgnoreDefaultNs("name").equals(fname)) {

     RESULT = new NameCall(fname, argl);
    }
      else if (parser.getQNameIgnoreDefaultNs("generate-id").equals(fname)) {
        RESULT = new GenerateIdCall(fname, argl);
    }
      else if (parser.getQNameIgnoreDefaultNs("not").equals(fname)) {
        RESULT = new NotCall(fname, argl);
    }
      else if (parser.getQNameIgnoreDefaultNs("format-number").equals(fname)) {
        RESULT = new FormatNumberCall(fname, argl);
    }
      else if (parser.getQNameIgnoreDefaultNs("unparsed-entity-uri").equals(fname)) {
        RESULT = new UnparsedEntityUriCall(fname, argl);
    }
```

```
        else if (parser.getQNameIgnoreDefaultNs("key").equals(fname)) {
          RESULT = new KeyCall(fname, argl);
      }
        else if (parser.getQNameIgnoreDefaultNs("id").equals(fname)) {
          RESULT = new KeyCall(fname, argl);
          parser.setHasIdCall(true);
      }
        else if (parser.getQNameIgnoreDefaultNs("ceiling").equals(fname))
    {
          RESULT = new CeilingCall(fname, argl);
      }
        else if (parser.getQNameIgnoreDefaultNs("round").equals(fname)) {
          RESULT = new RoundCall(fname, argl);
      }
        else if (parser.getQNameIgnoreDefaultNs("floor").equals(fname)) {
          RESULT = new FloorCall(fname, argl);
      }
        else if (parser.getQNameIgnoreDefaultNs("contains").equals(fname)) {
          RESULT = new ContainsCall(fname, argl);
      }
        else if (parser.getQNameIgnoreDefaultNs("string-length").equals(fname)) {
          RESULT = new StringLengthCall(fname, argl);
      }
        else if (parser.getQNameIgnoreDefaultNs("starts-with").equals(fname)) {
          RESULT = new StartsWithCall(fname, argl);
      }
        else if (parser.getQNameIgnoreDefaultNs("function-available").equals(fname)) {
          RESULT = new FunctionAvailableCall(fname, argl);
      }
        else if (parser.getQNameIgnoreDefaultNs("element-available").equals(fname))
    {
          RESULT = new ElementAvailableCall(fname, argl);
      }
        else if (parser.getQNameIgnoreDefaultNs("local-name").equals(fname)) {
          RESULT = new LocalNameCall(fname, argl);
      }
        else if (parser.getQNameIgnoreDefaultNs("lang").equals(fname)) {
          RESULT = new LangCall(fname, argl);
      }
        else if (parser.getQNameIgnoreDefaultNs("namespace-uri").equals(fname)) {
          RESULT = new NamespaceUriCall(fname, argl);
      }
        else if (parser.getQName(Constants.TRANSLET_URI, "xsltc", "cast").equals(fname)) {
          RESULT = new CastCall(fname, argl);
      }
      // Special case for extension function nodeset()
        else if (fname.getLocalPart().equals("nodeset") || fname.getLocalPart().equals("node-set")) {
       parser.setCallsNodeset(true);  // implies MultiDOM
```

```
        RESULT = new FunctionCall(fname, argl);
  }
      else {
        RESULT = new FunctionCall(fname, argl);
  }
  :};

NonemptyArgumentList
 ::= Argument:arg
     {:
        Vector temp = new Vector();
        temp.addElement(arg);
        RESULT = temp;
     :}

     | Argument:arg COMMA NonemptyArgumentList:argl
     {: argl.insertElementAt(arg, 0); RESULT = argl; :};

FunctionName ::= QName:fname
     {:
    RESULT = fname;
 :};

VariableName ::= QName:vname
     {:
    RESULT = vname;
 :};

Argument ::= Expr:ex
     {: RESULT = ex; :};

NodeTest ::= NameTest:nt
     {: RESULT = nt; :}

     | NODE
     {: RESULT = new Integer(NodeTest.ANODE); :}

     | TEXT
     {: RESULT = new Integer(NodeTest.TEXT); :}

     | COMMENT
     {: RESULT = new Integer(NodeTest.COMMENT); :}

     | PIPARAM LPAREN Literal:l RPAREN
     {:
       QName name = parser.getQNameIgnoreDefaultNs("name");
       Expression exp = new EqualityExpr(Operators.EQ,
                                  new NameCall(name),
```

```
                                    new LiteralExpr(l));
          Vector predicates = new Vector();
          predicates.addElement(new Predicate(exp));
          RESULT = new Step(Axis.CHILD, NodeTest.PI, predicates);
        :}

        | PI
        {: RESULT = new Integer(NodeTest.PI); :};

NameTest ::= STAR
            {: RESULT = null; :}

            | QName:qn
            {: RESULT = qn; :};

QName ::= QNAME:qname
        {: RESULT = parser.getQNameIgnoreDefaultNs(qname); :}

 | DIV
        {: RESULT = parser.getQNameIgnoreDefaultNs("div"); :}

        | MOD
        {: RESULT = parser.getQNameIgnoreDefaultNs("mod"); :}

        | KEY
        {: RESULT = parser.getQNameIgnoreDefaultNs("key"); :}

        | ANCESTOR
        {: RESULT = parser.getQNameIgnoreDefaultNs("child"); :}

        | ANCESTORORSELF
        {: RESULT = parser.getQNameIgnoreDefaultNs("ancestor-or-self"); :}

        | ATTRIBUTE
        {: RESULT
 = parser.getQNameIgnoreDefaultNs("attribute"); :}

        | CHILD
        {: RESULT = parser.getQNameIgnoreDefaultNs("child"); :}

        | DESCENDANT
        {: RESULT = parser.getQNameIgnoreDefaultNs("decendant"); :}

        | DESCENDANTORSELF
        {: RESULT = parser.getQNameIgnoreDefaultNs("decendant-or-self"); :}

        | FOLLOWING
        {: RESULT = parser.getQNameIgnoreDefaultNs("following"); :}
```

```
    | FOLLOWINGSIBLING
    {: RESULT = parser.getQNameIgnoreDefaultNs("following-sibling"); :}

    | NAMESPACE
    {: RESULT = parser.getQNameIgnoreDefaultNs("namespace"); :}

    | PARENT
    {: RESULT = parser.getQNameIgnoreDefaultNs("parent"); :}

    | PRECEDING
    {: RESULT = parser.getQNameIgnoreDefaultNs("preceding"); :}

    | PRECEDINGSIBLING
    {: RESULT = parser.getQNameIgnoreDefaultNs("preceding-sibling"); :}

    | SELF
    {: RESULT = parser.getQNameIgnoreDefaultNs("self"); :}


  | ID
    {: RESULT = parser.getQNameIgnoreDefaultNs("id"); :};
```

Found in path(s):
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/xpath.cup
No license file was found, but licenses were detected in source scan.

```
/*
* Licensed to the Apache Software Foundation (ASF) under one
* or more contributor license agreements. See the NOTICE file
* distributed with this work for additional information
* regarding copyright ownership. The ASF licenses this file
* to you under the Apache License, Version 2.0 (the  "License");
* you may not use this file except in compliance with the License.
* You may obtain a copy of the License at
*
*     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.
*/
/**
* This is a special exception that is used to stop parsing when
* search for an element.  For instance, when searching
```

for xml:stylesheet
* PIs, it is used to stop the parse once the document element is found.
* @see StylesheetPIHandler
* @xsl.usage internal
*/

Found in path(s):
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/StopParseException.java
No license file was found, but licenses were detected in source scan.

/*
* Licensed to the Apache Software Foundation (ASF) under one or more
* contributor license agreements. See the NOTICE file distributed with
* this work for additional information regarding copyright ownership.
* The ASF licenses this file to You under the Apache License, Version 2.0
* (the "License"); you may not use this file except in compliance with
* the License. You may obtain a copy of the License at
*
*   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.
*/
/*
* $Id: xpath.lex 1225752 2011-12-30 04:12:46Z mrglavas $
*/

/*
* @author Jacek Ambroziak
* @author
 Santiago Pericas-Geertsen
* @author Morten Jorgensen
*
*/

package org.apache.xalan.xsltc.compiler;

import java_cup.runtime.Symbol;
%%
%cup
%unicode
%class XPathLexer
%yyeof

%{

```
int last;

void initialize() {
   last = -1;
}

static boolean isWhitespace(int c) {
   return (c == ' ' || c == '\t' || c == '\r' || c == '\n'  || c == '\f');
}

/**
 * If symbol is not followed by '::' or '(', then treat it as a
 * name instead of an axis or function (Jira-1912).
 */
Symbol disambiguateAxisOrFunction(int ss) throws Exception {
   // Peek in the input buffer without changing the internal state
   int index = yy_buffer_index;

   // Skip whitespace
   while (index < yy_buffer_read && isWhitespace(yy_buffer[index])) {
      index++;
   }

   // If end of buffer, can't disambiguate :(

 if (index >= yy_buffer_read) {
      // Can't disambiguate, so return as symbol
      return new Symbol(ss);
   }

   // Return symbol if next token is '::' or '('
   return (yy_buffer[index] == ':' && yy_buffer[index+1] == ':' ||
         yy_buffer[index] == '(') ?
         newSymbol(ss) : newSymbol(sym.QNAME, yytext());
}

/**
 * If symbol is first token or if it follows any of the operators
 * listed in http://www.w3.org/TR/xpath#exprlex then treat as a
 * name instead of a keyword (Jira-1912).
 */
Symbol disambiguateOperator(int ss) throws Exception {
   switch (last) {
   case -1:    // first token
   case sym.ATSIGN:
   case sym.DCOLON:
   case sym.LPAREN:
   case sym.LBRACK:
```

```
            case sym.COMMA:
            case sym.AND:
            case sym.OR:
            case
    sym.MOD:
            case sym.DIV:
            case sym.MULT:
            case sym.SLASH:
            case sym.DSLASH:
            case sym.VBAR:
            case sym.PLUS:
            case sym.MINUS:
            case sym.EQ:
            case sym.NE:
            case sym.LT:
            case sym.LE:
            case sym.GT:
            case sym.GE:
               return newSymbol(sym.QNAME, yytext());
            }
            return newSymbol(ss);
        }

        /**
         * If symbol is first token or if it follows any of the operators
         * listed in http://www.w3.org/TR/xpath#exprlex then treat as a
         * wildcard instead of a multiplication operator
         */
        Symbol disambiguateStar() throws Exception {
            switch (last) {
            case -1:    // first token
            case sym.ATSIGN:
            case sym.DCOLON:
            case sym.LPAREN:
            case sym.LBRACK:
            case sym.COMMA:

     case sym.AND:
            case sym.OR:
            case sym.MOD:
            case sym.DIV:
            case sym.MULT:
            case sym.SLASH:
            case sym.DSLASH:
            case sym.VBAR:
            case sym.PLUS:
            case sym.MINUS:
            case sym.EQ:
```

```
        case sym.NE:
        case sym.LT:
        case sym.LE:
        case sym.GT:
        case sym.GE:
           return newSymbol(sym.STAR);
        }
        return newSymbol(sym.MULT);
    }

    Symbol newSymbol(int ss) {
        last = ss;
        return new Symbol(ss);
    }

    Symbol newSymbol(int ss, String value) {
        last = ss;
        return new Symbol(ss, value);
    }

    Symbol newSymbol(int ss, Long value) {
        last = ss;
        return new Symbol(ss, value);
    }

    Symbol newSymbol(int ss, Double value) {
        last = ss;
        return new
 Symbol(ss, value);
    }
%}

%eofval{
return newSymbol(sym.EOF);
%eofval}

%yylexthrow{
Exception
%yylexthrow}

Letter={BaseChar}|{Ideographic}

BaseChar=[\u0041-\u005A\u0061-\u007A\u00C0-\u00D6\u00D8-\u00F6\u00F8-\u00FF\u0100-\u0131\u0134-
\u013E\u0141-\u0148\u014A-\u017E\u0180-\u01C3\u01CD-\u01F0\u01F4-\u01F5\u01FA-\u0217\u0250-
\u02A8\u02BB-\u02C1\u0386\u0388-\u038A\u038C\u038E-\u03A1\u03A3-\u03CE\u03D0-
\u03D6\u03DA\u03DC\u03DE\u03E0\u03E2-\u03F3\u0401-\u040C\u040E-\u044F\u0451-\u045C\u045E-
\u0481\u0490-\u04C4\u04C7-\u04C8\u04CB-\u04CC\u04D0-\u04EB\u04EE-\u04F5\u04F8-\u04F9\u0531-
\u0556\u0559\u0561-\u0586\u05D0-\u05EA\u05F0-\u05F2\u0621-\u063A\u0641-\u064A\u0671-\u06B7\u06BA-
```

\u06BE\u06C0-\u06CE\u06D0-\u06D3\u06D5\u06E5-\u06E6\u0905-\u0939\u093D\u0958-\u0961\u0985-
\u098C\u098F-\u0990\u0993-\u09A8\u09AA-\u09B0\u09B2\u09B6-\u09B9\u09DC-\u09DD\u09DF-
\u09E1\u09F0-\u09F1\u0A05-\u0A0A\u0A0F-\u0A10\u0A13-\u0A28\u0A2A-\u0A30\u0A32-\u0A33\u0A35-
\u0A36\u0A38-\u0A39\u0A59-\u0A5C\u0A5E\u0A72-\u0A74\u0A85-\u0A8B\u0A8D\u0A8F-\u0A91\u0A93-
\u0AA8\u0AAA-\u0AB0\u0AB2-\u0AB3\u0AB5-\u0AB9\u0ABD\u0AE0\u0B05-\u0B0C\u0B0F-\u0B10\u0B13-
\u0B28\u0B2A-\u0B30\u0B32-\u0B33\u0B36-\u0B39\u0B3D\u0B5C-\u0B5D\u0B5F-\u0B61\u0B85-
\u0B8A\u0B8E-\u0B90\u0B92-\u0B95\u0B99-\u0B9A\u0B9C\u0B9E-\u0B9F\u0BA3-\u0BA4\u0BA8-
\u0BAA\u0BAE-\u0BB5\u0BB7-\u0BB9\u0C05-\u0C0C\u0C0E-\u0C10\u0C12-\u0C28\u0C2A-\u0C33\u0C35-
\u0C39\u0C60-\u0C61\u0C85-\u0C8C\u0C8E-\u0C90\u0C92-\u0CA8\u0CAA-\u0CB3\u0CB5-
\u0CB9\u0CDE\u0CE0-\u0CE1\u0D05-\u0D0C\u0D0E-\u0D10\u0D12-\u0D28\u0D2A-\u0D39\u0D60-
\u0D61\u0E01-\u0E2E\u0E30\u0E32-\u0E33\u0E40-\u0E45\u0E81-\u0E82\u0E84\u0E87-
\u0E88\u0E8A\u0E8D\u0E94-\u0E97\u0E99-\u0E9F\u0EA1-\u0EA3\u0EA5\u0EA7\u0EAA-\u0EAB\u0EAD-
\u0EAE\u0EB0\u0EB2-\u0EB3\u0EBD\u0EC0-\u0EC4\u0F40-\u0F47\u0F49-\u0F69\u10A0-\u10C5\u10D0-
\u10F6\u1100\u1102-\u1103\u1105-\u1107\u1109\u110B-\u110C\u110E-
\u1112\u113C\u113E\u1140\u114C\u114E\u1150\u1154-\u1155\u1159\u115F-
\u1161\u1163\u1165\u1167\u1169\u116D-\u116E\u1172-\u1173\u1175\u119E\u11A8\u11AB\u11AE-
\u11AF\u11B7-\u11B8\u11BA\u11BC-\u11C2\u11EB\u11F0\u11F9\u1E00-\u1E9B\u1EA0-\u1EF9\u1F00-
\u1F15\u1F18-\u1F1D\u1F20-\u1F45\u1F48-\u1F4D\u1F50-\u1F57\u1F59\u1F5B\u1F5D\u1F5F-\u1F7D\u1F80-
\u1FB4\u1FB6-\u1FBC\u1FBE\u1FC2-\u1FC4\u1FC6-\u1FCC\u1FD0-\u1FD3\u1FD6-\u1FDB\u1FE0-
\u1FEC\u1FF2-\u1FF4\u1FF6-\u1FFC\u2126\u212A-\u212B\u212E\u2180-\u2182\u3041-\u3094\u30A1-
\u30FA\u3105-\u312C\uAC00-\uD7A3]

Ideographic=[\u4E00-\u9FA5\u3007\u3021-\u3029]

CombiningChar=[\u0300-\u0345\u0360-\u0361\u0483-\u0486\u0591-\u05A1\u05A3-\u05B9\u05BB-
\u05BD\u05BF\u05C1-\u05C2\u05C4\u064B-\u0652\u0670\u06D6-\u06DC\u06DD-\u06DF\u06E0-\u06E4\u06E7-
\u06E8\u06EA-\u06ED\u0901-\u0903\u093C\u093E-\u094C\u094D\u0951-\u0954\u0962-\u0963\u0981-
\u0983\u09BC\u09BE\u09BF\u09C0-\u09C4\u09C7-\u09C8\u09CB-\u09CD\u09D7\u09E2-
\u09E3\u0A02\u0A3C\u0A3E\u0A3F\u0A40-\u0A42\u0A47-\u0A48\u0A4B-\u0A4D\u0A70-\u0A71\u0A81-
\u0A83\u0ABC\u0ABE-\u0AC5\u0AC7-\u0AC9\u0ACB-\u0ACD\u0B01-\u0B03\u0B3C\u0B3E-\u0B43\u0B47-
\u0B48\u0B4B-\u0B4D\u0B56-\u0B57\u0B82-\u0B83\u0BBE-\u0BC2\u0BC6-\u0BC8\u0BCA-
\u0BCD\u0BD7\u0C01-\u0C03\u0C3E-\u0C44\u0C46-\u0C48\u0C4A-\u0C4D\u0C55-\u0C56\u0C82-
\u0C83\u0CBE-\u0CC4\u0CC6-\u0CC8\u0CCA-\u0CCD\u0CD5-\u0CD6\u0D02-\u0D03\u0D3E-\u0D43\u0D46-
\u0D48\u0D4A-\u0D4D\u0D57\u0E31\u0E34-\u0E3A\u0E47-\u0E4E\u0EB1\u0EB4-\u0EB9\u0EBB-
\u0EBC\u0EC8-\u0ECD\u0F18-\u0F19\u0F35\u0F37\u0F39\u0F3E\u0F3F\u0F71-\u0F84\u0F86-\u0F8B\u0F90-
\u0F95\u0F97\u0F99-\u0FAD\u0FB1-\u0FB7\u0FB9\u20D0-\u20DC\u20E1\u302A-\u302F\u3099\u309A]

Digit=[\u0030-\u0039\u0660-\u0669\u06F0-\u06F9\u0966-\u096F\u09E6-\u09EF\u0A66-\u0A6F\u0AE6-
\u0AEF\u0B66-\u0B6F\u0BE7-\u0BEF\u0C66-\u0C6F\u0CE6-\u0CEF\u0D66-\u0D6F\u0E50-\u0E59\u0ED0-
\u0ED9\u0F20-\u0F29]

Extender=[\u00B7\u02D0\u02D1\u0387\u0640\u0E46\u0EC6\u3005\u3031-\u3035\u309D-\u309E\u30FC-\u30FE]

NCName=({Letter}|"_"|{NCNameStartChar})({NCNameChar})*

NCNameChar={Letter}|{Digit}|"."|"-"|"_"|{CombiningChar}|{Extender}|{NCNameStartChar}|

```
 \u00B7 | [\u0300-\u036F] | [\u203F-\u2040] | [\u0130-\u0136]

NCNameStartChar=[\u0041-\u005A\u0061-\u007A\u00C0-\u00D6\u00D8-\u00F6\u00F8-\u02FF\u0370-
\u037D\u037F-\u1FFF\u200C-\u200D\u2070-\u218F\u2C00-\u2FEF\u3001-\uD7FF\uF900-\uFDCF\uFDF0-
\uFFFD] | \u005F |({HighSurrogate}{LowSurrogate})

HighSurrogate=[\uD800-\uDBFF]

LowSurrogate=[\uDC00-\uDFFF]

%%

"*"                  { return disambiguateStar(); }
"/"                  { return newSymbol(sym.SLASH); }
"+"                  { return newSymbol(sym.PLUS); }
"-"                  { return newSymbol(sym.MINUS); }
"div"                 { return disambiguateOperator(sym.DIV); }
"mod"                   { return disambiguateOperator(sym.MOD); }
"::"                 { return newSymbol(sym.DCOLON); }
","                  { return newSymbol(sym.COMMA); }
"@"                   { return newSymbol(sym.ATSIGN); }
".."                 { return newSymbol(sym.DDOT); }
"|"
  { return newSymbol(sym.VBAR); }
"$"                  { return newSymbol(sym.DOLLAR); }
"//"                 { return newSymbol(sym.DSLASH); }
"="                  { return newSymbol(sym.EQ); }
"!="                 { return newSymbol(sym.NE); }
"<"                  { return newSymbol(sym.LT); }
">"                  { return newSymbol(sym.GT); }
"<="                  { return newSymbol(sym.LE); }
">="                  { return newSymbol(sym.GE); }
"id"                 { return disambiguateAxisOrFunction(sym.ID); }
"key"                 { return disambiguateAxisOrFunction(sym.KEY); }
"text()"              { return newSymbol(sym.TEXT); }
"text"+[ \t\r\n\f]+"()"  { return newSymbol(sym.TEXT); }
"node()"               { return newSymbol(sym.NODE); }
"node"+[ \t\r\n\f]+"()"  { return newSymbol(sym.NODE); }
"comment()"               { return newSymbol(sym.COMMENT); }
"comment"+[ \t\r\n\f]+"()"  { return newSymbol(sym.COMMENT); }
"processing-instruction"
 { return disambiguateAxisOrFunction(sym.PIPARAM); }
"processing-instruction()"               { return newSymbol(sym.PI); }
"processing-instruction"+[ \t\r\n\f]+"()" { return newSymbol(sym.PI); }
"or"                 { return disambiguateOperator(sym.OR); }
"and"                 { return disambiguateOperator(sym.AND); }
"child"               { return disambiguateAxisOrFunction(sym.CHILD); }
"attribute"            { return disambiguateAxisOrFunction(sym.ATTRIBUTE); }
```

```
"ancestor"              { return disambiguateAxisOrFunction(sym.ANCESTOR); }
"ancestor-or-self"      { return disambiguateAxisOrFunction(sym.ANCESTORORSELF); }
"descendant"            { return disambiguateAxisOrFunction(sym.DESCENDANT); }
"descendant-or-self"    { return disambiguateAxisOrFunction(sym.DESCENDANTORSELF); }
"following"             { return disambiguateAxisOrFunction(sym.FOLLOWING); }
"following-sibling"     { return disambiguateAxisOrFunction(sym.FOLLOWINGSIBLING);
 }
"namespace"             { return disambiguateAxisOrFunction(sym.NAMESPACE); }
"parent"                { return disambiguateAxisOrFunction(sym.PARENT); }
"preceding"             { return disambiguateAxisOrFunction(sym.PRECEDING); }
"preceding-sibling"     { return disambiguateAxisOrFunction(sym.PRECEDINGSIBLING); }
"self"                  { return disambiguateAxisOrFunction(sym.SELF); }
"["                     { return newSymbol(sym.LBRACK); }
"]"                     { return newSymbol(sym.RBRACK); }
"("                     { return newSymbol(sym.LPAREN); }
")"                     { return newSymbol(sym.RPAREN); }
"<PATTERN>"             { initialize(); return new Symbol(sym.PATTERN); }
"<EXPRESSION>"          { initialize(); return new Symbol(sym.EXPRESSION); }
\"[^\"]*\"              { return newSymbol(sym.Literal,
       yytext().substring(1, yytext().length() - 1)); }
\'[^\']*\'              { return newSymbol(sym.Literal,
       yytext().substring(1,
 yytext().length() - 1)); }
{Digit}+                { return newSymbol(sym.INT, new Long(yytext())); }
{Digit}+("."{Digit}*)?  { return newSymbol(sym.REAL, new Double(yytext())); }
"."{Digit}+             { return newSymbol(sym.REAL, new Double(yytext())); }
"."                     { return newSymbol(sym.DOT); }
({NCName}":")?{NCName}  { return newSymbol(sym.QNAME, yytext()); }
({NCName}":")?"*"       { return newSymbol(sym.QNAME, yytext()); }
({NCName}":")?"@*"      { return newSymbol(sym.QNAME, yytext()); }
[ \t\r\n\f]             { /* ignore white space. */ }
.                       { throw new Exception(yytext()); }
```

Found in path(s):
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/xpath.lex
No license file was found, but licenses were detected in source scan.

```
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* regarding copyright ownership. The ASF licenses this file
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*
*     http://www.apache.org/licenses/LICENSE-2.0
*
```

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* WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
* See the License for the specific language governing permissions and
* limitations under the License.
*/
// Proprietary, built in functions
/** current function string (Proprietary). */

Found in path(s):
* /xalan-2-7-2-sources-jar/org/apache/xpath/compiler/Keywords.java
No license file was found, but licenses were detected in source scan.

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* distributed under the License is distributed on an "AS IS" BASIS,
* WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
* See the License for the specific language governing permissions and
* limitations under the License.
*/
// is found, then throw a special exception in order to terminate

Found in path(s):
* /xalan-2-7-2-sources-jar/org/apache/xalan/processor/TransformerFactoryImpl.java
No license file was found, but licenses were detected in source scan.

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* limitations under the License.
*/
/*
* $Id: Version.src 468654 2006-10-28 07:09:23Z minchau $
*/
package org.apache.xml.serializer;

/**
 * Administrative class to keep track of the version number of
* the Serializer release.
* <P>This class implements the upcoming standard of having
* org.apache.project-name.Version.getVersion() be a standard way
* to get version information.</P>
* @xsl.usage general
*/
public final class Version
{

 /**
  * Get the basic version string for the current Serializer.
  * Version String formatted like
  * <CODE>"<B>Serializer</B> <B>Java</B> v.r[.dd| <B>D</B>nn]"</CODE>.
  *
  * Futurework: have this read version info from jar manifest.
  *
  * @return String denoting our current version
  */
 public static String getVersion()
 {
   return getProduct()+" "+getImplementationLanguage()+" "
        +getMajorVersionNum()+"."+getReleaseVersionNum()+"."
        +( (getDevelopmentVersionNum() > 0) ?
           ("D"+getDevelopmentVersionNum()) : (""+getMaintenanceVersionNum()));
 }

 /**
  * Print the processor version to the command
 line.
  *
  * @param argv command line arguments, unused.
  */
 public static void main(String argv[])
 {
  System.out.println(getVersion());
 }
```

```
/**
 * Name of product: Serializer.
 */
public static String getProduct()
{
  return "Serializer";
}

/**
 * Implementation Language: Java.
 */
public static String getImplementationLanguage()
{
  return "Java";
}


/**
 * Major version number.
 * Version number. This changes only when there is a
 *          significant, externally apparent enhancement from
 *          the previous release. 'n' represents the n'th
 *          version.
 *
 *          Clients should carefully consider the implications
 *          of new versions as external interfaces and behaviour
 *          may have changed.
 */
public static int getMajorVersionNum()
{
  return @version.VERSION@;

}

/**
 * Release Number.
 * Release number. This
changes when:
 *          - a new set of functionality is to be added, eg,
 *            implementation of a new W3C specification.
 *          - API or behaviour change.
 *          - its designated as a reference release.
 */
public static int getReleaseVersionNum()
{
  return @version.RELEASE@;
}
```

```
/**
 * Maintenance Drop Number.
 * Optional identifier used to designate maintenance
 *         drop applied to a specific release and contains
 *         fixes for defects reported. It maintains compatibility
 *         with the release and contains no API changes.
 *         When missing, it designates the final and complete
 *         development drop for a release.
 */
public static int getMaintenanceVersionNum()
{
  return @version.MINOR@;
}

/**
 * Development Drop Number.
 * Optional identifier designates development drop of
 *         a specific release. D01 is the first development
drop
 *         of a new release.
 *
 *         Development drops are works in progress towards a
 *         compeleted, final release. A specific development drop
 *         may not completely implement all aspects of a new
 *         feature, which may take several development drops to
 *         complete. At the point of the final drop for the
 *         release, the D suffix will be omitted.
 *
 *         Each 'D' drops can contain functional enhancements as
 *         well as defect fixes. 'D' drops may not be as stable as
 *         the final releases.
 */
public static int getDevelopmentVersionNum()
{
  try {
      if ((new String("@version.DEVELOPER@")).length() == 0)
        return 0;
      else
        return Integer.parseInt("@version.DEVELOPER@");
  } catch (NumberFormatException nfe) {
         return 0;
  }
 }
}
```

Found in path(s):
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/Version.src

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

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* Recherche en Informatique et en Automatique, Keio University). All
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* PURPOSE.
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*/

Found in path(s):
* /xalan-2-7-2-sources-jar/org/apache/xpath/domapi/XPathStylesheetDOM3Exception.java
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* limitations under the License.
*/
// Proprietary
/** The 'document-location()' id (Proprietary). */

Found in path(s):
* /xalan-2-7-2-sources-jar/org/apache/xpath/compiler/FunctionTable.java
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* WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
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* limitations under the License.
*/
/*
* $Id: XSLProcessorVersion.src 468640 2006-10-28 06:53:53Z minchau $
*/
package org.apache.xalan.processor;

/**
 * Administrative class to keep track of the version number of
* the Xalan release.
* <P>See also: org/apache/xalan/res/XSLTInfo.properties</P>
* @deprecated To be replaced by org.apache.xalan.Version.getVersion()
* @xsl.usage general
*/
public class XSLProcessorVersion
{

 /**
  * Print the processor version to the command line.
  *
  * @param argv command line arguments, unused.
  */
 public static void main(String argv[])
 {
  System.out.println(S_VERSION);
 }

 /**
  * Constant name of product.
  */
 public static final String PRODUCT = "Xalan";

 /**
  * Implementation Language.
  */
 public static final String LANGUAGE = "Java";

 /**
  * Major version number.
```

```
 * Version number. This changes only when there is a
 *       significant, externally apparent enhancement from
 *       the previous release. 'n' represents the n'th
 *       version.
 *
 *       Clients should carefully consider
the implications
 *       of new versions as external interfaces and behaviour
 *       may have changed.
 */
public static final int VERSION = @version.VERSION@;

/**
 * Release Number.
 * Release number. This changes when:
 *          - a new set of functionality is to be added, eg,
 *            implementation of a new W3C specification.
 *          - API or behaviour change.
 *          - its designated as a reference release.
 */
public static final int RELEASE = @version.RELEASE@;

/**
 * Maintenance Drop Number.
 * Optional identifier used to designate maintenance
 *       drop applied to a specific release and contains
 *       fixes for defects reported. It maintains compatibility
 *       with the release and contains no API changes.
 *       When missing, it designates the final and complete
 *       development drop for a release.
 */
public static final int MAINTENANCE
= @version.MINOR@;

/**
 * Development Drop Number.
 * Optional identifier designates development drop of
 *       a specific release. D01 is the first development drop
 *       of a new release.
 *
 *       Development drops are works in progress towards a
 *       compeleted, final release. A specific development drop
 *       may not completely implement all aspects of a new
 *       feature, which may take several development drops to
 *       complete. At the point of the final drop for the
 *       release, the D suffix will be omitted.
 *
 *       Each 'D' drops can contain functional enhancements as
```

```
 *          well as defect fixes. 'D' drops may not be as stable as
 *          the final releases.
 */
public static final int DEVELOPMENT = 0;

/**
 * Version String like <CODE>"<B>Xalan</B> <B>Language</B>
 * v.r[.dd| <B>D</B>nn]"</CODE>.
 * <P>Semantics of the version string are
identical to the Xerces project.</P>
 */
public static final String S_VERSION = PRODUCT+" "+LANGUAGE+" "
                        +VERSION+"."+RELEASE+"."
                        +(DEVELOPMENT > 0 ? ("D"+DEVELOPMENT)
                         : (""+MAINTENANCE));

}
```

Found in path(s):
* /xalan-2-7-2-sources-jar/org/apache/xalan/processor/XSLProcessorVersion.src
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```
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* limitations under the License.
*/
```

Found in path(s):
* /xalan-2-7-2-sources-jar/org/apache/xalan/xslt/ObjectFactory.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/extensions/MethodResolver.java
*
 /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Number.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/lib/Extensions.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/SerializerSwitcher.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/axes/HasPositionalPredChecker.java

* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemUse.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/axes/AxesWalker.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/ExtendedContentHandler.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/operations/NotEquals.java
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* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/Filter.java
*
/xalan-2-7-2-sources-jar/org/apache/xalan/lib/sql/SQLErrorDocument.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_pt_BR.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/TypeCheckError.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorOutputElem.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_ru.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/TransformSnapshot.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/ArrayNodeListIterator.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/SlotAllocator.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/SymbolTable.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/TestGenerator.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/res/XPATHErrorResources_cs.java

* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/ArgumentList.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/StringComparable.java
*
 /xalan-2-7-2-sources-jar/org/apache/xalan/trace/SelectionEvent.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/XMLNSDecl.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/dom3/DOMStringListImpl.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/Utils.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/output/WriterOutputBuffer.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/lib/sql/QueryParameter.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Instruction.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncSum.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemNumber.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/FloorCall.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/trace/TraceListener.java
* /xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/sax2dtm/SAX2RTFDTM.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/res/XResources_zh_TW.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemExtensionDecl.java
*
 /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Import.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/SerializerMessages_fr.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/SecuritySupport.java
* /xalan-2-7-2-sources-jar/org/apache/xml/dtm/DTMConfigurationException.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/DecimalFormatProperties.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/ObjectFactory.java
* /xalan-2-7-2-sources-jar/org/apache/xml/res/XMLErrorResources_zh_TW.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/AncestorPattern.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/SerializerMessages_es.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Parser.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemTextLiteral.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/ErrorMessages_tr.java
*
 /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemUnknown.java
* /xalan-2-7-2-sources-jar/org/apache/xml/res/XMLErrorResources_ca.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/lib/SecuritySupport.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/Parameter.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/BooleanType.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/InternalError.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/Hashtable.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/ErrorMessages_fr.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/UnresolvedRef.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/LiteralAttribute.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/extensions/ExtensionNamespaceSupport.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/SerializerMessages_cs.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/CeilingCall.java
*
 /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Attribute.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/operations/Operation.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_de.java

* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/StringCall.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/AnyNodeCounter.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/ClonerToResultTree.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_zh_TW.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/IdPattern.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Whitespace.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/axes/ReverseAxesWalker.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/SecuritySupport.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/VariableRefBase.java
* /xalan-2-7-2-sources-jar/org/apache/xml/res/XMLErrorResources_de.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/FuncFormatNumb.java
*
/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/ErrorMessages_cs.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/Arg.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/XPath.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncNamespace.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemWhen.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/operations/Minus.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/SerializerMessages_ko.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/StylesheetRoot.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/ErrorMsg.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/res/XResourceBundleBase.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/functions/Function.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/ProcessorVersion.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/ErrorMessages_pl.java
*
/xalan-2-7-2-sources-jar/org/apache/xpath/NodeSet.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/ResultNameSpace.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/trace/ExtensionEvent.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/CountersTable.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/FilteredStepIterator.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/ErrorMessages_de.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/lib/ObjectFactory.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/patterns/FunctionPattern.java
* /xalan-2-7-2-sources-jar/org/apache/xml/dtm/SecuritySupport.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/ErrorMessages_zh_TW.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/AbsoluteLocationPath.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorStylesheetElement.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/extensions/ExtensionHandlerJava.java
* /xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/DTMAxisIterNodeList.java
*
/xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorCharacters.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FunctionOneArg.java
* /xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/DTMChildIterNodeList.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/TransformerHandlerImpl.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/MarkerInstruction.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/ObjectFactory.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/SingleNodeCounter.java

* /xalan-2-7-2-sources-jar/org/apache/xml/utils/XMLStringDefault.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/XSLInfiniteLoopException.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncId.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/NameSpace.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/InternalRuntimeError.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncContains.java
*
/xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemChoose.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/ExpressionOwner.java
* /xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/EmptyIterator.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/IllegalCharException.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/trace/TraceListenerEx3.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/objects/XStringForChars.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/QName.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/TransformState.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xslt/EnvironmentCheck.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/KeyTable.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/trace/TraceListenerEx2.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/lib/ExsltDynamic.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/AttList.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/FilterParentPath.java
*
/xalan-2-7-2-sources-jar/org/apache/xml/res/XMLErrorResources_sl.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/lib/PipeDocument.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/UnsupportedElement.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/KeyManager.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/DOM.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorGlobalVariableDecl.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/trax/TrAXFilter.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/ErrorMessages_ru.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/res/XPATHErrorResources_sl.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/XMLStringFactory.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_sv.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/cmdline/getopt/GetOptsException.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/trax/SAX2DOM.java
*
/xalan-2-7-2-sources-jar/org/apache/xml/serializer/SerializerTrace.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/NodeSorter.java
* /xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/SecuritySupport.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/UnImplNode.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_tr.java
* /xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/DTMNamedNodeMap.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/ToHTMLSAXHandler.java
* /xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/IncrementalSAXSource_Filter.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/AttributeValueTemplate.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorPreserveSpace.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/ErrorMessages_hu.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/SAXSourceLocator.java

* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/RedundentExprEliminator.java
*
 /xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/SerializerMessages_ja.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/trax/SmartTransformerFactoryImpl.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncTranslate.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/extensions/ExpressionVisitor.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/res/XResources_ko.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Include.java
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* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/output_text.properties
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/Encodings.properties
* /xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTInfo.properties
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/output_xml.properties
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/output_unknown.properties
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/XMLEntities.properties
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Makefile.inc
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/output_html.properties
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* /xalan-2-7-2-sources-jar/org/apache/xml/utils/package.html
*
 /xalan-2-7-2-sources-jar/org/apache/xalan/lib/package.html
* /xalan-2-7-2-sources-jar/org/apache/xpath/operations/package.html
* /xalan-2-7-2-sources-jar/org/apache/xpath/compiler/package.html
* /xalan-2-7-2-sources-jar/org/apache/xalan/processor/package.html
* /xalan-2-7-2-sources-jar/org/apache/xalan/client/package.html
* /xalan-2-7-2-sources-jar/org/apache/xpath/patterns/package.html
* /xalan-2-7-2-sources-jar/org/apache/xpath/functions/package.html
* /xalan-2-7-2-sources-jar/org/apache/xpath/objects/package.html
* /xalan-2-7-2-sources-jar/org/apache/xpath/package.html
* /xalan-2-7-2-sources-jar/org/apache/xpath/res/package.html
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/package.html
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/package.html
* /xalan-2-7-2-sources-jar/org/apache/xalan/extensions/package.html
* /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/package.html
* /xalan-2-7-2-sources-jar/org/apache/xpath/domapi/package.html
* /xalan-2-7-2-sources-jar/org/apache/xalan/trace/package.html
*
 /xalan-2-7-2-sources-jar/org/apache/xpath/axes/package.html
* /xalan-2-7-2-sources-jar/org/apache/xalan/lib/sql/package.html
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*/
// Attribution to: "Voytenko, Dimitry" <DVoytenko@SECTORBASE.COM>

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*/
/**
* Execute the proprietary document-location() function, which returns
* a node set of documents.
* @xsl.usage advanced
 */

Found in path(s):
* /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncDoclocation.java
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*/
/**
  * Major version number.
  * Version number. This changes only when there is a
  *         significant, externally apparent
 enhancement from
  *         the previous release. 'n' represents the n'th
  *         version.
  *
  *         Clients should carefully consider the implications
  *         of new versions as external interfaces and behaviour
  *         may have changed.
  */

Found in path(s):
* /xalan-2-7-2-sources-jar/org/apache/xalan/Version.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/processor/XSLProcessorVersion.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/Version.java
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*/
/*
* $Id: Version.src 1225426 2011-12-29 04:13:08Z mrglavas $
*/
package org.apache.xalan;

/**
* Administrative
 class to keep track of the version number of
* the Xalan release.
* <P>This class implements the upcoming standard of having
* org.apache.project-name.Version.getVersion() be a standard way
* to get version information.  This class will replace the older
* org.apache.xalan.processor.Version class.</P>
* <P>See also: org/apache/xalan/res/XSLTInfo.properties for
* information about the version of the XSLT spec we support.</P>
* @xsl.usage general
*/
public class Version
{

 /**
  * Get the basic version string for the current Xalan release.
  * Version String formatted like
  * <CODE>"<B>Xalan</B> <B>Java</B> v.r[.dd| <B>D</B>nn]"</CODE>.
  *
  * Futurework: have this read version info from jar manifest.
  *
  * @return String denoting our current version
  */
 public static String getVersion()
 {
   return getProduct()+" "+getImplementationLanguage()+" "
        +getMajorVersionNum()+"."+getReleaseVersionNum()+"."

      +( (getDevelopmentVersionNum() > 0) ?
           ("D"+getDevelopmentVersionNum()) : (""+getMaintenanceVersionNum()));
 }

 /**
  * Print the processor version to the command line.
  *
  * @param argv command line arguments, unused.
  */
 public static void main(String argv[])
```

```
{
  System.out.println(getVersion());
}

/**
 * Name of product: Xalan.
 */
public static String getProduct()
{
  return "Xalan";
}

/**
 * Implementation Language: Java.
 */
public static String getImplementationLanguage()
{
  return "Java";
}


/**
 * Major version number.
 * Version number. This changes only when there is a
 *          significant, externally apparent enhancement from
 *          the previous release. 'n' represents the n'th
 *          version.
 *
 *          Clients should carefully consider the implications
 *          of new versions as external interfaces and behaviour
 *
        may have changed.
 */
public static int getMajorVersionNum()
{
  return @version.VERSION@;

}

/**
 * Release Number.
 * Release number. This changes when:
 *           - a new set of functionality is to be added, eg,
 *             implementation of a new W3C specification.
 *           - API or behaviour change.
 *           - its designated as a reference release.
 */
public static int getReleaseVersionNum()
```

```
{
 return @version.RELEASE@;
}

/**
 * Maintenance Drop Number.
 * Optional identifier used to designate maintenance
 *         drop applied to a specific release and contains
 *         fixes for defects reported. It maintains compatibility
 *         with the release and contains no API changes.
 *         When missing, it designates the final and complete
 *         development drop for a release.
 */
public static int getMaintenanceVersionNum()
{
 return
@version.MINOR@;
}

/**
 * Development Drop Number.
 * Optional identifier designates development drop of
 *         a specific release. D01 is the first development drop
 *         of a new release.
 *
 *         Development drops are works in progress towards a
 *         compeleted, final release. A specific development drop
 *         may not completely implement all aspects of a new
 *         feature, which may take several development drops to
 *         complete. At the point of the final drop for the
 *         release, the D suffix will be omitted.
 *
 *         Each 'D' drops can contain functional enhancements as
 *         well as defect fixes. 'D' drops may not be as stable as
 *         the final releases.
 */
public static int getDevelopmentVersionNum()
{
 try {
    if ((new String("@version.DEVELOPER@")).length() == 0)
      return 0;
    else
      return Integer.parseInt("@version.DEVELOPER@");
  } catch (NumberFormatException nfe) {
       return 0;
 }
}
}
```

Found in path(s):
* /xalan-2-7-2-sources-jar/org/apache/xalan/Version.src

1.728 jregistrykey 1.4

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1.729 libiconv 1.16

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

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

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

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference
between a
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"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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

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

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

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

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work of the Library, and
therefore falls outside the scope of this License.

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

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not.

Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

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

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

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

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END OF TERMS AND CONDITIONS

Appendix: How to Apply These Terms to Your New Libraries

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To apply these terms, attach the following notices to the library. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

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Version 3, 29 June 2007

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Some devices are designed to deny users access to install or run modified versions of the software inside them, although the manufacturer can do so. This is fundamentally incompatible with the aim of protecting users' freedom to change the software. The systematic pattern of such abuse occurs in the area of products for individuals to use, which is precisely where it is most unacceptable. Therefore, we have designed this version of the GPL to prohibit the practice for those products. If such problems arise substantially in other domains, we stand ready to extend this provision to those domains in future versions of the GPL, as needed to protect the freedom of users.

Finally, every program is threatened constantly by software patents. States should not allow patents to restrict development and use of software on general-purpose computers, but in those that do, we wish to avoid the special danger that patents applied to a free program could make it effectively proprietary. To prevent this, the GPL assures that patents cannot be used to render the program non-free.

The precise terms and conditions for copying, distribution and modification follow.

TERMS AND CONDITIONS

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1. Source Code.

The "source code" for a work means the preferred form of the work for making modifications to it. "Object code" means any non-source form of a work.

A "Standard Interface" means an interface that either is an official standard defined by a recognized standards body, or, in the case of interfaces specified for a particular programming language, one that is widely used among developers working in that language.

The "System Libraries" of an executable work include anything, other than the work as a whole, that (a) is included in the normal form of packaging a Major Component, but which is not part of that Major

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The "Corresponding Source" for a work in object code form means all the source code needed to generate, install, and (for an executable work) run the object code and to modify the work, including scripts to control those activities. However, it does not include the work's System Libraries, or general-purpose tools or generally available free programs which are used unmodified in performing those activities but which are not part of the work. For example, Corresponding Source includes interface definition files associated with source files for the work, and the source code for shared libraries and dynamically linked subprograms that the work is specifically designed to require, such as by intimate data communication or control flow between those subprograms and other parts of the work.

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* /commons-digester-1-8-sources-5-jar/org/apache/commons/digester/plugins/strategies/FinderFromDfltClass.java
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```
/* $Id: FinderSetProperties.java 471661 2006-11-06 08:09:25Z skitching $
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Found in path(s):
* /commons-digester-1-8-sources-5-jar/org/apache/commons/digester/substitution/package.html
* /commons-digester-1-8-sources-5-jar/org/apache/commons/digester/xmlrules/package.html
*
 /commons-digester-1-8-sources-5-jar/org/apache/commons/digester/parser/package.html
* /commons-digester-1-8-sources-5-jar/overview.html
* /commons-digester-1-8-sources-5-jar/org/apache/commons/digester/plugins/strategies/package.html
* /commons-digester-1-8-sources-5-jar/org/apache/commons/digester/xmlrules/digester-rules.dtd
* /commons-digester-1-8-sources-5-jar/org/apache/commons/digester/plugins/package.html
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/* $Id: Substitutor.java 471661 2006-11-06 08:09:25Z skitching $
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* /commons-digester-1-8-sources-5-jar/org/apache/commons/digester/Substitutor.java
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/* $Id: XmlLoadException.java 471661 2006-11-06 08:09:25Z skitching $
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* /commons-digester-1-8-sources-5-jar/org/apache/commons/digester/xmlrules/XmlLoadException.java
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/* $Id: DigesterRuleParser.java 471661 2006-11-06 08:09:25Z skitching $
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/* $Id: PluginContext.java 476312 2006-11-17 20:59:09Z rahul $
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/* $Id: NodeCreateRule.java 472835 2006-11-09 09:59:53Z skitching $
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```
/* $Id: Digester.java 480169 2006-11-28 19:37:36Z rahul $
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/* $Id: ParserFeatureSetterFactory.java 476205 2006-11-17 16:43:10Z dennisl $
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* /commons-digester-1-8-sources-5-jar/org/apache/commons/digester/substitution/MultiVariableExpander.java
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```
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* /commons-digester-1-8-sources-5-jar/org/apache/commons/digester/xmlrules/FromXmlRuleSet.java
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1.732 commons-codec 1.9

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* /asm-all-3-1-sources-1-jar/org/objectweb/asm/MethodWriter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/util/TraceAnnotationVisitor.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/MultiANewArrayInsnNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/util/TraceAbstractVisitor.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/commons/CodeSizeEvaluator.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/commons/RemappingAnnotationAdapter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/commons/RemappingFieldAdapter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/commons/StaticInitMerger.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/InsnList.java
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/asm-all-3-1-sources-1-jar/org/objectweb/asm/util/AbstractVisitor.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/commons/RemappingMethodAdapter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/analysis/SmallSet.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/analysis/Frame.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/commons/AnalyzerAdapter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/LocalVariableNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/commons/RemappingSignatureAdapter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/commons/SimpleRemapper.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/IntInsnNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/analysis/SimpleVerifier.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/MethodNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/MethodInsnNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/util/ASMifierMethodVisitor.java
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/asm-all-3-1-sources-1-jar/org/objectweb/asm/commons/AdviceAdapter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/TryCatchBlockNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/LabelNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/MethodVisitor.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/Item.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/JumpInsnNode.java
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* /asm-all-3-1-sources-1-jar/org/objectweb/asm/util/CheckClassAdapter.java
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* /asm-all-3-1-sources-1-jar/org/objectweb/asm/util/ASMifierFieldVisitor.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/LookupSwitchInsnNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/util/ASMifierAbstractVisitor.java
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/asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/analysis/SourceInterpreter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/FieldVisitor.java
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* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/TableSwitchInsnNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/commons/SerialVersionUIDAdder.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/util/CheckFieldAdapter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/util/ASMifierAnnotationVisitor.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/analysis/AnalyzerException.java
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/asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/VarInsnNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/analysis/Subroutine.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/util/ASMifierClassVisitor.java

* /asm-all-3-1-sources-1-jar/org/objectweb/asm/util/TraceClassVisitor.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/FieldInsnNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/ClassVisitor.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/Label.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/commons/EmptyVisitor.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/ClassAdapter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/commons/TableSwitchGenerator.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/AnnotationNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/analysis/Value.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/ClassWriter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/AbstractInsnNode.java
*
/asm-all-3-1-sources-1-jar/org/objectweb/asm/MethodAdapter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/util/TraceMethodVisitor.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/analysis/SourceValue.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/IincInsnNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/LineNumberNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/util/CheckSignatureAdapter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/TypeInsnNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/commons/Method.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/InnerClassNode.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/tree/analysis/BasicVerifier.java
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* /asm-all-3-1-sources-1-jar/org/objectweb/asm/xml/Processor.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/xml/SAXCodeAdapter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/xml/ASMContentHandler.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/xml/SAXClassAdapter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/xml/SAXAdapter.java
*

/asm-all-3-1-sources-1-jar/org/objectweb/asm/xml/SAXAnnotationAdapter.java
* /asm-all-3-1-sources-1-jar/org/objectweb/asm/xml/SAXFieldAdapter.java

1.734 commons-lang3 2.4

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* /archive-259-zip/REDebugCompiler.java
* /archive-259-zip/REDemo.java
* /archive-259-zip/ReaderCharacterIterator.java
* /archive-259-zip/CharacterArrayCharacterIterator.java
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1.740 commons-el 5.5.23

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1.752 streambuffer 1.5.3

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1.753 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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 jloup@gzip.org          madler@alumni.caltech.edu


 The data format used by the zlib library is described by RFCs (Request for
 Comments) 1950 to 1952 in the files http://tools.ietf.org/html/rfc1950
 (zlib format), rfc1951 (deflate format) and rfc1952 (gzip format).
*/
```

1.754 tomcat-jasper-el 7.0.82

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1.755 tomcat-websocket 8.5.28

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- javaee_6.xsd
- javaee_web_services_1_3.xsd
- javaee_web_services_client_1_3.xsd
- jsp_2_2.xsd
- web-app_3_0.xsd
- web-common_3_0.xsd
- web-fragment_3_0.xsd
- javaee_7.xsd
- javaee_web_services_1_4.xsd
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1.768 tomcat-jaspic-api 8.5.28

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```

Found in path(s):

```
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*
 /tomcat-jaspic-api-8-5-28-sources-1-jar/javax/security/auth/message/config/AuthConfigFactory.java
* /tomcat-jaspic-api-8-5-28-sources-1-jar/javax/security/auth/message/config/ServerAuthConfig.java
* /tomcat-jaspic-api-8-5-28-sources-1-jar/javax/security/auth/message/AuthStatus.java
* /tomcat-jaspic-api-8-5-28-sources-1-jar/javax/security/auth/message/AuthException.java
* /tomcat-jaspic-api-8-5-28-sources-1-jar/javax/security/auth/message/config/AuthConfigProvider.java
* /tomcat-jaspic-api-8-5-28-sources-1-jar/javax/security/auth/message/MessageInfo.java
* /tomcat-jaspic-api-8-5-28-sources-1-jar/javax/security/auth/message/callback/PrivateKeyCallback.java
* /tomcat-jaspic-api-8-5-28-sources-1-jar/javax/security/auth/message/module/ServerAuthModule.java
* /tomcat-jaspic-api-8-5-28-sources-1-jar/javax/security/auth/message/config/RegistrationListener.java
* /tomcat-jaspic-api-8-5-28-sources-1-jar/javax/security/auth/message/callback/GroupPrincipalCallback.java
* /tomcat-jaspic-api-8-5-28-sources-1-jar/javax/security/auth/message/callback/CertStoreCallback.java
*
 /tomcat-jaspic-api-8-5-28-sources-1-jar/javax/security/auth/message/callback/TrustStoreCallback.java
* /tomcat-jaspic-api-8-5-28-sources-1-jar/javax/security/auth/message/config/ClientAuthConfig.java
* /tomcat-jaspic-api-8-5-28-sources-1-jar/javax/security/auth/message/config/ClientAuthContext.java
```

* /tomcat-jaspic-api-8-5-28-sources-1-jar/javax/security/auth/message/MessagePolicy.java
* /tomcat-jaspic-api-8-5-28-sources-1-jar/javax/security/auth/message/callback/CallerPrincipalCallback.java
* /tomcat-jaspic-api-8-5-28-sources-1-jar/javax/security/auth/message/module/ClientAuthModule.java
* /tomcat-jaspic-api-8-5-28-sources-1-jar/javax/security/auth/message/callback/PasswordValidationCallback.java
* /tomcat-jaspic-api-8-5-28-sources-1-jar/javax/security/auth/message/ServerAuth.java
* /tomcat-jaspic-api-8-5-28-sources-1-jar/javax/security/auth/message/config/ServerAuthContext.java
* /tomcat-jaspic-api-8-5-28-sources-1-jar/javax/security/auth/message/config/AuthConfig.java
*
/tomcat-jaspic-api-8-5-28-sources-1-jar/javax/security/auth/message/ClientAuth.java

1.769 tomcat-catalina-ha 8.5.28

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*/
/*
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The text itself is coming out of the languages/*stg files, according to the chosen locale.
This file contains the default format ANTLR uses.
*/

group antlr;

location(file, line, column) ::= "<file>(<line>,<column>)"

message(id, text) ::= "error <id> : <text>"

report(location, message, type) ::= "<location> : <type> <message.id> : <message.text>"

wantsSingleLineMessage() ::= "true"

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*/

/** Templates for building ASTs during normal parsing.
*
* Deal with many combinations. Dimensions are:
* Auto build or rewrite
*   no label, label, list label (label/no-label handled together)
*   child, root
*   token, set, rule, wildcard
*
* The situation is not too bad as rewrite (->) usage makes ^ and !
* invalid. There is no huge explosion of
 combinations.
*/
group ASTParser;

@rule.setErrorReturnValue() ::= <<
RetVal.Tree := Adaptor.ErrorNode(Input, RetVal.Start as IToken,
 Input.LT(-1), RE) as I<ASTLabelType>;
>>

// TOKEN AST STUFF

/** ID and output=AST */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<super.tokenRef(...)>
<if(backtracking)>
if (State.Backtracking = 0) then
begin<\n>
<endif>
<label>_tree := <createNodeFromToken(...)>;
Adaptor.AddChild(Root[0], <label>_tree);

```
<if(backtracking)>
end;
<endif>
>>

/** ID! and output=AST (same as plain tokenRef) */
tokenRefBang(token,label,elementIndex) ::= "<super.tokenRef(...)>"

/** ID^ and output=AST */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
<super.tokenRef(...)>
<if(backtracking)>
if (State.Backtracking = 0) then
begin
<endif>
<label>_tree := <createNodeFromToken(...)>;
Root[0] := Adaptor.BecomeRoot(<label>_tree, Root[0]) as I<ASTLabelType>;
<if(backtracking)>
end;
<endif>
>>

/** ids+=ID! and output=AST */
tokenRefBangAndListLabel(token,label,elementIndex,terminalOptions)
 ::= <<
<tokenRefBang(...)>
<listLabel(elem=label,...)>
>>

/** label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,terminalOptions,elementIndex) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

// SET AST

// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code.  I don't use the region stuff because I need to pass
// different chunks depending on the operator.  I don't like making
// the template name have the operator as the number of templates gets
```

```
// large but this is the most flexible--this is as opposed to having
// the code generator call matchSet then add root code or ruleroot code
// plus list label
 plus ...  The combinations might require complicated
// rather than just added on code.  Investigate that refactoring when
// I have more time.

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
<super.matchSet(..., postmatchCode={<if(backtracking)>if (State.Backtracking = 0) then
<endif>Adaptor.AddChild(Root[0], <createNodeFromToken(...)>);})>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
<matchSet(...)>
>>

matchSetBang(s,label,elementIndex,postmatchCode) ::= "<super.matchSet(...)>"

// note there is no matchSetTrack because -> rewrites force sets to be
// plain old blocks of alts: (A|B|...|C)

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
<if(label)>
<label> := Input.LT(1) as I<labelType>;<\n>
<endif>
<super.matchSet(..., postmatchCode={<if(backtracking)>if (State.Backtracking = 0) then <endif>Root[0] :=
Adaptor.BecomeRoot(<createNodeFromToken(...)>, Root[0]) as I<ASTLabelType>;})>
>>

// RULE REF
 AST

/** rule when output=AST */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>Adaptor.AddChild(Root[0], <label>.Tree);
>>

/** rule! is same as normal rule ref */
ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)>"

/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>Root[0] := Adaptor.BecomeRoot(<label>.Tree, Root[0])
as I<ASTLabelType>;
>>
```

```
/** x+=rule when output=AST */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label+".Tree",...)>
>>

/** x+=rule! when output=AST is a rule ref with list addition */
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefBang(...)>
<listLabel(elem=label+".Tree",...)>
>>

/** x+=rule^ */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(elem=label+".Tree",...)>
>>

//
 WILDCARD AST

wildcard(label,elementIndex) ::= <<
<super.wildcard(...)>
<if(backtracking)>
if (State.Backtracking = 0) then
begin
<endif>
 <label>_tree := Adaptor.CreateNode(<label>) as I<ASTLabelType>;
 Adaptor.AddChild(Root[0], <label>_tree);
<if(backtracking)>
end;
<endif>
>>

wildcardBang(label,elementIndex) ::= "<super.wildcard(...)>"

wildcardRuleRoot(label,elementIndex) ::= <<
<super.wildcard(...)>
<if(backtracking)>
if (State.Backtracking = 0) then
begin
<endif>
 <label>_tree := Adaptor.CreateNode(<label>) as I<ASTLabelType>;
 Root[0] := Adaptor.BecomeRoot(<label>_tree, Root[0]) as I<ASTLabelType>;
<if(backtracking)>
end;
<endif>
>>
```

createNodeFromToken(label,terminalOptions) ::= <<
<if(terminalOptions.node)>
T<terminalOptions.node>.Create(<label>) <! new MethodNode(IDLabel) !>
<else>
Adaptor.CreateNode(<label>) as I<ASTLabelType>
<endif>
>>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(backtracking)>
if (State.Backtracking = 0)
 then
begin<\n>
<endif>
RetVal.Tree := Adaptor.RulePostProcessing(Root[0]) as I<ASTLabelType>;
<if(!TREE_PARSER)>
Adaptor.SetTokenBoundaries(RetVal.Tree, RetVal.Start as IToken, RetVal.Stop as IToken);
<endif>
<if(backtracking)>
<\n>end;
<endif>
>>

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```
/** Template overrides to add debugging to AST stuff.  Dynamic inheritance
*  hierarchy is set up as ASTDbg : AST : Dbg : Java by code generator.
*/
parserMembers() ::= <<
protected DebugTreeAdaptor adaptor =
  new DebugTreeAdaptor(null,new CommonTreeAdaptor());
public void setTreeAdaptor(TreeAdaptor adaptor) {
  this.adaptor = new DebugTreeAdaptor(dbg,adaptor);
}
public TreeAdaptor getTreeAdaptor()
 {
  return adaptor;
}<\n>
>>

parserCtorBody() ::= <<
>>

createListenerAndHandshake() ::= <<
<super.createListenerAndHandshake()>
>>

ctorForPredefinedListener() ::= <<
>>

@rewriteElement.pregen() ::= ""
```

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/** Template overrides to add debugging to AST stuff. Dynamic inheritance
* hierarchy is set up as ASTDbg : AST : Dbg : Java by code generator.
*/
parserMembers() ::= <<
DebugTreeAdaptor *adaptor = [DebugTreeAdaptor newTreeAdaptor:(id)dbg Adaptor:[CommonTreeAdaptor
newTreeAdaptor]];

// fix this
- (void) setTreeAdaptor:(id<TreeAdaptor>)anAdaptor
{
  adaptor = [DebugTreeAdaptor newTreeAdaptor:dbg Adaptor:anAdaptor];
<if(grammar.grammarIsRoot)>
  adaptor = [DebugTreeAdaptor
 newTreeAdaptor:adaptor withDBG:dbg];
<else>
  adaptor = (DebugTreeAdaptor *)adaptor; // delegator sends dbg adaptor
<endif><\n>
  <grammar.directDelegates:{g|[<g:delegateName()> setTreeAdaptor:adaptor];}>
}

- (id<TreeAdaptor>)getTreeAdaptor
{
  return adaptor;

```
}<\n>
>>

parserCtorBody() ::= <<
<super.parserCtorBody()>
>>

createListenerAndHandshake() ::= <<
DebugEventSocketProxy proxy =
  [DebugEventSocketProxy newDebugEventSocketProxy:self, port, <if(TREE_PARSER)>[input
getTreeAdaptor]<else>adaptor<endif>];
[self setDebugListener:proxy];
[self set<inputStreamType>:[Debug<inputStreamType> newDebug<inputStreamType>:input with:proxy]];
try {
  [proxy handshake];
}
@catch (IOException *ioe) {
  [self reportError:ioe];
}
>>

@ctorForRootGrammar.finally() ::= <<
CommonTreeAdaptor *adap = [CommonTreeAdaptor newTreeAdaptor];
[self setTreeAdaptor:adap];
[proxy setTreeAdaptor:adap];
>>

@ctorForProfilingRootGrammar.finally() ::=<<
CommonTreeAdaptor *adap = [CommonTreeAdaptor
 newTreeAdaptor];
[self setTreeAdaptor:adap];
[proxy setTreeAdaptor:adap];
>>

@ctorForPredefinedListener.superClassRef() ::= @"super(input, dbg);"

@ctorForPredefinedListener.finally() ::=<<
<if(grammar.grammarIsRoot)> <! don't create new adaptor for delegates !>
CommonTreeAdaptor *adap = [CommonTreeAdaptor newTreeAdaptor];
[self setTreeAdaptor:adap];<\n>
<endif>
>>

@treeParserHeaderFile.superClassName ::= "DebugTreeParser"

@rewriteElement.pregen() ::= "[debugListener locationLine:<e.line> column:<e.pos>];"
```

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THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

```
/*
* This code generating template and the associated C runtime was produced by:
* Jim Idle jimi|hereisanat|idle|dotgoeshere|ws.
* If it causes the destruction of the Universe, it will be pretty cool so long as
* I am in a different one at the time.
*/
cTypeInitMap ::= [
 "int"     : "0",             // Integers     start out being 0
 "long"     : "0",            // Longs        start out
 being 0
 "float"     : "0.0",         // Floats       start out being 0
 "double"    : "0.0",         // Doubles      start out being 0
 "ANTLR3_BOOLEAN"    : "ANTLR3_FALSE",   // Booleans     start out being Antlr C for false
```

```
 "byte"      : "0",             // Bytes       start out being 0
 "short"     : "0",             // Shorts      start out being 0
 "char"      : "0"              // Chars       start out being 0
]

leadIn(type) ::=
<<
/** \file
*  This <type> file was generated by $ANTLR version <ANTLRVersion>
*
*     -  From the grammar source file : <fileName>
*     -                          On : <generatedTimestamp>
<if(LEXER)>
*     -                for the lexer : <name>Lexer
<endif>
<if(PARSER)>
*     -                for the parser : <name>Parser
<endif>
<if(TREE_PARSER)>
*     -           for the tree parser : <name>TreeParser
<endif>
*
* Editing it, at least manually, is not wise.
*
* C language generator and runtime by Jim Idle, jimi|hereisanat|idle|dotgoeshere|ws.
 *
*
>>

/** The overall file structure of a recognizer; stores methods for rules
*  and cyclic DFAs plus support code.
*/
outputFile( LEXER,
          PARSER,
          TREE_PARSER,
          actionScope,
          actions,
          docComment,
          recognizer,
          name,
          tokens,
          tokenNames,
          rules,
          cyclicDFAs,
          bitsets,
          buildTemplate,
          buildAST,
          rewriteMode,
```

```
        profile,
        backtracking,
        synpreds,
        memoize,
        numRules,
        fileName,
        ANTLRVersion,
        generatedTimestamp,
        trace,
        scopes,
        superClass,
        literals
        ) ::=
<<
<leadIn("C source")>
*/
// [The "BSD license"]
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// http://www.temporal-wave.com
// http://www.linkedin.com/in/jimidle
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<if(actions.(actionScope).header)>
```

```
/* ============================================================================
* This is what the grammar programmer asked us to put at the top of every file.
*/
<actions.(actionScope).header>
/* End of Header action.
* ============================================================================
*/
<endif>

/* ----------------------------------------
* Include the ANTLR3 generated header file.
*/
#include    "<name>.h"
<actions.(actionScope).postinclude>
/* ----------------------------------------- */

<docComment>

<if(literals)>
/** String
 literals used by <name> that we must do things like MATCHS() with.
*  C will normally just lay down 8 bit characters, and you can use L"xxx" to
*  get wchar_t, but wchar_t is 16 bits on Windows, which is not UTF32 and so
*  we perform this little trick of defining the literals as arrays of UINT32
*  and passing in the address of these.
*/
<literals:{it | static ANTLR3_UCHAR lit_<i>[]  = <it>;}; separator="\n">

<endif>




/* MACROS that hide the C interface implementations from the
* generated code, which makes it a little more understandable to the human eye.
* I am very much against using C pre-processor macros for function calls and bits
* of code as you cannot see what is happening when single stepping in debuggers
* and so on. The exception (in my book at least) is for generated code, where you are
* not maintaining it, but may wish to read and understand it. If you single step it, you know that input()
* hides some indirect calls, but is always referring to the input
 stream. This is
* probably more readable than ctx->input->istream->input(snarfle0->blarg) and allows me to rejig
* the runtime interfaces without changing the generated code too often, without
* confusing the reader of the generated output, who may not wish to know the gory
* details of the interface inheritance.
*/
```

```
#define  CTX ctx

/* Aids in accessing scopes for grammar programmers
*/
#undef SCOPE_TYPE
#undef SCOPE_STACK
#undef SCOPE_TOP
#define SCOPE_TYPE(scope)   p<name>_##scope##_SCOPE
#define SCOPE_STACK(scope)  p<name>_##scope##Stack
#define SCOPE_TOP(scope)    ctx->p<name>_##scope##Top
#define SCOPE_SIZE(scope)  ctx->p<name>_##scope##Stack_limit
#define SCOPE_INSTANCE(scope, i) (ctx->SCOPE_STACK(scope)->get(ctx->SCOPE_STACK(scope),i))

<if(LEXER)>

/* Macros for accessing things in a lexer
*/
#undef    LEXER
#undef    RECOGNIZER
#undef    RULEMEMO
#undef    GETCHARINDEX
#undef    GETLINE
#undef    GETCHARPOSITIONINLINE
#undef    EMIT
#undef    EMITNEW
#undef
  MATCHC
#undef    MATCHS
#undef    MATCHRANGE
#undef    LTOKEN
#undef    HASFAILED
#undef    FAILEDFLAG
#undef    INPUT
#undef    STRSTREAM
#undef    LA
#undef    HASEXCEPTION
#undef    EXCEPTION
#undef    CONSTRUCTEX
#undef    CONSUME
#undef    LRECOVER
#undef    MARK
#undef    REWIND
#undef    REWINDLAST
#undef    BACKTRACKING
#undef  MATCHANY
#undef  MEMOIZE
#undef  HAVEPARSEDRULE
#undef  GETTEXT
```

```
#undef  INDEX
#undef  SEEK
#undef  PUSHSTREAM
#undef  POPSTREAM
#undef  SETTEXT
#undef  SETTEXT8

#define    LEXER     ctx->pLexer
#define    RECOGNIZER      LEXER->rec
#define  LEXSTATE    RECOGNIZER->state
#define  TOKSOURCE    LEXSTATE->tokSource
#define    GETCHARINDEX()   LEXER->getCharIndex(LEXER)
#define    GETLINE()    LEXER->getLine(LEXER)
#define    GETTEXT()    LEXER->getText(LEXER)
#define    GETCHARPOSITIONINLINE() LEXER->getCharPositionInLine(LEXER)
#define    EMIT()     LEXSTATE->type = _type; LEXER->emit(LEXER)
#define    EMITNEW(t)    LEXER->emitNew(LEXER,
 t)
#define    MATCHC(c)    LEXER->matchc(LEXER, c)
#define    MATCHS(s)    LEXER->matchs(LEXER, s)
#define    MATCHRANGE(c1,c2)     LEXER->matchRange(LEXER, c1, c2)
#define    MATCHANY()    LEXER->matchAny(LEXER)
#define    LTOKEN      LEXSTATE->token
#define    HASFAILED()    (LEXSTATE->failed == ANTLR3_TRUE)
#define    BACKTRACKING   LEXSTATE->backtracking
#define    FAILEDFLAG    LEXSTATE->failed
#define    INPUT     LEXER->input
#define    STRSTREAM    INPUT
#define  ISTREAM     INPUT->istream
#define  INDEX()     ISTREAM->index(ISTREAM)
#define  SEEK(n)     ISTREAM->seek(ISTREAM, n)
#define    EOF_TOKEN    &(LEXSTATE->tokSource->eofToken)
#define    HASEXCEPTION()   (LEXSTATE->error == ANTLR3_TRUE)
#define    EXCEPTION    LEXSTATE->exception
#define    CONSTRUCTEX()   RECOGNIZER->exConstruct(RECOGNIZER)
#define    LRECOVER()    LEXER->recover(LEXER)
#define    MARK()     ISTREAM->mark(ISTREAM)
#define    REWIND(m)    ISTREAM->rewind(ISTREAM, m)
#define
   REWINDLAST()   ISTREAM->rewindLast(ISTREAM)
#define  MEMOIZE(ri,si)   RECOGNIZER->memoize(RECOGNIZER, ri, si)
#define  HAVEPARSEDRULE(r)  RECOGNIZER->alreadyParsedRule(RECOGNIZER, r)
#define  PUSHSTREAM(str)   LEXER->pushCharStream(LEXER, str)
#define  POPSTREAM()    LEXER->popCharStream(LEXER)
#define  SETTEXT(str)   LEXSTATE->text = str
#define  SKIP()     LEXSTATE->token = &(TOKSOURCE->skipToken)
#define  USER1     LEXSTATE->user1
#define  USER2     LEXSTATE->user2
```

```
#define  USER3     LEXSTATE->user3
#define  CUSTOM    LEXSTATE->custom
#define  RULEMEMO  LEXSTATE->ruleMemo
#define  DBG       RECOGNIZER->debugger

/* If we have been told we can rely on the standard 8 bit or UTF16 input
* stream, then we can define our macros to use the direct pointers
* in the input object, which is much faster than indirect calls. This
* is really only significant to lexers with a lot of fragment rules (which
* do not place LA(1) in a temporary at the moment) and even then
* only if there is
 a lot of input (order of say 1M or so).
*/
#if defined(ANTLR3_INLINE_INPUT_8BIT) || defined(ANTLR3_INLINE_INPUT_UTF16)

# ifdef ANTLR3_INLINE_INPUT_8BIT

/* 8 bit character set */

#  define    NEXTCHAR ((pANTLR3_UINT8)(INPUT->nextChar))
#  define    DATAP ((pANTLR3_UINT8)(INPUT->data))

# else

#  define    NEXTCHAR ((pANTLR3_UINT16)(INPUT->nextChar))
#  define    DATAP ((pANTLR3_UINT16)(INPUT->data))

# endif

# define    LA(n) ((NEXTCHAR + n) > (DATAP + INPUT->sizeBuf) ? ANTLR3_CHARSTREAM_EOF :
(ANTLR3_UCHAR)(*(NEXTCHAR + n - 1)))
# define          CONSUME()                                   \\
{                                                             \\
  if       (NEXTCHAR \< (DATAP + INPUT->sizeBuf))             \\
  {                                                           \\
     INPUT->charPositionInLine++;                             \\
     if  ((ANTLR3_UCHAR)(*NEXTCHAR) == INPUT->newlineChar)    \\
      {                                                       \\
        INPUT->line++;                                        \\
        INPUT->charPositionInLine       = 0;                  \\
        INPUT->currentLine              = (void *)(NEXTCHAR + 1); \\
     }                                                        \\
     INPUT->nextChar = (void *)(NEXTCHAR + 1);                \\
  }                                                           \\
}

#else
```

```
// Pick up the input character by calling the input stream implementation.
//
#define    CONSUME()   INPUT->istream->consume(INPUT->istream)
#define    LA(n)       INPUT->istream->_LA(INPUT->istream, n)

#endif
<endif>

<if(PARSER)>
/* Macros for accessing things in the parser
*/

#undef    PARSER
#undef    RECOGNIZER
#undef    HAVEPARSEDRULE
#undef  MEMOIZE
#undef    INPUT
#undef    STRSTREAM
#undef    HASEXCEPTION
#undef    EXCEPTION
#undef    MATCHT
#undef
   MATCHANYT
#undef    FOLLOWSTACK
#undef    FOLLOWPUSH
#undef    FOLLOWPOP
#undef    PRECOVER
#undef    PREPORTERROR
#undef    LA
#undef    LT
#undef    CONSTRUCTEX
#undef    CONSUME
#undef    MARK
#undef    REWIND
#undef    REWINDLAST
#undef    PERRORRECOVERY
#undef    HASFAILED
#undef    FAILEDFLAG
#undef    RECOVERFROMMISMATCHEDSET
#undef    RECOVERFROMMISMATCHEDELEMENT
#undef  INDEX
#undef     ADAPTOR
#undef  SEEK
#undef    RULEMEMO
#undef  DBG

#define    PARSER    ctx->pParser
#define    RECOGNIZER    PARSER->rec
```

```
#define    PSRSTATE    RECOGNIZER->state
#define    HAVEPARSEDRULE(r)   RECOGNIZER->alreadyParsedRule(RECOGNIZER, r)
#define    MEMOIZE(ri,si)   RECOGNIZER->memoize(RECOGNIZER, ri, si)
#define    INPUT    PARSER->tstream
#define    STRSTREAM    INPUT
#define    ISTREAM    INPUT->istream
#define    INDEX()    ISTREAM->index(INPUT->istream)
#define    HASEXCEPTION()   (PSRSTATE->error == ANTLR3_TRUE)
#define    EXCEPTION    PSRSTATE->exception
#define
   MATCHT(t, fs)   RECOGNIZER->match(RECOGNIZER, t, fs)
#define    MATCHANYT()    RECOGNIZER->matchAny(RECOGNIZER)
#define    FOLLOWSTACK    PSRSTATE->following
#ifdef  SKIP_FOLLOW_SETS
#define    FOLLOWPUSH(x)
#define    FOLLOWPOP()
#else
#define    FOLLOWPUSH(x)   FOLLOWSTACK->push(FOLLOWSTACK, ((void *)(&(x))), NULL)
#define    FOLLOWPOP()    FOLLOWSTACK->pop(FOLLOWSTACK)
#endif
#define    PRECOVER()    RECOGNIZER->recover(RECOGNIZER)
#define    PREPORTERROR()   RECOGNIZER->reportError(RECOGNIZER)
#define    LA(n)    INPUT->istream->_LA(ISTREAM, n)
#define    LT(n)    INPUT->_LT(INPUT, n)
#define    CONSTRUCTEX()   RECOGNIZER->exConstruct(RECOGNIZER)
#define    CONSUME()    ISTREAM->consume(ISTREAM)
#define    MARK()    ISTREAM->mark(ISTREAM)
#define    REWIND(m)    ISTREAM->rewind(ISTREAM, m)
#define    REWINDLAST()   ISTREAM->rewindLast(ISTREAM)
#define    SEEK(n)    ISTREAM->seek(ISTREAM, n)
#define    PERRORRECOVERY   PSRSTATE->errorRecovery
#define
   FAILEDFLAG    PSRSTATE->failed
#define    HASFAILED()    (FAILEDFLAG == ANTLR3_TRUE)
#define    BACKTRACKING   PSRSTATE->backtracking
#define    RECOVERFROMMISMATCHEDSET(s)  RECOGNIZER->recoverFromMismatchedSet(RECOGNIZER,
s)
#define    RECOVERFROMMISMATCHEDELEMENT(e) RECOGNIZER-
>recoverFromMismatchedElement(RECOGNIZER, s)
#define    ADAPTOR                  ctx->adaptor
#define  RULEMEMO     PSRSTATE->ruleMemo
#define  DBG       RECOGNIZER->debugger

<endif>

<if(TREE_PARSER)>
/* Macros for accessing things in the parser
*/
```

```
#undef    PARSER
#undef    RECOGNIZER
#undef    HAVEPARSEDRULE
#undef    INPUT
#undef    STRSTREAM
#undef    HASEXCEPTION
#undef    EXCEPTION
#undef    MATCHT
#undef    MATCHANYT
#undef    FOLLOWSTACK
#undef    FOLLOWPUSH
#undef    FOLLOWPOP
#undef    PRECOVER
#undef    PREPORTERROR
#undef    LA
#undef    LT
#undef    CONSTRUCTEX
#undef    CONSUME
#undef    MARK
#undef    REWIND
#undef    REWINDLAST
#undef    PERRORRECOVERY
#undef
  HASFAILED
#undef    FAILEDFLAG
#undef    RECOVERFROMMISMATCHEDSET
#undef    RECOVERFROMMISMATCHEDELEMENT
#undef    BACKTRACKING
#undef     ADAPTOR
#undef    RULEMEMO
#undef  SEEK
#undef  INDEX
#undef  DBG

#define    PARSER      ctx->pTreeParser
#define    RECOGNIZER     PARSER->rec
#define  PSRSTATE     RECOGNIZER->state
#define    HAVEPARSEDRULE(r)    RECOGNIZER->alreadyParsedRule(RECOGNIZER, r)
#define    INPUT      PARSER->ctnstream
#define  ISTREAM      INPUT->tnstream->istream
#define    STRSTREAM     INPUT->tnstream
#define    HASEXCEPTION()    (PSRSTATE->error == ANTLR3_TRUE)
#define    EXCEPTION     PSRSTATE->exception
#define    MATCHT(t, fs)    RECOGNIZER->match(RECOGNIZER, t, fs)
#define    MATCHANYT()     RECOGNIZER->matchAny(RECOGNIZER)
#define    FOLLOWSTACK        PSRSTATE->following
#define    FOLLOWPUSH(x)    FOLLOWSTACK->push(FOLLOWSTACK, ((void *)(&(x))), NULL)
```

```
#define    FOLLOWPOP()     FOLLOWSTACK->pop(FOLLOWSTACK)
#define
   PRECOVER()     RECOGNIZER->recover(RECOGNIZER)
#define    PREPORTERROR()    RECOGNIZER->reportError(RECOGNIZER)
#define    LA(n)      ISTREAM->_LA(ISTREAM, n)
#define    LT(n)      INPUT->tnstream->_LT(INPUT->tnstream, n)
#define    CONSTRUCTEX()    RECOGNIZER->exConstruct(RECOGNIZER)
#define    CONSUME()     ISTREAM->consume(ISTREAM)
#define    MARK()      ISTREAM->mark(ISTREAM)
#define    REWIND(m)     ISTREAM->rewind(ISTREAM, m)
#define    REWINDLAST()    ISTREAM->rewindLast(ISTREAM)
#define    PERRORRECOVERY    PSRSTATE->errorRecovery
#define    FAILEDFLAG     PSRSTATE->failed
#define    HASFAILED()     (FAILEDFLAG == ANTLR3_TRUE)
#define    BACKTRACKING    PSRSTATE->backtracking
#define    RECOVERFROMMISMATCHEDSET(s)  RECOGNIZER->recoverFromMismatchedSet(RECOGNIZER,
s)
#define    RECOVERFROMMISMATCHEDELEMENT(e) RECOGNIZER-
>recoverFromMismatchedElement(RECOGNIZER, s)
#define    ADAPTOR                    INPUT->adaptor
#define  RULEMEMO     PSRSTATE->ruleMemo
#define  SEEK(n)      ISTREAM->seek(ISTREAM,
 n)
#define  INDEX()      ISTREAM->index(ISTREAM)
#define  DBG       RECOGNIZER->debugger


<endif>

#define  TOKTEXT(tok, txt)    tok, (pANTLR3_UINT8)txt

/* The 4 tokens defined below may well clash with your own #defines or token types. If so
* then for the present you must use different names for your defines as these are hard coded
* in the code generator. It would be better not to use such names internally, and maybe
* we can change this in a forthcoming release. I deliberately do not #undef these
* here as this will at least give you a redefined error somewhere if they clash.
*/
#define    UP     ANTLR3_TOKEN_UP
#define    DOWN    ANTLR3_TOKEN_DOWN
#define    EOR     ANTLR3_TOKEN_EOR
#define    INVALID ANTLR3_TOKEN_INVALID


/* ============================================================================
* Functions to create and destroy scopes. First come the rule scopes, followed
* by the global
 declared scopes.
*/
```

```
<rules: {r |<if(r.ruleDescriptor.ruleScope)>
<ruleAttributeScopeFuncDecl(scope=r.ruleDescriptor.ruleScope)>
<ruleAttributeScopeFuncs(scope=r.ruleDescriptor.ruleScope)>
<endif>}>

<recognizer.scopes:{it | <if(it.isDynamicGlobalScope)>
<globalAttributeScopeFuncDecl(it)>
<globalAttributeScopeFuncs(it)>
<endif>}>

/* ============================================================================= */

/* =============================================================================
* Start of recognizer
*/

<recognizer>

/* End of code
* =============================================================================
*/

>>
headerFileExtension() ::= ".h"

headerFile( LEXER,
        PARSER,
        TREE_PARSER,
        actionScope,
        actions,
        docComment,
        recognizer,
        name,
        tokens,
        tokenNames,
        rules,
        cyclicDFAs,
        bitsets,
        buildTemplate,

    buildAST,
        rewriteMode,
        profile,
        backtracking,
        synpreds,
        memoize,
        numRules,
```

```
        fileName,
        ANTLRVersion,
        generatedTimestamp,
        trace,
        scopes,
  superClass,
        literals
      ) ::=
<<
<leadIn("C header")>
<if(PARSER)>
* The parser <mainName()>
<endif>
<if(LEXER)>
* The lexer <mainName()>
<endif>
<if(TREE_PARSER)>
* The tree parser <mainName()>
<endif>
has the callable functions (rules) shown below,
* which will invoke the code for the associated rule in the source grammar
* assuming that the input stream is pointing to a token/text stream that could begin
* this rule.
*
* For instance if you call the first (topmost) rule in a parser grammar, you will
* get the results of a full parse, but calling a rule half way through the grammar will
* allow you to pass part of a full token stream to the parser, such as for syntax checking
* in editors
 and so on.
*
* The parser entry points are called indirectly (by function pointer to function) via
* a parser context typedef p<name>, which is returned from a call to <name>New().
*
<if(LEXER)>
* As this is a generated lexer, it is unlikely you will call it 'manually'. However
* the methods are provided anyway.
*
<endif>
* The methods in p<name> are  as follows:
*
* <rules:{r | <if(!r.ruleDescriptor.isSynPred)> - <headerReturnType(ruleDescriptor=r.ruleDescriptor,...)>
p<name>-><r.ruleDescriptor.name>(p<name>)<endif>}; separator="\n * ">
*
* The return type for any particular rule is of course determined by the source
* grammar file.
*/
// [The "BSD license"]
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```

```
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// http://www.linkedin.com/in/jimidle
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#ifndef _<name>_H
#define _<name>_H
<actions.(actionScope).preincludes>
/* =============================================================================
* Standard antlr3 C runtime definitions
*/
#include    \<antlr3.h>

/* End of standard antlr 3 runtime definitions
* =============================================================================
*/
<actions.(actionScope).includes>

#ifdef __cplusplus
extern "C" {
#endif

// Forward declare the context typedef so that we can use it before it is
// properly defined. Delegators and delegates (from import statements) are
```

```
// interdependent and their context structures contain pointers to each other
// C only allows such things to be declared if you pre-declare the typedef.
//
typedef struct <name>_Ctx_struct
 <name>, * p<name>;

<if(recognizer.grammar.delegates)>
// Include delegate definition header files
//
<recognizer.grammar.delegates: {g|#include \<<g.recognizerName>.h>}; separator="\n">

<endif>


<actions.(actionScope).header>

#ifdef ANTLR3_WINDOWS
// Disable: Unreferenced parameter,       - Rules with parameters that are not used
//          constant conditional,       - ANTLR realizes that a prediction is always true (synpred usually)
//          initialized but unused variable     - tree rewrite variables declared but not needed
//          Unreferenced local variable      - lexer rule declares but does not always use _type
//          potentially unitialized variable used   - retval always returned from a rule
//   unreferenced local function has been removed - susually getTokenNames or freeScope, they can go without
warnigns
//
// These are only really displayed at warning level /W4 but that is the code ideal I am aiming at
// and the codegen must generate some of these
 warnings by necessity, apart from 4100, which is
// usually generated when a parser rule is given a parameter that it does not use. Mostly though
// this is a matter of orthogonality hence I disable that one.
//
#pragma warning( disable : 4100 )
#pragma warning( disable : 4101 )
#pragma warning( disable : 4127 )
#pragma warning( disable : 4189 )
#pragma warning( disable : 4505 )
#pragma warning( disable : 4701 )
#endif
<if(backtracking)>

/* ========================
* BACKTRACKING IS ENABLED
* ========================
*/
<endif>

<rules:{r |<headerReturnScope(ruleDescriptor=r.ruleDescriptor,...)>}>
```

```
<scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScopeDecl(it)><endif>}>
<rules:{r |<ruleAttributeScopeDecl(scope=r.ruleDescriptor.ruleScope)>}>
<if(recognizer.grammar.delegators)>
// Include delegator definition header files
//
<recognizer.grammar.delegators: {g|#include \<<g.recognizerName>.h>}; separator="\n">

<endif>

/** Context tracking structure for <mainName()>
*/
struct
 <name>_Ctx_struct
{
  /** Built in ANTLR3 context tracker contains all the generic elements
   *  required for context tracking.
   */
<if(PARSER)>
  pANTLR3_PARSER   pParser;
<endif>
<if(LEXER)>
  pANTLR3_LEXER    pLexer;
<endif>
<if(TREE_PARSER)>
  pANTLR3_TREE_PARSER     pTreeParser;
<endif>

<if(recognizer.grammar.delegates)>
 <recognizer.grammar.delegates:
      {g|p<g.recognizerName> <g:delegateName()>;}; separator="\n">
<endif>
<if(recognizer.grammar.delegators)>
 <recognizer.grammar.delegators:
      {g|p<g.recognizerName> <g:delegateName()>;}; separator="\n">
<endif>
<scopes:{it | <if(it.isDynamicGlobalScope)>
  <globalAttributeScopeDef(it)>
<endif>}; separator="\n\n">
<rules: {r |<if(r.ruleDescriptor.ruleScope)>
  <ruleAttributeScopeDef(scope=r.ruleDescriptor.ruleScope)>
<endif>}>

<if(LEXER)>
  <rules:{r | <if(!r.ruleDescriptor.isSynPred)><headerReturnType(ruleDescriptor=r.ruleDescriptor)>
(*m<r.ruleDescriptor.name>) (struct <name>_Ctx_struct
 * ctx<if(r.ruleDescriptor.parameterScope)>,
<endif><r.ruleDescriptor.parameterScope:parameterScope()>);<endif>}; separator="\n">
<endif>
```

```
<if(!LEXER)>
  <rules:{r | <headerReturnType(ruleDescriptor=r.ruleDescriptor)> (*<r.ruleDescriptor.name>) (struct
<name>_Ctx_struct * ctx<if(r.ruleDescriptor.parameterScope)>,
<endif><r.ruleDescriptor.parameterScope:parameterScope()>);}; separator="\n">
<! generate rule/method definitions for imported rules so they
 appear to be defined in this recognizer. !>
  // Delegated rules
<recognizer.grammar.delegatedRules:{ruleDescriptor|
  <headerReturnType(ruleDescriptor)> (*<ruleDescriptor.name>)(struct <name>_Ctx_struct *
ctx<if(ruleDescriptor.parameterScope)>, <endif><ruleDescriptor.parameterScope:parameterScope()>);};
separator="\n">
<endif>

  const char * (*getGrammarFileName)();
  void           (*reset)  (struct <name>_Ctx_struct * ctx);
  void     (*free)   (struct <name>_Ctx_struct * ctx);
  <@members>
  <@end>
  <actions.(actionScope).context>
};

//
 Function protoypes for the constructor functions that external translation units
// such as delegators and delegates may wish to call.
//
ANTLR3_API p<name> <name>New         (<inputType()> instream<recognizer.grammar.delegators:{g|,
p<g.recognizerName> <g:delegateName()>}>);
ANTLR3_API p<name> <name>NewSSD      (<inputType()> instream,
pANTLR3_RECOGNIZER_SHARED_STATE state<recognizer.grammar.delegators:{g|, p<g.recognizerName>
<g:delegateName()>}>);
<if(!recognizer.grammar.grammarIsRoot)>
extern pANTLR3_UINT8   <recognizer.grammar.composite.rootGrammar.recognizerName>TokenNames[];
<endif>


/** Symbolic definitions of all the tokens that the <grammarType()> will work with.
* \{
*
* Antlr will define EOF, but we can't use that as it it is too common in
* in C header files and that would be confusing. There is no way to filter this out at the moment
* so we just undef it here for now. That isn't the value we get back from C recognizers
* anyway. We are looking
 for ANTLR3_TOKEN_EOF.
*/
#ifdef EOF
#undef EOF
#endif
#ifdef Tokens
```

```
#undef Tokens
#endif
<tokens:{it | #define <it.name>      <it.type>}; separator="\n">
#ifdef EOF
#undef EOF
#define EOF ANTLR3_TOKEN_EOF
#endif

#ifndef TOKENSOURCE
#define TOKENSOURCE(lxr) lxr->pLexer->rec->state->tokSource
#endif

/* End of token definitions for <name>
* =============================================================================
*/
/** \} */

#ifdef __cplusplus
}
#endif

#endif

/* END - Note:Keep extra line feed to satisfy UNIX systems */

>>

inputType() ::=<<
<if(LEXER)>
pANTLR3_INPUT_STREAM
<endif>
<if(PARSER)>
pANTLR3_COMMON_TOKEN_STREAM
<endif>
<if(TREE_PARSER)>
pANTLR3_COMMON_TREE_NODE_STREAM
<endif>
>>

grammarType() ::= <<
<if(PARSER)>
parser
<endif>
<if(LEXER)>
lexer
<endif>
<if(TREE_PARSER)>
tree parser
```

```
<endif>
>>

mainName() ::= <<
<if(PARSER)>
<name>
<endif>
<if(LEXER)>
<name>
<endif>
<if(TREE_PARSER)>
<name>
<endif>
>>

headerReturnScope(ruleDescriptor) ::= "<returnScope(...)>"

headerReturnType(ruleDescriptor)
 ::= <<
<if(LEXER)>
<if(!ruleDescriptor.isSynPred)>
void
<else>
<returnType()>
<endif>
<else>
<returnType()>
<endif>
>>

// Produce the lexer output
//
lexer(  grammar,
  name,
       tokens,
       scopes,
       rules,
       numRules,
       filterMode,
       superClass,
       labelType="pANTLR3_COMMON_TOKEN") ::= <<

<if(filterMode)>
/* Forward declare implementation function for ANTLR3_TOKEN_SOURCE interface when
* this is a filter mode lexer.
*/
static pANTLR3_COMMON_TOKEN <name>NextToken   (pANTLR3_TOKEN_SOURCE toksource);
```

```
/* Override the normal MEMOIZE and HAVEALREADYPARSED macros as this is a filtering
* lexer. In filter mode, the memoizing and backtracking are gated at BACKTRACKING > 1 rather
* than just BACKTRACKING. In some cases this might generate code akin to:
*   if (BACKTRACKING) if (BACKTRACKING > 1) memoize.
* However, I assume that the C compilers/optimizers are smart enough to work this one out
* these days -
 Jim
*/
#undef  MEMOIZE
#define  MEMOIZE(ri,si)   if (BACKTRACKING>1) { RECOGNIZER->memoize(RECOGNIZER, ri, si) }
#undef  HAVEPARSEDRULE
#define  HAVEPARSEDRULE(r)  if (BACKTRACKING>1) { RECOGNIZER->alreadyParsedRule(RECOGNIZER,
r) }
<endif>

/* Forward declare the locally static matching functions we have generated and any predicate functions.
*/
<rules:{r | static ANTLR3_INLINE <headerReturnType(ruleDescriptor=r.ruleDescriptor)>
<if(!r.ruleDescriptor.isSynPred)>m<endif><r.ruleDescriptor.name>    (p<name>
ctx<if(r.ruleDescriptor.parameterScope)>, <endif><r.ruleDescriptor.parameterScope:parameterScope()>);};
separator="\n">
static void <name>Free(p<name> ctx);

/* =============================================================================
* Lexer matching rules end.
* =============================================================================
*/

<scopes:{it |<if(it.isDynamicGlobalScope)><globalAttributeScope(it)><endif>}>

<actions.lexer.members>

static void
<name>Free  (p<name> ctx)
{
<if(memoize)>
 if (RULEMEMO
 != NULL)
 {
  RULEMEMO->free(RULEMEMO);
  RULEMEMO = NULL;
 }
<endif>
<if(grammar.directDelegates)>
 // Free the lexers that we delegated to
 // functions to. NULL the state so we only free it once.
 //
  <grammar.directDelegates:
```

```
      {g|ctx-><g:delegateName()>->pLexer->rec->state = NULL;
      ctx-><g:delegateName()>->free(ctx-><g:delegateName()>);}; separator="\n">
<endif>
  LEXER->free(LEXER);

  ANTLR3_FREE(ctx);
}

static void
<name>Reset (p<name> ctx)
{
  RECOGNIZER->reset(RECOGNIZER);
}

/** \brief Name of the grammar file that generated this code
*/
static const char fileName[] = "<fileName>";

/** \brief Return the name of the grammar file that generated this code.
*/
static const char * getGrammarFileName()
{
 return fileName;
}

<if(filterMode)>
  <filteringNextToken()>
<endif>

/** \brief Create a new lexer called <name>
*
* \param[in]    instream Pointer to an initialized input stream
* \return
*     - Success p<name> initialized
 for the lex start
*     - Fail NULL
*/
ANTLR3_API p<name> <name>New
(<inputType()> instream<grammar.delegators:{g|, p<g.recognizerName> <g:delegateName()>}>)
{
 // See if we can create a new lexer with the standard constructor
 //
 return <name>NewSSD(instream, NULL<grammar.delegators:{g|, <g:delegateName()>}>);
}

/** \brief Create a new lexer called <name>
*
* \param[in]    instream Pointer to an initialized input stream
```

```
* \param[state] state Previously created shared recognizer stat
* \return
*     - Success p<name> initialized for the lex start
*     - Fail NULL
*/
ANTLR3_API p<name> <name>NewSSD
(pANTLR3_INPUT_STREAM instream, pANTLR3_RECOGNIZER_SHARED_STATE
state<grammar.delegators:{g|, p<g.recognizerName> <g:delegateName()>}>)
{
  p<name> ctx; // Context structure we will build and return

  ctx = (p<name>) ANTLR3_CALLOC(1, sizeof(<name>));

  if  (ctx == NULL)
  {
     // Failed to allocate memory for lexer context
     return  NULL;
  }

  /*
 ------------------------------------------------------------------
   * Memory for basic structure is allocated, now to fill in
   * in base ANTLR3 structures. We initialize the function pointers
   * for the standard ANTLR3 lexer function set, but upon return
   * from here, the programmer may set the pointers to provide custom
   * implementations of each function.
   *
   * We don't use the macros defined in <name>.h here so you can get a sense
   * of what goes where.
   */

  /* Create a base lexer, using the supplied input stream
   */
  ctx->pLexer = antlr3LexerNewStream(ANTLR3_SIZE_HINT, instream, state);

  /* Check that we allocated the memory correctly
   */
  if (ctx->pLexer == NULL)
  {
 ANTLR3_FREE(ctx);
 return  NULL;
  }
<if(memoize)>
<if(grammar.grammarIsRoot)>
  // Create a LIST for recording rule memos.
  //
  ctx->pLexer->rec->ruleMemo    = antlr3IntTrieNew(15); /* 16 bit depth is enough for 32768 rules! */
<endif>
```

```
<endif>

    /* Install the implementation of our <name> interface
    */
   <rules:{r | <if(!r.ruleDescriptor.isSynPred)>ctx->m<r.ruleDescriptor.name> =
m<r.ruleDescriptor.name>;<endif>}; separator="\n">

   /** When the nextToken() call is made to this lexer's pANTLR3_TOKEN_SOURCE
    *  it will call mTokens() in this generated code, and will pass it the ctx
    * pointer of this lexer, not the context of the base lexer, so store that now.
    */
   ctx->pLexer->ctx     = ctx;

   /**Install the token matching function
    */
   ctx->pLexer->mTokens = (void (*) (void *))(mTokens);

   ctx->getGrammarFileName = getGrammarFileName;
   ctx->free  = <name>Free;
   ctx->reset         = <name>Reset;

<if(grammar.directDelegates)>
 // Initialize the lexers that we are going to delegate some
 // functions to.
 //
 <grammar.directDelegates:
       {g|ctx-><g:delegateName()> = <g.recognizerName>NewSSD(instream, ctx->pLexer->rec->state,
ctx<grammar.delegators:{g|, <g:delegateName()>}>);};
 separator="\n">
<endif>
<if(grammar.delegators)>
 // Install the pointers back to lexers that will delegate us to perform certain functions
 // for them.
 //
 <grammar.delegators:
       {g|ctx-><g:delegateName()>   = <g:delegateName()>;}; separator="\n">
<endif>
<if(filterMode)>
   /* We have filter mode turned on, so install the filtering nextToken function
    */
   ctx->pLexer->rec->state->tokSource->nextToken = <name>NextToken;
<endif>
  <actions.lexer.apifuncs>

   /* Return the newly built lexer to the caller
    */
   return  ctx;
}
```

```
<if(cyclicDFAs)>

/* ========================================================================
* DFA tables for the lexer
*/
<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>
/* ========================================================================
* End of DFA tables for the lexer
*/
<endif>

/* ========================================================================
* Functions to match the lexer grammar defined tokens from
 the input stream
*/

<rules; separator="\n\n">

/* ========================================================================
* Lexer matching rules end.
* ========================================================================
*/
<if(synpreds)>

/* ========================================================================
* Lexer syntactic predicates
*/
<synpreds:{p | <lexerSynpred(predname=p)>}>
/* ========================================================================
* Lexer syntactic predicates end.
* ========================================================================
*/
<endif>

/* End of Lexer code
* ================================================
* ================================================
*/

>>


filteringNextToken() ::= <<
/** An override of the lexer's nextToken() method that backtracks over mTokens() looking
*  for matches in lexer filterMode.  No error can be generated upon error; just rewind, consume
*  a token and then try again.  BACKTRACKING
 needs to be set as well.
*  Make rule memoization happen only at levels above 1 as we start mTokens
```

```
*  at BACKTRACKING==1.
*/
static pANTLR3_COMMON_TOKEN
<name>NextToken(pANTLR3_TOKEN_SOURCE toksource)
{
  pANTLR3_LEXER   lexer;
 pANTLR3_RECOGNIZER_SHARED_STATE state;

  lexer   = (pANTLR3_LEXER)(toksource->super);
  state = lexer->rec->state;

  /* Get rid of any previous token (token factory takes care of
   * any deallocation when this token is finally used up.
   */
  state  ->token     = NULL;
  state  ->error     = ANTLR3_FALSE;     /* Start out without an exception */
  state  ->failed    = ANTLR3_FALSE;

  /* Record the start of the token in our input stream.
   */
  state->tokenStartCharIndex   = lexer->input->istream->index(lexer->input->istream);
  state->tokenStartCharPositionInLine = lexer->input->getCharPositionInLine(lexer->input);
  state->tokenStartLine    = lexer->input->getLine(lexer->input);
  state->text       = NULL;

  /*
 Now call the matching rules and see if we can generate a new token
   */
  for (;;)
  {
 if  (lexer->input->istream->_LA(lexer->input->istream, 1) == ANTLR3_CHARSTREAM_EOF)
 {
  /* Reached the end of the stream, nothing more to do.
   */
  pANTLR3_COMMON_TOKEN    teof = &(toksource->eofToken);

  teof->setStartIndex (teof, lexer->getCharIndex(lexer));
  teof->setStopIndex  (teof, lexer->getCharIndex(lexer));
  teof->setLine  (teof, lexer->getLine(lexer));
  return  teof;
 }

 state->token  = NULL;
 state->error  = ANTLR3_FALSE;     /* Start out without an exception */

 {
  ANTLR3_MARKER   m;
```

```
  m      = lexer->input->istream->mark(lexer->input->istream);
  state->backtracking  = 1;    /* No exceptions */
  state->failed   = ANTLR3_FALSE;

  /* Call the generated lexer, see if it can get a new token together.
   */
  lexer->mTokens(lexer->ctx);
    state->backtracking = 0;

    <! mTokens backtracks with synpred at BACKTRACKING==2
   and we set the synpredgate
 to allow actions at level 1. !>

  if (state->failed == ANTLR3_TRUE)
  {
   lexer->input->istream->rewind(lexer->input->istream, m);
   lexer->input->istream->consume(lexer->input->istream); <! advance one char and try again !>
  }
  else
  {
   lexer->emit(lexer);     /* Assemble the token and emit it to the stream */
   return state->token;
  }
 }
  }
}
>>

actionGate() ::= "BACKTRACKING==0"

filteringActionGate() ::= "BACKTRACKING==1"

/** How to generate a parser */
genericParser(  grammar,
   name,
            scopes,
            tokens,
            tokenNames,
            rules,
            numRules,
            bitsets,
            inputStreamType,
            superClass,
            labelType,
   members,
   rewriteElementType, filterMode,
            ASTLabelType="pANTLR3_BASE_TREE"
           ) ::= <<
```

```
<if(grammar.grammarIsRoot)>
/** \brief Table of all token names in symbolic order, mainly used for
*
  error reporting.
*/
pANTLR3_UINT8   <name>TokenNames[<length(tokenNames)>+4]
   = {
      (pANTLR3_UINT8) "\<invalid>",       /* String to print to indicate an invalid token */
      (pANTLR3_UINT8) "\<EOR>",
      (pANTLR3_UINT8) "\<DOWN>",
      (pANTLR3_UINT8) "\<UP>",
      <tokenNames:{it |(pANTLR3_UINT8) <it>}; separator=",\n">
     };
<endif>

  <@members>

  <@end>
<rules:{r |<ruleAttributeScopeFuncMacro(scope=r.ruleDescriptor.ruleScope)>}>
<scopes:{it |<if(it.isDynamicGlobalScope)><globalAttributeScopeFuncMacro(it)><endif>}>

// Forward declare the locally static matching functions we have generated.
//
<rules:{r | static <headerReturnType(ruleDescriptor=r.ruleDescriptor)> <r.ruleDescriptor.name>    (p<name>
ctx<if(r.ruleDescriptor.parameterScope)>, <endif><r.ruleDescriptor.parameterScope:parameterScope()>);};
separator="\n">
static void <name>Free(p<name> ctx);
static void     <name>Reset (p<name> ctx);

<if(!LEXER)>
<! generate rule/method definitions for
 imported rules so they
  appear to be defined in this recognizer. !>
<if(recognizer.grammar.delegatedRules)>
// Delegated rules
//
<recognizer.grammar.delegatedRules:{ruleDescriptor|static <headerReturnType(ruleDescriptor)>
<ruleDescriptor.name>(p<name> ctx<if(ruleDescriptor.parameterScope)>,
<endif><ruleDescriptor.parameterScope:parameterScope()>);}; separator="\n">

<endif>
<endif>

/* For use in tree output where we are accumulating rule labels via label += ruleRef
* we need a function that knows how to free a return scope when the list is destroyed.
* We cannot just use ANTLR3_FREE because in debug tracking mode, this is a macro.
```

```
*/
static void ANTLR3_CDECL freeScope(void * scope)
{
  ANTLR3_FREE(scope);
}

/** \brief Name of the grammar file that generated this code
*/
static const char fileName[] = "<fileName>";

/** \brief Return the name of the grammar file that generated this code.
*/
static const char * getGrammarFileName()
{
 return fileName;
}
/** \brief Create a
 new <name> parser and return a context for it.
*
* \param[in] instream Pointer to an input stream interface.
*
* \return Pointer to new parser context upon success.
*/
ANTLR3_API p<name>
<name>New   (<inputStreamType> instream<grammar.delegators:{g|, p<g.recognizerName>
<g:delegateName()>}>)
{
 // See if we can create a new parser with the standard constructor
 //
 return <name>NewSSD(instream, NULL<grammar.delegators:{g|, <g:delegateName()>}>);
}

/** \brief Create a new <name> parser and return a context for it.
*
* \param[in] instream Pointer to an input stream interface.
*
* \return Pointer to new parser context upon success.
*/
ANTLR3_API p<name>
<name>NewSSD   (<inputStreamType> instream, pANTLR3_RECOGNIZER_SHARED_STATE
state<grammar.delegators:{g|, p<g.recognizerName> <g:delegateName()>}>)
{
  p<name> ctx;     /* Context structure we will build and return   */

  ctx = (p<name>) ANTLR3_CALLOC(1, sizeof(<name>));

  if (ctx == NULL)
  {
```

```
 // Failed to allocate memory
for parser context
 //
    return  NULL;
  }

  /* -----------------------------------------------------------------
   * Memory for basic structure is allocated, now to fill in
   * the base ANTLR3 structures. We initialize the function pointers
   * for the standard ANTLR3 parser function set, but upon return
   * from here, the programmer may set the pointers to provide custom
   * implementations of each function.
   *
   * We don't use the macros defined in <name>.h here, in order that you can get a sense
   * of what goes where.
   */

<if(PARSER)>
  /* Create a base parser/recognizer, using the supplied token stream
   */
  ctx->pParser     = antlr3ParserNewStream(ANTLR3_SIZE_HINT, instream->tstream, state);
<endif>
<if(TREE_PARSER)>
  /* Create a base Tree parser/recognizer, using the supplied tree node stream
   */
  ctx->pTreeParser  = antlr3TreeParserNewStream(ANTLR3_SIZE_HINT, instream, state);
<endif>

  /* Install the implementation
 of our <name> interface
   */
  <rules:{r | ctx-><r.ruleDescriptor.name> = <r.ruleDescriptor.name>;}; separator="\n">
<if(grammar.delegatedRules)>
 // Install the delegated methods so that they appear to be a part of this
 // parser
 //
  <grammar.delegatedRules:{ruleDescriptor | ctx-><ruleDescriptor.name> = <ruleDescriptor.name>;};
separator="\n">
<endif>

  ctx->free   = <name>Free;
  ctx->reset   = <name>Reset;
  ctx->getGrammarFileName = getGrammarFileName;

  /* Install the scope pushing methods.
   */
  <rules: {r |<if(r.ruleDescriptor.ruleScope)>
<ruleAttributeScope(scope=r.ruleDescriptor.ruleScope)><\n>
```

```
<endif>}>
  <recognizer.scopes:{it |<if(it.isDynamicGlobalScope)>
<globalAttributeScope(it)><\n>
<endif>}>
  <@apifuncs>

  <@end>
<if(grammar.directDelegates)>
 // Initialize the parsers that we are going to delegate some
 // functions to.
 //
 <grammar.directDelegates:
      {g|ctx-><g:delegateName()> = <g.recognizerName>NewSSD(instream, PSRSTATE,
 ctx<grammar.delegators:{g|, <g:delegateName()>}>);}; separator="\n">
<endif>
<if(grammar.delegators)>
 // Install the pointers back to parsers that will delegate us to perform certain functions
 // for them.
 //
 <grammar.delegators:
      {g|ctx-><g:delegateName()>   = <g:delegateName()>;}; separator="\n">
<endif>
  <actions.parser.apifuncs>
  <actions.treeparser.apifuncs>
<if(memoize)>
<if(grammar.grammarIsRoot)>
  /* Create a LIST for recording rule memos.
   */
   RULEMEMO    = antlr3IntTrieNew(15); /* 16 bit depth is enough for 32768 rules! */<\n>
<endif>
<endif>
  /* Install the token table
   */
  PSRSTATE->tokenNames   = <grammar.composite.rootGrammar.recognizerName>TokenNames;

  <@debugStuff()>

  /* Return the newly built parser to the caller
   */
  return  ctx;
}

static void
<name>Reset (p<name> ctx)
{
  RECOGNIZER->reset(RECOGNIZER);
}
```

```
/** Free the parser resources
*/
static void
<name>Free(p<name> ctx)
{
  /* Free any scope memory
    */
  <rules: {r
|<if(r.ruleDescriptor.ruleScope)><ruleAttributeScopeFree(scope=r.ruleDescriptor.ruleScope)><\n><endif>}>
  <recognizer.scopes:{it |<if(it.isDynamicGlobalScope)><globalAttributeScopeFree(it)><\n><endif>}>

  <@cleanup>
  <@end>
<if(grammar.directDelegates)>
 // Free the parsers that we delegated to
 // functions to.NULL the state so we only free it once.
 //
 <grammar.directDelegates:
      {g| ctx-><g:delegateName()>-><if(TREE_PARSER)>pTreeParser<else>pParser<endif>->rec->state = NULL;
      ctx-><g:delegateName()>->free(ctx-><g:delegateName()>);}; separator="\n">
<endif>
<if(memoize)>
<if(grammar.grammarIsRoot)>
 if (RULEMEMO != NULL)
 {
  RULEMEMO->free(RULEMEMO);
  RULEMEMO = NULL;
 }
<endif>
<endif>
 // Free this parser
 //
<if(TREE_PARSER)>
  ctx->pTreeParser->free(ctx->pTreeParser);<\n>
<else>
  ctx->pParser->free(ctx->pParser);<\n>
<endif>

  ANTLR3_FREE(ctx);

  /* Everything is released, so we can return
   */
  return;
}

/**
 Return token names used by this <grammarType()>
*
```

```
* The returned pointer is used as an index into the token names table (using the token
* number as the index).
*
* \return Pointer to first char * in the table.
*/
static pANTLR3_UINT8    *getTokenNames()
{
      return <grammar.composite.rootGrammar.recognizerName>TokenNames;
}

  <members>

/* Declare the bitsets
*/
<bitsets:{it | <bitsetDeclare(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>},
                words64=it.bits)>}>


<if(cyclicDFAs)>

/* ============================================================================
* DFA tables for the parser
*/
<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>
/* ============================================================================
* End of DFA tables for the parser
*/
<endif>

/* ============================================
* Parsing rules
*/
<rules; separator="\n\n">
<if(grammar.delegatedRules)>
 // Delegated methods that appear to be a part of this
 //
 parser
 //
<grammar.delegatedRules:{ruleDescriptor|
  <returnType()> <ruleDescriptor.name>(p<name> ctx<if(ruleDescriptor.parameterScope.attributes)>,
<endif><ruleDescriptor.parameterScope:parameterScope()>)
  \{
     <if(ruleDescriptor.hasReturnValue)>return <endif>ctx-><ruleDescriptor.grammar:delegateName()>-
><ruleDescriptor.name>(ctx-
><ruleDescriptor.grammar:delegateName()><if(ruleDescriptor.parameterScope.attributes)>,
<endif><ruleDescriptor.parameterScope.attributes:{a|<a.name>}; separator=", ">);
 \}}; separator="\n">
```

```
<endif>
/* End of parsing rules
* ============================================
*/

/* ============================================
* Syntactic predicates
*/
<synpreds:{p | <synpred(predname=p)>}>
/* End of syntactic predicates
* ============================================
*/




>>

parser( grammar,
  name,
  scopes,
  tokens,
  tokenNames,
  rules,
  numRules,
  bitsets,
  ASTLabelType,
  superClass="Parser",
  labelType="pANTLR3_COMMON_TOKEN",
  members={<actions.parser.members>}
  )
 ::= <<
<genericParser(inputStreamType="pANTLR3_COMMON_TOKEN_STREAM", rewriteElementType="TOKEN",
...)>
>>

/** How to generate a tree parser; same as parser except the input
*  stream is a different type.
*/
treeParser( grammar,
   name,
   scopes,
   tokens,
   tokenNames,
   globalAction,
   rules,
   numRules,
```

```
  bitsets,
  filterMode,
  labelType={<ASTLabelType>},
  ASTLabelType="pANTLR3_BASE_TREE",
  superClass="TreeParser",
  members={<actions.treeparser.members>}
  ) ::= <<
<genericParser(inputStreamType="pANTLR3_COMMON_TREE_NODE_STREAM",
rewriteElementType="NODE", ...)>
>>

/** A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*  nor parameters etc..., just give simplest possible method.  Don't do
*  any of the normal memoization stuff in here either; it's a waste.
*  As predicates cannot be inlined into the invoking rule,
 they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
// $ANTLR start <ruleName>
static void <ruleName>_fragment(p<name> ctx <ruleDescriptor.parameterScope:parameterScope()>)
{
 <ruleLabelDefs()>
 <ruleLabelInitializations()>
<if(trace)>
  ANTLR3_PRINTF("enter <ruleName> %d failed = %d, backtracking = %d\\n",LT(1),failed,BACKTRACKING);
  <block>
  ANTLR3_PRINTF("exit <ruleName> %d, failed = %d, backtracking = %d\\n",LT(1),failed,BACKTRACKING);

<else>
  <block>
<endif>
<ruleCleanUp()>
}
// $ANTLR end <ruleName>
>>

synpred(predname) ::= <<
static ANTLR3_BOOLEAN <predname>(p<name> ctx)
{
  ANTLR3_MARKER   start;
  ANTLR3_BOOLEAN  success;

  BACKTRACKING++;
  <@start()>
  start = MARK();
```

```
  <predname>_fragment(ctx);     // can never throw exception
  success = !(FAILEDFLAG);
  REWIND(start);
  <@stop()>
  BACKTRACKING--;
  FAILEDFLAG = ANTLR3_FALSE;
  return success;
}<\n>
>>

lexerSynpred(predname)
 ::= <<
<synpred(predname)>
>>

ruleMemoization(rname) ::= <<
<if(memoize)>
if ( (BACKTRACKING>0) && (HAVEPARSEDRULE(<ruleDescriptor.index>)) )
{
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!ruleDescriptor.isSynPred)>
 retval.start = 0;<\n>
<endif>
<endif>
  <(ruleDescriptor.actions.after):execAfter()>
  <finalCode(finalBlock=finally)>
<if(!ruleDescriptor.isSynPred)>
  <scopeClean()><\n>
<endif>
  return <ruleReturnValue()>;
}
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
if  (HASEXCEPTION())
{
  goto rule<ruleDescriptor.name>Ex;
}
<if(backtracking)>
if (HASFAILED())
{
  <scopeClean()>
  <@debugClean()>
  return <ruleReturnValue()>;
}
<endif>
```

```
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>
if (BACKTRACKING>0)
{
  FAILEDFLAG = <true_value()>;
  <scopeClean()>
  return <ruleReturnValue()>;
}
<endif>
>>

/** How to generate
 code for a rule.  This includes any return type
*  data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
/**
* $ANTLR start <ruleName>
* <fileName>:<description>
*/
static <returnType()>
<ruleName>(p<name> ctx<if(ruleDescriptor.parameterScope)>,
<endif><ruleDescriptor.parameterScope:parameterScope()>)
{
  <if(trace)>ANTLR3_PRINTF("enter <ruleName> %s failed=%d, backtracking=%d\n", LT(1),
BACKTRACKING);<endif>
  <ruleDeclarations()>
  <ruleDescriptor.actions.declarations>
  <ruleLabelDefs()>
  <ruleInitializations()>
  <ruleDescriptor.actions.init>
  <ruleMemoization(rname=ruleName)>
  <ruleLabelInitializations()>
  <@preamble()>
  {
     <block>
  }

  <ruleCleanUp()>
<if(exceptions)>
  if (HASEXCEPTION())
  {
 <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
  }
  else
```

```
  {
 <(ruleDescriptor.actions.after):execAfter()>
  }
<else>
  <if(!emptyRule)>
      <if(actions.(actionScope).rulecatch)>
        <actions.(actionScope).rulecatch>
      <else>
        if (HASEXCEPTION())
        {
           PREPORTERROR();
           PRECOVER();
           <@setErrorReturnValue()>
        }
        <if(ruleDescriptor.actions.after)>
        else
        {
           <(ruleDescriptor.actions.after):execAfter()>
        }<\n>
        <endif>
      <endif>
  <endif>
<endif>

  <if(trace)>ANTLR3_PRINTF("exit <ruleName> %d failed=%s backtracking=%s\n", LT(1), failed,
BACKTRACKING);<endif>
  <memoize()>
<if(finally)>
  <finalCode(finalBlock=finally)>
<endif>
  <scopeClean()>
  <@postamble()>
  return <ruleReturnValue()>;
}
/* $ANTLR end <ruleName> */
>>

finalCode(finalBlock) ::= <<
{
  <finalBlock>
}

>>

catch(decl,action) ::= <<
/* catch(decl,action)
*/
{
```

```
  <e.action>
}

>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<returnType()>
 retval;<\n>
<else>
<ruleDescriptor.returnScope.attributes:{ a |
<a.type> <a.name>;
}>
<endif>
<if(memoize)>
ANTLR3_MARKER <ruleDescriptor.name>_StartIndex;
<endif>
>>

ruleInitializations() ::= <<
/* Initialize rule variables
*/
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor.returnScope.attributes:{ a |
<if(a.initValue)>retval.<a.name> = <a.initValue>;<endif>
}>
<else>
<ruleDescriptor.returnScope.attributes:{ a |
<if(a.initValue)><a.name> = <a.initValue>;<endif>
}>
<endif>
<if(memoize)>
<ruleDescriptor.name>_StartIndex = INDEX();<\n>
<endif>
<ruleDescriptor.useScopes:{it |<scopeTop(it)> = <scopePush(it)>;}; separator="\n">
<ruleDescriptor.ruleScope:{it |<scopeTop(it.name)> = <scopePush(it.name)>;}; separator="\n">
>>

ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels]
  :{it |<labelType>    <it.label.text>;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]
  :{it |pANTLR3_VECTOR    list_<it.label.text>;};
 separator="\n"
>
<[ruleDescriptor.ruleLabels,ruleDescriptor.ruleListLabels]
  :ruleLabelDef(); separator="\n"
```

```
>
>>

ruleLabelInitializations() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels]
  :{it |<it.label.text>       = NULL;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]
  :{it |list_<it.label.text>     = NULL;}; separator="\n"
>
<[ruleDescriptor.ruleLabels,ruleDescriptor.ruleListLabels]
  :ruleLabelInitVal(); separator="\n"
>
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!ruleDescriptor.isSynPred)>
retval.start = LT(1); retval.stop = retval.start;<\n>
<endif>
<endif>
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
  :{it |<labelType> <it.label.text>;}; separator="\n"
>
<ruleDescriptor.charLabels:{it |ANTLR3_UINT32 <it.label.text>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels,
 ruleDescriptor.ruleListLabels]
   :{it |pANTLR3_INT_TRIE list_<it.label.text>;}; separator="\n"
>
>>

lexerRuleLabelInit() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
  :{it |<it.label.text> = NULL;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels,
 ruleDescriptor.ruleListLabels]
  :{it |list_<it.label.text> = antlr3IntTrieNew(31);}; separator="\n"
>
>>

lexerRuleLabelFree() ::= <<
```

```
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
   :{it |<it.label.text> = NULL;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels,
 ruleDescriptor.ruleListLabels]
   :{it |list_<it.label.text>->free(list_<it.label.text>);}; separator="\n"
>
>>

ruleReturnValue() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
retval
<endif>
<endif>
<endif>
%>

memoize()
 ::= <<
<if(memoize)>
<if(backtracking)>
if ( BACKTRACKING>0 ) { MEMOIZE(<ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex); }
<endif>
<endif>
>>

ruleCleanUp() ::= <<

// This is where rules clean up and exit
//
goto rule<ruleDescriptor.name>Ex; /* Prevent compiler warnings */
rule<ruleDescriptor.name>Ex: ;
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
<if(!ruleDescriptor.isSynPred)>
retval.stop = LT(-1);<\n>
<endif>
<endif>
<endif>
>>
```

```
scopeClean() ::= <<
<ruleDescriptor.useScopes:{it |<scopePop(it)>}; separator="\n">
<ruleDescriptor.ruleScope:{it |<scopePop(it.name)>}; separator="\n">

>>
/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules, which do not produce tokens.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
//   Comes from: <block.description>
/** \brief Lexer rule generated by ANTLR3
*
* $ANTLR start <ruleName>
*
* Looks to match the characters the constitute the
 token <ruleName>
* from the attached input stream.
*
*
* \remark
*  - lexer->error == ANTLR3_TRUE if an exception was thrown.
*/
static ANTLR3_INLINE
void m<ruleName>(p<name> ctx<if(ruleDescriptor.parameterScope)>,
<endif><ruleDescriptor.parameterScope:parameterScope()>)
{
 ANTLR3_UINT32 _type;
  <ruleDeclarations()>
  <ruleDescriptor.actions.declarations>
  <lexerRuleLabelDefs()>
  <if(trace)>System.out.println("enter <ruleName> '"+(char)LA(1)+"'
line="+GETLINE()+":"+GETCHARPOSITIONINLINE()+" failed="+failed+"
backtracking="+BACKTRACKING);<endif>

<if(nakedBlock)>
  <ruleMemoization(rname=ruleName)>
  <lexerRuleLabelInit()>
  <ruleDescriptor.actions.init>

  <block><\n>
<else>
  <ruleMemoization(rname=ruleName)>
  <lexerRuleLabelInit()>
  _type     = <ruleName>;

  <ruleDescriptor.actions.init>

  <block>
```

```
 LEXSTATE->type = _type;
<endif>
  <if(trace)> ANTLR3_FPRINTF(stderr, "exit <ruleName> '%c' line=%d:%d failed = %d, backtracking
=%d\n",LA(1),GETLINE(),GETCHARPOSITIONINLINE(),failed,BACKTRACKING);<endif>
   <ruleCleanUp()>
  <lexerRuleLabelFree()>
  <(ruleDescriptor.actions.after):execAfter()>
  <memoize>
}
// $ANTLR end <ruleName>
>>

/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
/** This is the entry point in to the lexer from an object that
*  wants to generate the next token, such as a pCOMMON_TOKEN_STREAM
*/
static void
mTokens(p<name> ctx)
{
  <block><\n>

  goto ruleTokensEx; /* Prevent compiler warnings */
ruleTokensEx: ;
}
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<

// <fileName>:<description>
{
  int alt<decisionNumber>=<maxAlt>;
  <decls>
  <@predecision()>
  <decision>
  <@postdecision()>
  <@prebranch()>
  switch (alt<decisionNumber>)
   {
 <alts:{a | <altSwitchCase(i,a)>}>
  }
  <@postbranch()>
}
```

```
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
{
  //  <fileName>:<description>

  ANTLR3_UINT32 alt<decisionNumber>;

  alt<decisionNumber>=<maxAlt>;

  <decls>
  <@predecision()>
  <decision>
  <@postdecision()>
  switch (alt<decisionNumber>)
  {
 <alts:{a | <altSwitchCase(i,a)>}>
  }
}
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n)
 ::= <<
// <fileName>:<description>
{
  int cnt<decisionNumber>=0;
  <decls>
  <@preloop()>
```

```
  for (;;)
  {
     int alt<decisionNumber>=<maxAlt>;
 <@predecision()>
 <decision>
 <@postdecision()>
 switch (alt<decisionNumber>)
 {
    <alts:{a | <altSwitchCase(i,a)>}>
    default:

 if ( cnt<decisionNumber> >= 1 )
 {
    goto loop<decisionNumber>;
 }
 <ruleBacktrackFailure()>
 <earlyExitEx()>
 <@earlyExitException()>
 goto rule<ruleDescriptor.name>Ex;
 }
 cnt<decisionNumber>++;
  }
  loop<decisionNumber>: ; /* Jump to here if this rule does not match */
  <@postloop()>
}
>>

earlyExitEx() ::= <<
/* mismatchedSetEx()
*/
CONSTRUCTEX();
EXCEPTION->type = ANTLR3_EARLY_EXIT_EXCEPTION;
EXCEPTION->name = (void *)ANTLR3_EARLY_EXIT_NAME;
<\n>
>>
positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description)
 ::= <<

// <fileName>:<description>
<decls>

<@preloop()>
for (;;)
{
```

```
  int alt<decisionNumber>=<maxAlt>;
  <@predecision()>
  <decision>
  <@postdecision()>
  switch (alt<decisionNumber>)
  {
 <alts:{a | <altSwitchCase(i,a)>}>
 default:
    goto loop<decisionNumber>; /* break out of the loop */
    break;
  }
}
loop<decisionNumber>: ; /* Jump out to here if this rule does not match */
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by antlr before code generation
*  so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
*/
altSwitchCase(altNum,alt) ::= <<
case <altNum>:
  <@prealt()>
   <alt>
  break;<\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
// <fileName>:<description>
{
  <@declarations()>
  <@initializations()>
  <elements:element()>
  <rew>
  <@cleanup()>
}
>>
```

```
// E L E M E N T S
/** What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

/** Dump the elements one per line */
element(e) ::= <<
<@prematch()>
<e.el><\n>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<if(label)><label> = (<labelType>)<endif> MATCHT(<token>,
&FOLLOW_<token>_in_<ruleName><elementIndex>);
<checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

listLabel(label,elem) ::= <<
if (list_<label> == NULL)
{
  list_<label>=ctx->vectors->newVector(ctx->vectors);
}
list_<label>->add(list_<label>,
 <elem>, NULL);
>>


/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = LA(1);<\n>
<endif>
MATCHC(<char>);
<checkRuleBacktrackFailure()>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = LA(1);<\n>
```

```
<endif>
MATCHRANGE(<a>, <b>);
<checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,terminalOptions,postmatchCode="") ::= <<
<if(label)>
<if(LEXER)>
<label>= LA(1);<\n>
<else>
<label>=(<labelType>)LT(1);<\n>
<endif>
<endif>
if ( <s> )
{
  CONSUME();
  <postmatchCode>
<if(!LEXER)>
  PERRORRECOVERY=ANTLR3_FALSE;
<endif>
  <if(backtracking)>FAILEDFLAG=ANTLR3_FALSE;<\n><endif>
}
else
{
  <ruleBacktrackFailure()>
  <mismatchedSetEx()>
  <@mismatchedSetException()>
<if(LEXER)>
  LRECOVER();
<else>
  RECOVERFROMMISMATCHEDSET(&FOLLOW_set_in_<ruleName><elementIndex>);
<endif>

  goto rule<ruleDescriptor.name>Ex;
}<\n>
>>

mismatchedSetEx() ::= <<
CONSTRUCTEX();
EXCEPTION->type         = ANTLR3_MISMATCHED_SET_EXCEPTION;
EXCEPTION->name         = (void *)ANTLR3_MISMATCHED_SET_NAME;
<if(PARSER)>
EXCEPTION->expectingSet = &FOLLOW_set_in_<ruleName><elementIndex>;
<endif>
>>

matchRuleBlockSet ::= matchSet
```

```
matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(elem=label,...)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex) ::= <<
<if(label)>
<label>Start = GETCHARINDEX();
MATCHS(<string>);
<checkRuleBacktrackFailure()>
<label> = LEXSTATE->tokFactory->newToken(LEXSTATE->tokFactory);
<label>->setType(<label>, ANTLR3_TOKEN_INVALID);
<label>->setStartIndex(<label>, <label>Start);
<label>->setStopIndex(<label>, GETCHARINDEX()-1);
<label>->input = INPUT->tnstream->istream;
<else>
MATCHS(<string>);
<checkRuleBacktrackFailure()><\n>
<endif>
>>

wildcard(token,label,elementIndex,terminalOptions) ::= <<
<if(label)>
<label>=(<labelType>)LT(1);<\n>
<endif>
MATCHANYT();
<checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions)
 ::= <<
<wildcard(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = LA(1);<\n>
<endif>
MATCHANY();
<checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(...)>
```

```
<listLabel(elem=label,...)>
>>

/** Match a rule reference by invoking it possibly with arguments
*  and a return value or values. The 'rule' argument was the
*  target rule name, but now is type Rule, whose toString is
*  same: the rule name.  Now though you can access full rule
*  descriptor stuff.
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
FOLLOWPUSH(FOLLOW_<rule.name>_in_<ruleName><elementIndex>);
<if(label)><label>=<endif><if(scope)>ctx-><scope:delegateName()>-><endif><rule.name>(ctx<if(scope)>-
><scope:delegateName()><endif><if(args)>,
 <args; separator=", "><endif>);<\n>
FOLLOWPOP();
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label,...)>
>>

/** A lexer rule reference
*  The 'rule' argument was the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
/* <description> */
<if(label)>
{
  ANTLR3_MARKER <label>Start<elementIndex> = GETCHARINDEX();
  <if(scope)>ctx-><scope:delegateName()>-><endif>m<rule.name>(ctx<if(scope)>-
><scope:delegateName()><endif> <if(args)>, <endif><args; separator=", ">);
  <checkRuleBacktrackFailure()>
  <label> = LEXSTATE->tokFactory->newToken(LEXSTATE->tokFactory);
  <label>->setType(<label>, ANTLR3_TOKEN_INVALID);
  <label>->setStartIndex(<label>, <label>Start<elementIndex>);
  <label>->setStopIndex(<label>, GETCHARINDEX()-1);

  <label>->input = INPUT;
}
<else>
<if(scope)>ctx-><scope:delegateName()>-><endif>m<rule.name>(ctx<if(scope)>-
><scope:delegateName()><endif> <if(args)>, <endif><args; separator=", ">);
<checkRuleBacktrackFailure()>
```

```
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(...)>
<listLabel(elem=label,...)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
{
  ANTLR3_UINT32 <label>Start<elementIndex>;
  <labelType> <label>;
  <label>Start<elementIndex> = GETCHARINDEX();
  MATCHC(ANTLR3_CHARSTREAM_EOF);
  <checkRuleBacktrackFailure()>
  <label> = LEXSTATE->tokFactory->newToken(LEXSTATE->tokFactory);
  <label>->setType(<label>, ANTLR3_TOKEN_EOF);
  <label>->setStartIndex(<label>, <label>Start<elementIndex>);
  <label>->setStopIndex(<label>, GETCHARINDEX()-1);
  <label>->input = INPUT->tnstream->istream;
}
<else>
  MATCHC(ANTLR3_CHARSTREAM_EOF);
  <checkRuleBacktrackFailure()>
   <endif>
>>

// used for left-recursive rules
recRuleDefArg()                   ::= "int <recRuleArg()>"
recRuleArg()                      ::= "_p"
recRuleAltPredicate(ruleName,opPrec)  ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction()          ::= "root_0=$<ruleName>_primary.tree;"
recRuleSetReturnAction(src,name)      ::= "$<name>=$<src>.<name>;"

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList, enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( LA(1)==ANTLR3_TOKEN_DOWN ) {
  MATCHT(ANTLR3_TOKEN_DOWN, NULL);
  <checkRuleBacktrackFailure()>
  <children:element()>
  MATCHT(ANTLR3_TOKEN_UP, NULL);
  <checkRuleBacktrackFailure()>
```

```
}
<else>
MATCHT(ANTLR3_TOKEN_DOWN, NULL);
<checkRuleBacktrackFailure()>
<children:element()>
MATCHT(ANTLR3_TOKEN_UP, NULL);
<checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate
 (even when it is
*  also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if ( !(<evalPredicate(...)>) )
{
  <ruleBacktrackFailure()>
  <newFPE(...)>
}
>>

newFPE() ::= <<
  CONSTRUCTEX();
  EXCEPTION->type         = ANTLR3_FAILED_PREDICATE_EXCEPTION;
  EXCEPTION->message      = (void *)"<description>";
  EXCEPTION->ruleName  = (void *)"<ruleName>";
  <\n>
>>

// F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<

{
  int LA<decisionNumber>_<stateNumber> = LA(<k>);
  <edges; separator="\nelse ">
  else
  {
<if(eotPredictsAlt)>
    alt<decisionNumber>=<eotPredictsAlt>;
<else>
    <ruleBacktrackFailure()>

    <newNVException()>
    goto rule<ruleDescriptor.name>Ex;

<endif>
```

```
  }
}
>>

newNVException() ::= <<
CONSTRUCTEX();
EXCEPTION->type         = ANTLR3_NO_VIABLE_ALT_EXCEPTION;
EXCEPTION->message      = (void *)"<description>";
EXCEPTION->decisionNum
  = <decisionNumber>;
EXCEPTION->state        = <stateNumber>;
<@noViableAltException()>
<\n>
>>

/** Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but this
*  is faster, smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
{
  int LA<decisionNumber>_<stateNumber> = LA(<k>);
  <edges; separator="\nelse ">
}
>>

/** A DFA state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
*/

dfaLoopbackStateDecls()::= <<
ANTLR3_UINT32   LA<decisionNumber>_<stateNumber>;
>>
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState)
 ::= <<
{
  /* dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState)
   */
  int LA<decisionNumber>_<stateNumber> = LA(<k>);
  <edges; separator="\nelse "><\n>
  <if(eotPredictsAlt)>
  <if(!edges)>
 alt<decisionNumber>=<eotPredictsAlt>; <! if no edges, don't gen ELSE !>
 <else>
```

```
  else
  {
 alt<decisionNumber>=<eotPredictsAlt>;
  }<\n>
  <endif>
  <endif>
}
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber>=<alt>;"

/** A simple edge with an expression.  If the expression is satisfied,
*  enter to the target state.  To handle gated productions, we may
*  have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ( <if(predicates)>(<predicates>) && <endif>(<labelExpr>))
{
  <targetState>
}
>>

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.
  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( LA(<k>) )
{
<edges; separator="\n">

default:
<if(eotPredictsAlt)>
  alt<decisionNumber>=<eotPredictsAlt>;
<else>
  <ruleBacktrackFailure()>
  <newNVException()>
  goto rule<ruleDescriptor.name>Ex;<\n>
<endif>
}<\n>
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( LA(<k>) )
{
```

```
  <edges; separator="\n">
}<\n>
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( LA(<k>) )
{
<edges; separator="\n"><\n>
<if(eotPredictsAlt)>
default:
  alt<decisionNumber>=<eotPredictsAlt>;
  break;<\n>
<endif>
}<\n>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
<labels:{it |case <it>:}; separator="\n">
 {
  <targetState>
 }
  break;
>>

// C y c l i c  D F A

/** The code to initiate execution of
 a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = cdfa<decisionNumber>.predict(ctx, RECOGNIZER, ISTREAM,
&cdfa<decisionNumber>);
<checkRuleBacktrackFailure()>
>>

/* Dump DFA tables as static initialized arrays of shorts(16 bits)/characters(8 bits)
* which are then used to statically initialize the dfa structure, which means that there
* is no runtime initialization whatsoever, other than anything the C compiler might
* need to generate. In general the C compiler will lay out memory such that there is no
* runtime code required.
*/
cyclicDFA(dfa) ::= <<
/** Static dfa state tables for Cyclic dfa:
*    <dfa.description>
*/
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_eot[<dfa.numberOfStates>] =
```

```
  {
 <dfa.eot; wrap="\n", separator=", ", null="-1">
  };
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_eof[<dfa.numberOfStates>]
 =
  {
 <dfa.eof; wrap="\n", separator=", ", null="-1">
  };
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_min[<dfa.numberOfStates>] =
  {
 <dfa.min; wrap="\n", separator=", ", null="-1">
  };
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_max[<dfa.numberOfStates>] =
  {
 <dfa.max; wrap="\n", separator=", ", null="-1">
  };
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_accept[<dfa.numberOfStates>] =
  {
 <dfa.accept; wrap="\n", separator=", ", null="-1">
  };
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_special[<dfa.numberOfStates>] =
  {
 <dfa.special; wrap="\n", separator=", ", null="-1">
  };

/** Used when there is no transition table entry for a particular state */
#define dfa<dfa.decisionNumber>_T_empty     NULL

<dfa.edgeTransitionClassMap.keys:{ table |
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_T<i0>[] =
  {
 <table; separator=", ", wrap="\n", null="-1">
  \};}; null = ""> 

/* Transition tables are
 a table of sub tables, with some tables
* reused for efficiency.
*/
static const ANTLR3_INT32 * const dfa<dfa.decisionNumber>_transitions[] =
{
  <dfa.transitionEdgeTables:{xref|dfa<dfa.decisionNumber>_T<xref>}; separator=", ", wrap="\n", null="_empty">
};

<if(dfa.specialStateSTs)>
static ANTLR3_INT32 dfa<dfa.decisionNumber>_sst(p<name> ctx, pANTLR3_BASE_RECOGNIZER recognizer,
pANTLR3_INT_STREAM is, pANTLR3_CYCLIC_DFA dfa, ANTLR3_INT32 s)
{
  ANTLR3_INT32    _s;
```

```
  _s     = s;
  switch  (s)
  {
  <dfa.specialStateSTs:{state |
  case <i0>:

 <state>}; separator="\n">
  }
<if(backtracking)>
  if (BACKTRACKING > 0)
  {
 FAILEDFLAG = ANTLR3_TRUE;
 return -1;
  }
<endif>

  CONSTRUCTEX();
  EXCEPTION->type         = ANTLR3_NO_VIABLE_ALT_EXCEPTION;
  EXCEPTION->message      = (void *)"<dfa.description>";
  EXCEPTION->decisionNum  = <dfa.decisionNumber>;
  EXCEPTION->state        = _s;
  <@noViableAltException()>
  return -1;
}
<endif>

<@errorMethod()>

/*
 Declare tracking structure for Cyclic DFA <dfa.decisionNumber>
*/
static
ANTLR3_CYCLIC_DFA cdfa<dfa.decisionNumber>
  = {
    <dfa.decisionNumber>,      /* Decision number of this dfa     */
    /* Which decision this represents:   */
    (const pANTLR3_UCHAR)"<dfa.description>",
<if(dfa.specialStateSTs)>
    (CDFA_SPECIAL_FUNC) dfa<dfa.decisionNumber>_sst,
<else>
    (CDFA_SPECIAL_FUNC) antlr3dfaspecialStateTransition, /* Default special state transition function */
<endif>

    antlr3dfaspecialTransition,  /* DFA specialTransition is currently just a default function in the runtime */
    antlr3dfapredict,   /* DFA simulator function is in the runtime */
    dfa<dfa.decisionNumber>_eot,     /* EOT table       */
    dfa<dfa.decisionNumber>_eof,     /* EOF table       */
```

```
    dfa<dfa.decisionNumber>_min,     /* Minimum tokens for each state    */
    dfa<dfa.decisionNumber>_max,     /* Maximum tokens for each state    */
    dfa<dfa.decisionNumber>_accept, /* Accept
 table       */
    dfa<dfa.decisionNumber>_special, /* Special transition states     */
    dfa<dfa.decisionNumber>_transitions /* Table of transition tables     */

 };
/* End of Cyclic DFA <dfa.decisionNumber>
* ---------------------
*/
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
*  state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
{
  ANTLR3_UINT32 LA<decisionNumber>_<stateNumber>;<\n>
  ANTLR3_MARKER index<decisionNumber>_<stateNumber>;<\n>

 LA<decisionNumber>_<stateNumber> = LA(1);<\n>
  <if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
  index<decisionNumber>_<stateNumber> = INDEX();<\n>
  REWINDLAST();<\n>
  <endif>
  s = -1;
  <edges; separator="\nelse ">
 <if(semPredState)> <! return input cursor to state before we rewound !>
 SEEK(index<decisionNumber>_<stateNumber>);<\n>
 <endif>
  if ( s>=0 )
  {
 return s;
  }
}
break;
>>

/** Just like
 a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ( <if(predicates)>(<predicates>) && <endif>(<labelExpr>) )
{
  s = <targetStateNumber>;
}<\n>
```

```
>>

/** An edge pointing at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber>;<\n>
>>


// D F A  E X P R E S S I O N S

andPredicates(left,right) ::= "( (<left>) && (<right>) )"

orPredicates(operands) ::= "(<operands:{o|(<o>)}; separator=\"||\">)"

notPredicate(pred) ::= "!( <evalPredicate(pred,{})> )"

evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "<pred>(ctx)"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber> == <atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead
 directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "LA(<k>) == <atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <%
((LA<decisionNumber>_<stateNumber> >= <lower>) && (LA<decisionNumber>_<stateNumber> \<= <upper>))
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "((LA(<k>) >= <lower>) &&
(LA(<k>) \<= <upper>))"

setTest(ranges) ::= "<ranges; separator=\" || \">"

// A T T R I B U T E S

makeScopeSet() ::= <<
/* makeScopeSet()
*/
/** Definition of the <scope.name> scope variable tracking
*  structure. An instance of this structure is created by calling
*  <name>_<scope.name>Push().
*/
```

```
typedef struct  <scopeStruct(sname=scope.name,...)>_struct
{
  /** Function that the user may provide to be called when the
   *  scope is destroyed (so you can free pANTLR3_HASH_TABLES and so on)
   *
   * \param POinter to an instance of this typedef/struct
   */
  void    (ANTLR3_CDECL *free) (struct <scopeStruct(sname=scope.name,...)>_struct
 * frame);

  /* ============================================================================
   * Programmer defined variables...
   */
  <scope.attributes:{it |<it.decl>;}; separator="\n">

  /* End of programmer defined variables
   * ============================================================================
   */
}
  <scopeStruct(sname=scope.name,...)>, * <scopeType(sname=scope.name,...)>;

>>

globalAttributeScopeDecl(scope) ::= <<
<if(scope.attributes)>
/* globalAttributeScopeDecl(scope)
*/
<makeScopeSet(...)>
<endif>
>>

ruleAttributeScopeDecl(scope) ::= <<
<if(scope.attributes)>
/* ruleAttributeScopeDecl(scope)
*/
<makeScopeSet(...)>
<endif>
>>

globalAttributeScopeFuncDecl(scope) ::=
<<
/* globalAttributeScopeFuncDecl(scope)
*/
<if(scope.attributes)>
/* -----------------------------------------------------------------------------
* Function declaration for creating a <name>_<scope.name> scope set
*/
static <scopeType(sname=scope.name,...)>
```

```
   <scopePushName(sname=scope.name,...)>(p<name> ctx);
static void ANTLR3_CDECL <scope.name>Free(<scopeType(sname=scope.name)> scope);
/* -------------------------------------------------------------------------- */

<endif>
>>

globalAttributeScopeFuncMacro(scope) ::= <<
<if(scope.attributes)>
/* globalAttributeScopeFuncMacro(scope)
*/
/** Function  for popping the top value from a <scopeStack(sname=scope.name)>
*/
void
<scopePopName(sname=scope.name,...)>(p<name> ctx)
{
   // First see if the user defined a function they want to be called when a
   // scope is popped/freed.
   //
 // If the user supplied the scope entries with a free function,then call it first
 //
   if (SCOPE_TOP(<scope.name>)->free != NULL)
 {
      SCOPE_TOP(<scope.name>)->free(SCOPE_TOP(<scope.name>));
 }

   // Now we decrement the scope's upper limit bound. We do not actually pop the scope as
   // we want to reuse scope entries if we do continuous push and pops. Most scopes don't
    // next too far so we don't want to keep freeing and allocating them
   //
   ctx-><scopeStack(sname=scope.name,...)>_limit--;
   SCOPE_TOP(<scope.name>) = (<scopeType(sname=scope.name)>)(ctx-><scopeStack(sname=scope.name,...)>-
>get(ctx-><scopeStack(sname=scope.name,...)>, ctx-><scopeStack(sname=scope.name,...)>_limit - 1));
}
<endif>
>>

ruleAttributeScopeFuncDecl(scope) ::= <<
<if(scope.attributes)>
/* ruleAttributeScopeFuncDecl(scope)
*/
/* ----------------------------------------------------------------------------
* Function declarations for creating a <name>_<scope.name> scope set
*/
static <scopeType(sname=scope.name,...)>   <scopePushName(sname=scope.name,...)>(p<name> ctx);
static void ANTLR3_CDECL <scope.name>Free(<scopeType(sname=scope.name)> scope);
/* -------------------------------------------------------------------------- */
```

```
<endif>
>>

ruleAttributeScopeFuncMacro(scope) ::= <<
<if(scope.attributes)>
/* ruleAttributeScopeFuncMacro(scope)
*/
/** Function
 for popping the top value from a <scopeStack(sname=scope.name,...)>
*/
void
<scopePopName(sname=scope.name,...)>(p<name> ctx)
{
  // First see if the user defined a function they want to be called when a
  // scope is popped/freed.
  //
 // If the user supplied the scope entries with a free function,then call it first
 //
  if (SCOPE_TOP(<scope.name>)->free != NULL)
 {
     SCOPE_TOP(<scope.name>)->free(SCOPE_TOP(<scope.name>));
 }

  // Now we decrement the scope's upper limit bound. We do not actually pop the scope as
  // we want to reuse scope entries if we do continuous push and pops. Most scopes don't
  // next too far so we don't want to keep freeing and allocating them
  //
  ctx-><scopeStack(sname=scope.name,...)>_limit--;
  SCOPE_TOP(<scope.name>) = (<scopeType(sname=scope.name)>)(ctx-><scopeStack(sname=scope.name,...)>-
>get(ctx-><scopeStack(sname=scope.name,...)>, ctx-><scopeStack(sname=scope.name,...)>_limit - 1));
}

<endif>
>>

globalAttributeScopeDef(scope)
 ::=
<<
/* globalAttributeScopeDef(scope)
*/
<if(scope.attributes)>
/** Pointer to the  <scope.name> stack for use by <scopePushName(sname=scope.name)>()
*  and <scopePopName(sname=scope.name,...)>()
*/
pANTLR3_STACK <scopeStack(sname=scope.name)>;
ANTLR3_UINT32 <scopeStack(sname=scope.name)>_limit;
/** Pointer to the top of the stack for the global scope <scopeStack(sname=scope.name)>
*/
```

```
<scopeType(sname=scope.name,...)>    (*<scopePushName(sname=scope.name,...)>)(struct <name>_Ctx_struct *
ctx);
<scopeType(sname=scope.name,...)>    <scopeTopDecl(sname=scope.name,...)>;

<endif>
>>

ruleAttributeScopeDef(scope) ::= <<
<if(scope.attributes)>
/* ruleAttributeScopeDef(scope)
*/
/** Pointer to the  <scope.name> stack for use by <scopePushName(sname=scope.name)>()
*  and <scopePopName(sname=scope.name,...)>()
*/
pANTLR3_STACK <scopeStack(sname=scope.name,...)>;
ANTLR3_UINT32 <scopeStack(sname=scope.name,...)>_limit;
<scopeType(sname=scope.name,...)>   (*<scopePushName(sname=scope.name,...)>)(struct
 <name>_Ctx_struct * ctx);
<scopeType(sname=scope.name,...)>   <scopeTopDecl(sname=scope.name,...)>;

<endif>
>>

globalAttributeScopeFuncs(scope) ::= <<
<if(scope.attributes)>
/* globalAttributeScopeFuncs(scope)
*/
<attributeFuncs(scope)>
<endif>
>>

ruleAttributeScopeFuncs(scope) ::= <<
<if(scope.attributes)>
/* ruleAttributeScopeFuncs(scope)
*/
<attributeFuncs(scope)>
<endif>
>>

globalAttributeScope(scope) ::= <<
<if(scope.attributes)>
/* globalAttributeScope(scope)
*/
ctx-><scopePushName(sname=scope.name,...)>     = <scopePushName(sname=scope.name,...)>;
ctx-><scopeStack(sname=scope.name,...)>    = antlr3StackNew(0);
ctx-><scopeStack(sname=scope.name,...)>_limit    = 0;
<scopeTop(sname=scope.name,...)>      = NULL;
<endif>
```

```
>>

ruleAttributeScope(scope) ::=
<<
<if(scope.attributes)>
/* ruleAttributeScope(scope)
*/
ctx-><scopePushName(sname=scope.name,...)>     = <scopePushName(sname=scope.name,...)>;
ctx-><scopeStack(sname=scope.name,...)>    = antlr3StackNew(0);
ctx-><scopeStack(sname=scope.name,...)>_limit
   = 0;
<scopeTop(sname=scope.name,...)>      = NULL;
<endif>
>>
globalAttributeScopeFree(scope) ::= <<
<if(scope.attributes)>
/* globalAttributeScope(scope)
*/
ctx-><scopeStack(sname=scope.name,...)>->free(ctx-><scopeStack(sname=scope.name,...)>);
<endif>
>>

ruleAttributeScopeFree(scope) ::=
<<
<if(scope.attributes)>
/* ruleAttributeScope(scope)
*/
ctx-><scopeStack(sname=scope.name,...)>->free(ctx-><scopeStack(sname=scope.name,...)>);
<endif>
>>

scopeTopDecl(sname) ::= <<
p<name>_<sname>Top
>>

scopeTop(sname) ::= <<
ctx-><scopeTopDecl(sname=sname,...)>
>>

scopePop(sname) ::= <<
<scopePopName(sname=sname,...)>(ctx);
>>

scopePush(sname) ::= <<
p<name>_<sname>Push(ctx)
>>

scopePopName(sname) ::= <<
```

```
p<name>_<sname>Pop
>>

scopePushName(sname) ::= <<
p<name>_<sname>Push
>>

scopeType(sname) ::= <<
p<name>_<sname>_SCOPE
>>

scopeStruct(sname) ::= <<
<name>_<sname>_SCOPE
>>

scopeStack(sname) ::= <<
p<name>_<sname>Stack
>>

attributeFuncs(scope)
 ::= <<
<if(scope.attributes)>
/* attributeFuncs(scope)
*/

static void ANTLR3_CDECL <scope.name>Free(<scopeType(sname=scope.name)> scope)
{
  ANTLR3_FREE(scope);
}

/** \brief Allocate initial memory for a <name> <scope.name> scope variable stack entry and
*         add it to the top of the stack.
*
* \remark
* By default the structure is freed with ANTLR_FREE(), but you can use the
* the \@init action to install a pointer to a custom free() routine by
* adding the code:
* \code
*   <scopeTop(sname=scope.name)>->free = myroutine;
* \endcode
*
* With lots of comments of course! The routine should be declared in
* \@members { } as:
* \code
*   void ANTLR3_CDECL myfunc( <scopeType(sname=scope.name)> ptr).
* \endcode
*
* It should perform any custom freeing stuff that you need (call ANTLR_FREE3, not free()
```

```
* NB: It should not free the pointer it is given, which is the scope stack entry itself
* and will be freed by the function that calls your custom
 free routine.
*
*/
static <scopeType(sname=scope.name)>
<scopePushName(sname=scope.name)>(p<name> ctx)
{
  /* Pointer used to create a new set of attributes
   */
  <scopeType(sname=scope.name)>      newAttributes;

  /* Allocate the memory for a new structure if we need one.
   */
  if (ctx-><scopeStack(sname=scope.name)>->size(ctx-><scopeStack(sname=scope.name)>) > ctx-
><scopeStack(sname=scope.name)>_limit)
  {
     // The current limit value was less than the number of scopes available on the stack so
     // we can just reuse one. Our limit tracks the stack count, so the index of the entry we want
     // is one less than that, or conveniently, the current value of limit.
     //
     newAttributes = (<scopeType(sname=scope.name)>)ctx-><scopeStack(sname=scope.name)>->get(ctx-
><scopeStack(sname=scope.name)>, ctx-><scopeStack(sname=scope.name)>_limit);
  }
  else
  {
     // Need a new allocation
     //
     newAttributes = (<scopeType(sname=scope.name)>)
 ANTLR3_MALLOC(sizeof(<scopeStruct(sname=scope.name)>));
     if  (newAttributes != NULL)
     {
        /* Standard ANTLR3 library implementation
         */
        ctx-><scopeStack(sname=scope.name)>->push(ctx-><scopeStack(sname=scope.name)>, newAttributes,
(void (*)(void *))<scope.name>Free);
     }
  }

  // Blank out any previous free pointer, the user might or might install a new one.
  //
  newAttributes->free = NULL;

  // Indicate the position in the available stack that the current level is at
  //
  ctx-><scopeStack(sname=scope.name)>_limit++;

 /* Return value is the pointer to the new entry, which may be used locally
```

```
 * without de-referencing via the context.
   */
  return  newAttributes;
}<\n>

<endif>
>>
returnStructName(r) ::= "<r.name>_return"

returnType() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor.grammar.recognizerName>_<ruleDescriptor:returnStructName()>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnType>
<else>
void
<endif>
<endif>
<else>
ANTLR3_BOOLEAN
<endif>
%>

/**
 Generate the C type associated with a single or multiple return
*  value(s).
*/
ruleLabelType(referencedRule) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
<referencedRule.grammar.recognizerName>_<referencedRule.name>_return
<else>
<if(referencedRule.hasSingleReturnValue)>
<referencedRule.singleValueReturnType>
<else>
void
<endif>
<endif>
%>

delegateName(d) ::= <<
<if(d.label)><d.label><else>g<it.name><endif>
>>

/** Using a type to init value map, try to init a type; if not in table
*  must be an object, default value is "0".
*/
```

```
initValue(typeName) ::= <<
= <cTypeInitMap.(typeName)>
>>

/** Define a rule label  */
ruleLabelDef(label) ::= <<
<ruleLabelType(referencedRule=label.referencedRule)> <label.label.text>;
#undef RETURN_TYPE_<label.label.text>
#define RETURN_TYPE_<label.label.text> <ruleLabelType(referencedRule=label.referencedRule)><\n>
>>
/**
  Rule label default value */
ruleLabelInitVal(label) ::= <<
>>

ASTLabelType() ::=
"<if(recognizer.ASTLabelType)><recognizer.ASTLabelType><else>pANTLR3_BASE_TREE<endif>"

/** Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
*  subgroups to stick in members.
*/
returnScope(scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasMultipleReturnValues)>
typedef struct <ruleDescriptor.grammar.recognizerName>_<ruleDescriptor:returnStructName()>_struct
{
<if(!TREE_PARSER)>
  /** Generic return elements for ANTLR3 rules that are not in tree parsers or returning trees
   */
  pANTLR3_COMMON_TOKEN    start;
  pANTLR3_COMMON_TOKEN    stop;
<else>
  <recognizer.ASTLabelType>       start;
  <recognizer.ASTLabelType>       stop;
<endif>
  <@ruleReturnMembers()>
  <ruleDescriptor.returnScope.attributes:{it |<it.type> <it.name>;}; separator="\n">
}
   <ruleDescriptor.grammar.recognizerName>_<ruleDescriptor:returnStructName()>;<\n><\n>
<endif>
<endif>
>>

parameterScope(scope) ::= <<
<scope.attributes:{it |<it.decl>}; separator=", ">
>>
```

```
parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name>=<expr>;"

/** Note that the scopeAttributeRef does not have access to the
* grammar name directly
*/
scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
 ((SCOPE_TYPE(<scope>))(ctx->SCOPE_STACK(<scope>)->get( ctx->SCOPE_STACK(<scope>), ctx-
>SCOPE_STACK(<scope>)->size(ctx->SCOPE_STACK(<scope>)) - <negIndex> - 1) ))-><attr.name>
<else>
<if(index)>
 ((SCOPE_TYPE(<scope>))(ctx->SCOPE_STACK(<scope>)->get(ctx->SCOPE_STACK(<scope>),
(ANTLR3_UINT32)<index> ) ))-><attr.name>
<else>
 (SCOPE_TOP(<scope>))-><attr.name>
<endif>
<endif>
%>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <%
<if(negIndex)>
 ((SCOPE_TYPE(<scope>))(ctx->SCOPE_STACK(<scope>)->get( ctx->SCOPE_STACK(<scope>),
 ctx->SCOPE_STACK(<scope>)->size(ctx->SCOPE_STACK(<scope>)) - <negIndex> - 1) ))-><attr.name> =
<expr>;
<else>
<if(index)>
 ((SCOPE_TYPE(<scope>))(ctx->SCOPE_STACK(<scope>)->get(ctx->SCOPE_STACK(<scope>),
(ANTLR3_UINT32)<index> ) ))-><attr.name> = <expr>;
<else>
 (SCOPE_TOP(<scope>))-><attr.name>=<expr>;
<endif>
<endif>
%>

/** $x is either global scope or x is rule with dynamic scope; refers
*  to stack itself not top of stack.  This is useful for predicates
*  like {$function.size()>0 && $function::name.equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "ctx->SCOPE_STACK(<scope>)"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
<scope>.<attr.name>
<else>
<scope>
<endif>
```

```
>>

returnAttributeRef(ruleDescriptor,attr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>
<else>
<attr.name>
<endif>
>>

returnSetAttributeRef(ruleDescriptor,attr,expr)
 ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>=<expr>;
<else>
<attr.name>=<expr>;
<endif>
>>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


// not sure the next are the right approach
//
tokenLabelPropertyRef_text(scope,attr) ::= "(<scope>->getText(<scope>))"
tokenLabelPropertyRef_type(scope,attr) ::= "(<scope>->getType(<scope>))"
tokenLabelPropertyRef_line(scope,attr) ::= "(<scope>->getLine(<scope>))"
tokenLabelPropertyRef_pos(scope,attr) ::= "(<scope>->getCharPositionInLine(<scope>))"
tokenLabelPropertyRef_channel(scope,attr) ::= "(<scope>->getChannel(<scope>))"
tokenLabelPropertyRef_index(scope,attr) ::= "(<scope>->getTokenIndex(<scope>))"
tokenLabelPropertyRef_tree(scope,attr) ::= "(<scope>->tree)"
tokenLabelPropertyRef_int(scope,attr) ::= "(<scope>->getText(<scope>)->toInt32(<scope>->getText(<scope>)))"

ruleLabelPropertyRef_start(scope,attr) ::= "(<scope>.start)"
ruleLabelPropertyRef_stop(scope,attr)
 ::= "(<scope>.stop)"
ruleLabelPropertyRef_tree(scope,attr) ::= "(<scope>.tree)"
ruleLabelPropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
(STRSTREAM->toStringSS(STRSTREAM, <scope>.start, <scope>.start))
<else>
(STRSTREAM->toStringTT(STRSTREAM, <scope>.start, <scope>.stop))
<endif>
>>
```

```
ruleLabelPropertyRef_st(scope,attr) ::= "<scope>.st"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::= "(<scope>->getType(<scope>))"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "(<scope>->getLine(<scope>))"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "(<scope>->getCharPositionInLine(<scope>))"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "(<scope>->getChannel(<scope>))"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "(<scope>->getTokenIndex(<scope>))"
lexerRuleLabelPropertyRef_text(scope,attr) ::= "(<scope>->getText(<scope>))"

// Somebody may ref $template
 or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "retval.start"
rulePropertyRef_stop(scope,attr) ::= "retval.stop"
rulePropertyRef_tree(scope,attr) ::= "retval.tree"
rulePropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
INPUT->toStringSS(INPUT, ADAPTOR->getTokenStartIndex(ADAPTOR, retval.start), ADAPTOR-
>getTokenStopIndex(ADAPTOR, retval.start))
<else>
STRSTREAM->toStringTT(STRSTREAM, retval.start, LT(-1))
<endif>
>>
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "LEXER->getText(LEXER)"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "LEXSTATE->tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "LEXSTATE->tokenStartCharPositionInLine"
lexerRulePropertyRef_channel(scope,attr) ::= "LEXSTATE->channel"
lexerRulePropertyRef_start(scope,attr) ::= "LEXSTATE->tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(LEXER->getCharIndex(LEXER)-1)"
lexerRulePropertyRef_index(scope,attr)
 ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_int(scope,attr) ::= "LEXER->getText(LEXER)->toInt32(LEXER->getText(LEXER))"


// setting $st and $tree is allowed in local rule. everything else is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree=<expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st=<expr>;"


/** How to deal with an @after for C targets. Because we cannot rely on
*  any garbage collection, after code is executed even in backtracking
*  mode. Must be documented clearly.
```

```
*/
execAfter(action) ::= <<
{
  <action>
}
>>

/** How to execute an action (when not backtracking) */
execAction(action) ::= <<
<if(backtracking)>
<if(actions.(actionScope).synpredgate)>
if ( <actions.(actionScope).synpredgate> )
{
  <action>
}
<else>
if ( BACKTRACKING == 0 )
{
  <action>
}
<endif>
<else>
{
  <action>
}
<endif>
>>

// M I S C (properties, etc...)

bitsetDeclare(name, words64) ::= <<

/** Bitset defining follow
 set for error recovery in rule state: <name>  */
static ANTLR3_BITWORD <name>_bits[] = { <words64:{it |ANTLR3_UINT64_LIT(<it>)}; separator=", "> };
static  ANTLR3_BITSET_LIST <name> = { <name>_bits, <length(words64)> };
>>

bitset(name, words64) ::= <<
antlr3BitsetSetAPI(&<name>);<\n>
>>

codeFileExtension() ::= ".c"

true_value() ::= "ANTLR3_TRUE"
false_value() ::= "ANTLR3_FALSE"
```

Found in path(s):

* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/C/C.stg
No license file was found, but licenses were detected in source scan.

```
/*
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*/

/** How to generate rules derived from left-recursive rules.
*  These rely on recRuleDefArg(), recRuleAltPredicate(),
*  recRuleArg(), recRuleSetResultAction(), recRuleSetReturnAction()
*  templates in main language.stg
*/
group LeftRecursiveRules;

recRuleName(ruleName) ::= "<ruleName>_"
recPrimaryName(ruleName) ::= "<ruleName>_primary"

recRuleStart(ruleName, minPrec, userRetvals, userRetvalAssignments) ::= <<
<ruleName><if(userRetvals)> returns [<userRetvals>]<endif>
 : <recRuleName(...)>[<minPrec>]
   <if(userRetvals)>
  {
     <userRetvalAssignments; separator="\n">
  }
```

```
  <endif>
;
>>

recRule(ruleName, precArgDef, argName, alts, setResultAction, buildAST,
    userRetvals, userRetvalAssignments) ::= <<
<recRuleName(...)>[<precArgDef>]<if(userRetvals)> returns [<userRetvals>]<endif>
  :  <recPrimaryName(...)>
     <if(buildAST)>
     {
        <setResultAction>
     }
     <endif>
     <if(userRetvals)>
     {
        <userRetvalAssignments; separator="\n">
     }
     <endif>
     ( options {backtrack=false;}
     : ( options {backtrack=false;}
       : <alts; separator="\n          | ">
       )
     )*
  ;
>>

recPrimaryRule(ruleName, alts, userRetvals) ::= <<
<recPrimaryName(...)><if(userRetvals)> returns [<userRetvals>]<endif>
options {backtrack=true;}
  : <alts; separator="\n    | ">
  ;
>>

recRuleAlt(alt, pred) ::= "{<pred>}?=> <alt>"

recRuleRef(ruleName, arg) ::= "<recRuleName(...)>[<arg>]"

Found
 in path(s):
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/LeftRecursiveRules.stg
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```

```
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* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

csharpVisibilityMap ::= [
 "private":"private",
 "protected":"protected",
 "public":"public",
 "fragment":"private",
 default:"private"
]

/** The overall file structure of a recognizer; stores methods for rules
*  and cyclic DFAs plus support code.
*/
outputFile( LEXER,PARSER,TREE_PARSER, actionScope, actions,
   docComment,
 recognizer,
   name, tokens, tokenNames, rules, cyclicDFAs,
   bitsets, buildTemplate, buildAST, rewriteMode, profile,
   backtracking, synpreds, memoize, numRules,
   fileName, ANTLRVersion, generatedTimestamp, trace,
   scopes, superClass, literals) ::=
<<
//------------------------------------------------------------------------------
// \<auto-generated>
```

```
//     This code was generated by a tool.
//     ANTLR Version: <ANTLRVersion>
//
//     Changes to this file may cause incorrect behavior and will be lost if
//     the code is regenerated.
// \</auto-generated>
//------------------------------------------------------------------------------

// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>

<if(trace)>
#define ANTLR_TRACE
<endif>
<@debugPreprocessor()>
// The variable 'variable' is assigned but its value is never used.
#pragma warning disable 168, 219
// Unreachable code detected.
#pragma warning disable 162
// Missing XML comment for publicly visible type or member
 'Type_or_Member'
#pragma warning disable 1591

<actions.(actionScope).header>

<@imports>
using System.Collections.Generic;
using Antlr.Runtime;
using Antlr.Runtime.Misc;
<if(TREE_PARSER)>
using Antlr.Runtime.Tree;
using RewriteRuleITokenStream = Antlr.Runtime.Tree.RewriteRuleTokenStream;
<endif>
using ConditionalAttribute = System.Diagnostics.ConditionalAttribute;
<@end>
<if(actions.(actionScope).namespace)>
namespace <actions.(actionScope).namespace>
{
<endif>
<docComment>
<recognizer>
<if(actions.(actionScope).namespace)>

} // namespace <actions.(actionScope).namespace>
<endif>
>>

lexerInputStreamType() ::= <<
<actions.(actionScope).inputStreamType; null="ICharStream">
```

```
>>

lexer(grammar, name, tokens, scopes, rules, numRules, filterMode, labelType="CommonToken",
superClass={<if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else>Antlr.Runtime.Lexer
<endif>}) ::= <<
[System.CodeDom.Compiler.GeneratedCode("ANTLR", "<ANTLRVersion>")]
[System.CLSCompliant(false)]
<parserModifier(grammar=grammar,
 actions=actions)> partial class <grammar.recognizerName> : <@superClassName><superClass><@end>
{
 <tokens:{it|public const int <it.name; format="id">=<it.type>;}; separator="\n">
 <scopes:{it|<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>
 <actions.lexer.members>

  // delegates
  <grammar.delegates:
      {g|private <g.recognizerName> <g:delegateName()>;}; separator="\n">
  // delegators
  <grammar.delegators:
      {g|private <g.recognizerName> <g:delegateName()>;}; separator="\n">
  <last(grammar.delegators):{g|private <g.recognizerName> gParent;}>

 <actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>()<! needed by subclasses !>
 {
  OnCreated();
 }

 <actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>(<lexerInputStreamType()>
input<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}> )
  : this(input, new RecognizerSharedState()<grammar.delegators:{g|,
 <g:delegateName()>}>)
 {
 }

 <actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>(<lexerInputStreamType()> input,
RecognizerSharedState state<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>)
  : base(input, state)
 {
<if(memoize)>
<if(grammar.grammarIsRoot)>
  state.ruleMemo = new System.Collections.Generic.Dictionary\<int, int>[<numRules>+1];<\n><! index from 1..n !>
<endif>
<endif>
  <grammar.directDelegates:
   {g|<g:delegateName()> = new <g.recognizerName>(input, this.state<trunc(g.delegators):{p|,
<p:delegateName()>}>, this);}; separator="\n">
  <grammar.delegators:
   {g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
```

```
 <last(grammar.delegators):{g|gParent = <g:delegateName()>;}>

 OnCreated();
 }
 public override string GrammarFileName { get { return "<fileName>"; } }

 private static readonly bool[] decisionCanBacktrack = new bool[0];

<if(grammar.hasDelegates)>
 public override <lexerInputStreamType()> CharStream
 {
  get
  {
   return
 base.CharStream;
  }
  set
  {
   base.CharStream = value;
   <grammar.directDelegates:
    {g|<g:delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{p|, <p:delegateName()>}>,
this);}; separator="\n">
   <grammar.delegators:
    {g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
   <last(grammar.delegators):{g|gParent = <g:delegateName()>;}>
  }
 }

<if(grammar.delegates)>
 public override void SetState(RecognizerSharedState state)
 {
  base.SetState(state);
  <grammar.delegates:{g|<g:delegateName()>.SetState(state);}; separator="\n">
 }
<endif>

<endif>
<if(filterMode)>
 <filteringNextToken()>
<endif>

 [Conditional("ANTLR_TRACE")]
 protected virtual void OnCreated() {}
 [Conditional("ANTLR_TRACE")]
 protected virtual void EnterRule(string ruleName, int ruleIndex) {}
 [Conditional("ANTLR_TRACE")]
 protected virtual void LeaveRule(string ruleName, int ruleIndex) {}
```

```
  <rules; separator="\n">

 <insertLexerSynpreds(synpreds)>

 #region
 DFA
 <cyclicDFAs:{dfa | DFA<dfa.decisionNumber> dfa<dfa.decisionNumber>;}; separator="\n">

 protected override void InitDFAs()
 {
  base.InitDFAs();
  <cyclicDFAs:{dfa | dfa<dfa.decisionNumber> = new DFA<dfa.decisionNumber>(this<if(dfa.specialStateSTs)>,
SpecialStateTransition<dfa.decisionNumber><endif>);}; separator="\n">
 }

 <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>
 #endregion

}
>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
*  for matches.  No error can be generated upon error; just rewind, consume
*  a token and then try again.  backtracking needs to be set as well.
*  Make rule memoization happen only at levels above 1 as we start mTokens
*  at backtracking==1.
*/
filteringNextToken() ::= <<
public override IToken NextToken()
{
 while (true)
 {
  if (input.LA(1) == CharStreamConstants.EndOfFile)
  {
   IToken eof = new CommonToken((ICharStream)input, CharStreamConstants.EndOfFile, TokenChannels.Default,
input.Index,
 input.Index);
   eof.Line = Line;
   eof.CharPositionInLine = CharPositionInLine;
   return eof;
  }
  state.token = null;
  state.channel = TokenChannels.Default;
  state.tokenStartCharIndex = input.Index;
  state.tokenStartCharPositionInLine = input.CharPositionInLine;
  state.tokenStartLine = input.Line;
  state.text = null;
  try
```

```
  {
   int m = input.Mark();
   state.backtracking=1;<! means we won't throw slow exception !>
   state.failed=false;
   mTokens();
   state.backtracking=0;
   <! mTokens backtracks with synpred at backtracking==2
      and we set the synpredgate to allow actions at level 1. !>
   if (state.failed)
   {
    input.Rewind(m);
    input.Consume();<! advance one char and try again !>
   }
   else
   {
    Emit();
    return state.token;
   }
  }
  catch (RecognitionException re)
  {
   // shouldn't happen in backtracking mode, but...
   ReportError(re);
   Recover(re);
  }
 }
}

public override void Memoize(IIntStream input, int ruleIndex, int ruleStartIndex)
{
 if
 (state.backtracking > 1)
  base.Memoize(input, ruleIndex, ruleStartIndex);
}

public override bool AlreadyParsedRule(IIntStream input, int ruleIndex)
{
 if (state.backtracking > 1)
  return base.AlreadyParsedRule(input, ruleIndex);

 return false;
}
>>

actionGate() ::= "state.backtracking == 0"

filteringActionGate() ::= "state.backtracking == 1"
```

```
/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
        bitsets, inputStreamType, superClass,
        labelType, members, rewriteElementType,
        filterMode, ASTLabelType="object") ::= <<
[System.CodeDom.Compiler.GeneratedCode("ANTLR", "<ANTLRVersion>")]
[System.CLSCompliant(false)]
<parserModifier(grammar=grammar, actions=actions)> partial class <grammar.recognizerName> :
<@superClassName><superClass><@end>
{
<if(grammar.grammarIsRoot)>
 internal static readonly string[] tokenNames = new string[] {
  "\<invalid>", "\<EOR>", "\<DOWN>", "\<UP>", <tokenNames;
 separator=", ">
 };
<endif>
 <tokens:{it|public const int <it.name; format="id">=<it.type>;}; separator="\n">

<if(grammar.delegates)>
 // delegates
 <grammar.delegates:
   {g|private <g.recognizerName> <g:delegateName()>;}; separator="\n">
<endif>
<if(grammar.delegators)>
 // delegators
 <grammar.delegators:
   {g|private <g.recognizerName> <g:delegateName()>;}; separator="\n">
 <last(grammar.delegators):{g|private <g.recognizerName> gParent;}>
<endif>

<if(grammar.delegates)>
 public override void SetState(RecognizerSharedState state)
 {
  base.SetState(state);
  <grammar.delegates:{g|<g:delegateName()>.SetState(state);}; separator="\n">
 }

<if(TREE_PARSER)>
 public override void SetTreeNodeStream(ITreeNodeStream input)
 {
  base.SetTreeNodeStream(input);
  <grammar.delegates:{g|<g:delegateName()>.SetTreeNodeStream(input);}; separator="\n">
 }
<endif>
<endif>

 <scopes:{it|<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>
 <@members()>
```

```
public override
string[] TokenNames { get { return <grammar.composite.rootGrammar.recognizerName>.tokenNames; } }
public override string GrammarFileName { get { return "<fileName>"; } }

<members>

[Conditional("ANTLR_TRACE")]
protected virtual void OnCreated() {}
[Conditional("ANTLR_TRACE")]
protected virtual void EnterRule(string ruleName, int ruleIndex) {}
[Conditional("ANTLR_TRACE")]
protected virtual void LeaveRule(string ruleName, int ruleIndex) {}

#region Rules
<rules; separator="\n">
#endregion Rules

<if(grammar.delegatedRules)>
<! generate rule/method definitions for imported rules so they
 appear to be defined in this recognizer. !>
#region Delegated rules
<grammar.delegatedRules:{ruleDescriptor|
 <ruleModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)> <returnType(ruleDescriptor)>
<ruleDescriptor.name; format="id">(<ruleDescriptor.parameterScope:parameterScope()>) <!throws
RecognitionException !>{ <if(ruleDescriptor.hasReturnValue)>return
<endif><ruleDescriptor.grammar:delegateName()>.<ruleDescriptor.name;
 format="id">(<if(ruleDescriptor.parameterScope)><ruleDescriptor.parameterScope.attributes:{a|<a.name;
format="id">}; separator=", "><endif>); \}}; separator="\n">
#endregion Delegated rules
<endif>

<insertSynpreds(synpreds)>

<if(cyclicDFAs)>
#region DFA
<cyclicDFAs:{dfa | private DFA<dfa.decisionNumber> dfa<dfa.decisionNumber>;}; separator="\n">

protected override void InitDFAs()
{
 base.InitDFAs();
 <cyclicDFAs:{dfa | dfa<dfa.decisionNumber> = new DFA<dfa.decisionNumber>( this<if(dfa.specialStateSTs)>,
SpecialStateTransition<dfa.decisionNumber><endif> );}; separator="\n">
}

<cyclicDFAs:cyclicDFA()><! dump tables for all DFA !>
#endregion DFA
<endif>
```

```
<if(bitsets)>
 #region Follow sets
 private static class Follow
 {
  <bitsets:{it|<bitset(name={_<it.name>_in_<it.inName><it.tokenIndex>}, words64=it.bits)>}; separator="\n">
 }
 #endregion Follow sets
<endif>
}
>>

@genericParser.members() ::= <<
#if ANTLR_DEBUG
private static readonly
 bool[] decisionCanBacktrack =
 new bool[]
 {
  false, // invalid decision
  <grammar.decisions:{d | <d.dfa.hasSynPred>}; wrap="\n", separator=", ">
 };
#else
private static readonly bool[] decisionCanBacktrack = new bool[0];
#endif
<! WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>
<actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>(<inputStreamType>
input<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>)
 : this(input, new RecognizerSharedState()<grammar.delegators:{g|, <g:delegateName()>}>)
{
}
<actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>(<inputStreamType> input,
RecognizerSharedState state<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>)
 : base(input, state)
{
<if(grammar.directDelegates)>
 <grammar.directDelegates:
  {g|<g:delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{p|, <p:delegateName()>}>,
this);}; separator="\n">
<endif>
<if(grammar.indirectDelegates)>
 <grammar.indirectDelegates:{g
 | <g:delegateName()> = <g.delegator:delegateName()>.<g:delegateName()>;}; separator="\n">
<endif>
<if(grammar.delegators)>
 <last(grammar.delegators):{g|gParent = <g:delegateName()>;}>
<endif>
 <parserCtorBody()>
 OnCreated();
```

```
}
>>

// imported grammars are 'public' (can't be internal because their return scope classes must be accessible)
parserModifier(grammar, actions) ::= <<
<if(grammar.grammarIsRoot)><actions.(actionScope).modifier; null="public"><else>public<endif>
>>

parserCtorBody() ::= <<
<if(memoize)>
<if(grammar.grammarIsRoot)>
this.state.ruleMemo = new System.Collections.Generic.Dictionary\<int,
int>[<length(grammar.allImportedRules)>+1];<\n><! index from 1..n !>
<endif>
<endif>
<grammar.delegators:
{g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets,
    ASTLabelType="object",
superClass={<if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else>Antlr.Runtime.Parser
<endif>},
 labelType="IToken",
    members={<actions.parser.members>}) ::= <<
<genericParser(inputStreamType="ITokenStream", rewriteElementType="IToken", ...)>
>>

/** How to generate a tree parser; same as parser except the input
*  stream is a different type.
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules,
        numRules, bitsets, filterMode, labelType={<ASTLabelType>}, ASTLabelType="object",
superClass={<if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else>Antlr.Runtime.Tree.<
if(filterMode)><if(buildAST)>TreeRewriter<else>TreeFilter<endif><else>TreeParser<endif><endif>},
        members={<actions.treeparser.members>}) ::= <<
<genericParser(inputStreamType="ITreeNodeStream", rewriteElementType="Node", ...)>
>>

/** A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*
 nor parameters etc..., just give simplest possible method.  Don't do
*  any of the normal memoization stuff in here either; it's a waste.
*  As predicates cannot be inlined into the invoking rule, they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
```

```
<<
[Conditional("ANTLR_TRACE")]
protected virtual void EnterRule_<ruleName>_fragment() {}
[Conditional("ANTLR_TRACE")]
protected virtual void LeaveRule_<ruleName>_fragment() {}

// $ANTLR start <ruleName>
<ruleModifier(grammar,ruleDescriptor)> void
<ruleName>_fragment(<ruleDescriptor.parameterScope:parameterScope()>)
{
 <ruleLabelDefs()>
 EnterRule_<ruleName>_fragment();
 EnterRule("<ruleName>_fragment", <ruleDescriptor.index>);
 TraceIn("<ruleName>_fragment", <ruleDescriptor.index>);
 try
 {
  <block>
 }
 finally
 {
  TraceOut("<ruleName>_fragment", <ruleDescriptor.index>);
  LeaveRule("<ruleName>_fragment", <ruleDescriptor.index>);
  LeaveRule_<ruleName>_fragment();
 }
}
//
 $ANTLR end <ruleName>
>>

insertLexerSynpreds(synpreds) ::= <<
<insertSynpreds(synpreds)>
>>

insertSynpreds(synpreds) ::= <<
<if(synpreds)>
#region Synpreds
private bool EvaluatePredicate(System.Action fragment)
{
 bool success = false;
 state.backtracking++;
 <@start()>
 try { DebugBeginBacktrack(state.backtracking);
 int start = input.Mark();
 try
 {
  fragment();
 }
 catch ( RecognitionException re )
```

```
 {
  System.Console.Error.WriteLine("impossible: "+re);
 }
 success = !state.failed;
 input.Rewind(start);
 } finally { DebugEndBacktrack(state.backtracking, success); }
 <@stop()>
 state.backtracking--;
 state.failed=false;
 return success;
}
#endregion Synpreds
<endif>
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if (state.backtracking > 0 && AlreadyParsedRule(input, <ruleDescriptor.index>)) { <returnFromRule()> }
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if(backtracking)>if (state.failed) <returnFromRule()><endif>
>>

/**
 This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>if (state.backtracking>0) {state.failed=true; <returnFromRule()>}<endif>
>>

ruleWrapperMap ::= [
 "bottomup":{<ruleWrapperBottomup()>},
 "topdown":{<ruleWrapperTopdown()>},
 default:""
]

ruleWrapperBottomup() ::= <<
<if(TREE_PARSER && filterMode)>
protected override <if(buildAST)>IAstRuleReturnScope<else>void<endif> Bottomup() { return bottomup(); }
<endif>
>>

ruleWrapperTopdown() ::= <<
<if(TREE_PARSER && filterMode)>
protected override <if(buildAST)>IAstRuleReturnScope<else>void<endif> Topdown() { return topdown(); }
<endif>
```

```
>>

/** How to generate code for a rule.  This includes any return type
*  data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
<returnScope(ruleDescriptor.returnScope)>

[Conditional("ANTLR_TRACE")]
protected
 virtual void EnterRule_<ruleName>() {}
[Conditional("ANTLR_TRACE")]
protected virtual void LeaveRule_<ruleName>() {}
<ruleWrapperMap.(ruleName)>
// $ANTLR start "<ruleName>"
// <fileName>:<description>
[GrammarRule("<ruleName>")]
<ruleModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)> <returnType(ruleDescriptor)> <ruleName;
format="id">(<ruleDescriptor.parameterScope:parameterScope()>)
{
 EnterRule_<ruleName>();
 EnterRule("<ruleName>", <ruleDescriptor.index>);
 TraceIn("<ruleName>", <ruleDescriptor.index>);
  <ruleScopeSetUp()>
  <ruleDeclarations()>
  <ruleLabelDefs()>
  <ruleDescriptor.actions.init>
 try { DebugEnterRule(GrammarFileName, "<ruleName>");
 DebugLocation(<ruleDescriptor.tree.line>, <ruleDescriptor.EORNode.charPositionInLine>);
 <@preamble()>
 try
 {
  <ruleMemoization(name=ruleName)>
  <block>
  <ruleCleanUp()>
  <(ruleDescriptor.actions.after):execAction()>
 }
<if(exceptions)>
 <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
 <actions.(actionScope).rulecatch>
<else>
 catch
 (RecognitionException re)
 {
```

```
 ReportError(re);
 Recover(input,re);
<@setErrorReturnValue()>
 }
<endif>
<endif>
<endif>
 finally
 {
  TraceOut("<ruleName>", <ruleDescriptor.index>);
  LeaveRule("<ruleName>", <ruleDescriptor.index>);
  LeaveRule_<ruleName>();
      <memoize()>
      <ruleScopeCleanUp()>
      <finally>
   }
 DebugLocation(<ruleDescriptor.EORNode.line>, <ruleDescriptor.EORNode.charPositionInLine>);
 } finally { DebugExitRule(GrammarFileName, "<ruleName>"); }
 <@postamble()>
 <returnFromRule()><\n>
}
// $ANTLR end "<ruleName>"
>>

// imported grammars need to have internal rules
ruleModifier(grammar,ruleDescriptor) ::= <<
<if(grammar.grammarIsRoot)><csharpVisibilityMap.(ruleDescriptor.modifier);
null="private"><else>internal<endif>
>>

// imported grammars need to have public return scopes
returnScopeModifier(grammar,ruleDescriptor) ::= <<
<if(grammar.grammarIsRoot)><csharpVisibilityMap.(ruleDescriptor.modifier);
 null="private"><else>public<endif>
>>

catch(decl,action) ::= <<
catch (<e.decl>)
{
 <e.action>
}
>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<returnType(ruleDescriptor)> retval = new <returnType(ruleDescriptor)>();
retval.Start = (<labelType>)input.LT(1);
<elseif(ruleDescriptor.returnScope)>
```

```
<ruleDescriptor.returnScope.attributes:{ a |
<a.type> <a.name; format="id"> = <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>;
}>
<endif>
<if(memoize)>
int <ruleDescriptor.name>_StartIndex = input.Index;
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{it|<it>_stack.Push(new <it>_scope());<it>_scopeInit(<it>_stack.Peek());};
separator="\n">
<ruleDescriptor.ruleScope:{it|<it.name>_stack.Push(new
<it.name>_scope());<it.name>_scopeInit(<it.name>_stack.Peek());}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{it|<it>_scopeAfter(<it>_stack.Peek());<it>_stack.Pop();};
 separator="\n">
<ruleDescriptor.ruleScope:{it|<it.name>_scopeAfter(<it.name>_stack.Peek());<it.name>_stack.Pop();};
separator="\n">
>>

ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wil
dcardTreeListLabels]
   :{it|<labelType> <it.label.text> = default(<labelType>);}; separator="\n"
>
<ruleDescriptor.tokenListLabels
   :{it|List\<<labelType>\> list_<it.label.text> = null;}; separator="\n"
>
<[ruleDescriptor.ruleListLabels,ruleDescriptor.wildcardTreeListLabels]
   :{it|List\<<ASTLabelType>\> list_<it.label.text> = null;}; separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef(); separator="\n">
<ruleDescriptor.ruleListLabels:ruleLabelDef(); separator="\n">
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
   :{it|<labelType> <it.label.text> = default(<labelType>);}; separator="\n"
>
<[ruleDescriptor.charListLabels,
  ruleDescriptor.charLabels]
 :{it|int <it.label.text> = 0;}; separator="\n"
>
```

```
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels]
   :{it|List\<<labelType>\> list_<it.label.text> = null;}; separator="\n"
>
<ruleDescriptor.charListLabels:{it|List\<int> list_<it.label.text> = null;}; separator="\n"
>
>>

returnFromRule() ::= <%
return
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<! This comment is a hack to make sure the following
  single space appears in the output. !> <ruleDescriptor.singleValueReturnName>
<else>
<!!> retval
<endif>
<endif>
<endif>
;
%>

ruleCleanUp() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
retval.Stop = (<labelType>)input.LT(-1);
<endif>
<endif>
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if (state.backtracking > 0) { Memoize(input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex); }
<endif>
<endif>
>>

/** How to generate a rule in the
 lexer; naked blocks are used for
*  fragment rules.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<

[Conditional("ANTLR_TRACE")]
protected virtual void EnterRule_<ruleName>() {}
[Conditional("ANTLR_TRACE")]
```

```
protected virtual void LeaveRule_<ruleName>() {}

// $ANTLR start "<ruleName>"
[GrammarRule("<ruleName>")]
<ruleModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)> void
m<ruleName>(<ruleDescriptor.parameterScope:parameterScope()>)
{
 EnterRule_<ruleName>();
 EnterRule("<ruleName>", <ruleDescriptor.index>);
 TraceIn("<ruleName>", <ruleDescriptor.index>);
   <ruleScopeSetUp()>
   <ruleDeclarations()>
  try
  {
<if(nakedBlock)>
  <ruleMemoization(name=ruleName)>
  <lexerRuleLabelDefs()>
  <ruleDescriptor.actions.init>
  <block>
<else>
  int _type = <ruleName>;
  int _channel = DefaultTokenChannel;
  <ruleMemoization(name=ruleName)>
  <lexerRuleLabelDefs()>
  <ruleDescriptor.actions.init>
  <block>
  <ruleCleanUp()>
  state.type = _type;
  state.channel =
 _channel;
  <(ruleDescriptor.actions.after):execAction()>
<endif>
 }
 finally
 {
  TraceOut("<ruleName>", <ruleDescriptor.index>);
  LeaveRule("<ruleName>", <ruleDescriptor.index>);
  LeaveRule_<ruleName>();
      <ruleScopeCleanUp()>
      <memoize()>
   }
}
// $ANTLR end "<ruleName>"
>>

/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
```

```
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<

public override void mTokens()
{
 <block><\n>
}
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
int alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision()>
try { DebugEnterSubRule(<decisionNumber>);
try { DebugEnterDecision(<decisionNumber>, decisionCanBacktrack[<decisionNumber>]);
<decision>
} finally { DebugExitDecision(<decisionNumber>); }
<@postdecision()>
<@prebranch()>
switch
 (alt<decisionNumber>)
{
<alts:{a|<altSwitchCase(i,a)>}>
}
} finally { DebugExitSubRule(<decisionNumber>); }
<@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
int alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision()>
try { DebugEnterDecision(<decisionNumber>, decisionCanBacktrack[<decisionNumber>]);
<decision>
} finally { DebugExitDecision(<decisionNumber>); }
<@postdecision()>
switch (alt<decisionNumber>)
{
<alts:{a|<altSwitchCase(i,a)>}>
}
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
```

```
// <fileName>:<description>
<decls>
<@prealt()>
DebugEnterAlt(1);
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
DebugEnterAlt(1);
<alts>
<@postalt()>
>>

/**
 A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n) ::= <<
// <fileName>:<description>
int cnt<decisionNumber>=0;
<decls>
<@preloop()>
try { DebugEnterSubRule(<decisionNumber>);
while (true)
{
 int alt<decisionNumber>=<maxAlt>;
 <@predecision()>
 try { DebugEnterDecision(<decisionNumber>, decisionCanBacktrack[<decisionNumber>]);
 <decision>
 } finally { DebugExitDecision(<decisionNumber>); }
 <@postdecision()>
 switch (alt<decisionNumber>)
 {
 <alts:{a|<altSwitchCase(i,a)>}>
 default:
  if (cnt<decisionNumber> >= 1)
   goto loop<decisionNumber>;

  <ruleBacktrackFailure()>
  EarlyExitException eee<decisionNumber> = new EarlyExitException( <decisionNumber>, input );
  DebugRecognitionException(eee<decisionNumber>);
  <@earlyExitException()>
  throw eee<decisionNumber>;
 }
```

```
 cnt<decisionNumber>++;
}
loop<decisionNumber>:
 ;

}
 finally { DebugExitSubRule(<decisionNumber>); }
<@postloop()>
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
<<
// <fileName>:<description>
<decls>
<@preloop()>
try { DebugEnterSubRule(<decisionNumber>);
while (true)
{
 int alt<decisionNumber>=<maxAlt>;
 <@predecision()>
 try { DebugEnterDecision(<decisionNumber>, decisionCanBacktrack[<decisionNumber>]);
 <decision>
 } finally { DebugExitDecision(<decisionNumber>); }
 <@postdecision()>
 switch ( alt<decisionNumber> )
 {
 <alts:{a|<altSwitchCase(i,a)>}>
 default:
  goto loop<decisionNumber>;
 }
}

loop<decisionNumber>:
 ;

} finally { DebugExitSubRule(<decisionNumber>); }
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
*  so we can just use the normal block template
 */
optionalBlock ::= block
```

```
optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
*/
altSwitchCase(altNum,alt) ::= <<
case <altNum>:
 <@prealt()>
 DebugEnterAlt(<altNum>);
 <alt>
 break;<\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
// <fileName>:<description>
{
<@declarations()>
<elements:element()>
<rew>
<@cleanup()>
}
>>

/** What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one per line */
element(it) ::= <%
<@prematch()>
DebugLocation(<it.line>, <it.pos>);<\n>
<it.el><\n>
%>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions={})
 ::= <<
<if(label)><label>=(<labelType>)<endif>Match(input,<token>,Follow._<token>_in_<ruleName><elementIndex>);
<checkRuleBacktrackFailure()>
>>

/** ids+=ID */
```

```
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

listLabelElem(label,elem,elemType) ::= <<
if (list_<label>==null) list_<label>=new List\<<elemType; null={<labelType>}>\>();
list_<label>.Add(<elem>);<\n>
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
Match(<char>); <checkRuleBacktrackFailure()>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
MatchRange(<a>,<b>); <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="",terminalOptions={}) ::= <<
<if(label)>
<matchSetLabel()>
<endif>
if (<s>)
{
 input.Consume();
 <postmatchCode>
 <if(!LEXER)>state.errorRecovery=false;<endif><if(backtracking)>state.failed=false;<endif>
}
else
{
 <ruleBacktrackFailure()>
 MismatchedSetException
 mse = new MismatchedSetException(null,input);
 DebugRecognitionException(mse);
 <@mismatchedSetException()>
<if(LEXER)>
 Recover(mse);
 throw mse;
<else>
```

```
 throw mse;
 <! use following code to make it recover inline; remove throw mse;
 recoverFromMismatchedSet(input,mse,Follow._set_in_<ruleName><elementIndex>);
 !>
<endif>
}<\n>
>>

matchSetUnchecked(s,label,elementIndex,postmatchCode=false) ::= <%
<if(label)>
<matchSetLabel()><\n>
<endif>
input.Consume();<\n>
<if(postmatchCode)>
<postmatchCode><\n>
<endif>
<if(!LEXER)>state.errorRecovery=false;<endif><if(backtracking)>state.failed=false;<endif>
%>

matchSetLabel() ::= <%
<if(LEXER)>
<label>= input.LA(1);
<else>
<label>=(<labelType>)input.LT(1);
<endif>
%>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/**
 Match a string literal */
lexerStringRef(string,label,elementIndex) ::= <%
<if(label)>
int <label>Start = CharIndex;<\n>
Match(<string>); <checkRuleBacktrackFailure()><\n>
int <label>StartLine<elementIndex> = Line;<\n>
int <label>StartCharPos<elementIndex> = CharPositionInLine;<\n>
<label> = new <labelType>(input, TokenTypes.Invalid, TokenChannels.Default, <label>Start, CharIndex-1);<\n>
<label>.Line = <label>StartLine<elementIndex>;<\n>
<label>.CharPositionInLine = <label>StartCharPos<elementIndex>;
<else>
Match(<string>); <checkRuleBacktrackFailure()><\n>
<endif>
```

```
%>

wildcard(token,label,elementIndex,terminalOptions={}) ::= <<
<if(label)>
<label>=(<labelType>)input.LT(1);<\n>
<endif>
MatchAny(input); <checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<wildcard(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex)
 ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
MatchAny(); <checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** Match a rule reference by invoking it possibly with arguments
*  and a return value or values.  The 'rule' argument was the
*  target rule name, but now is type Rule, whose toString is
*  same: the rule name.  Now though you can access full rule
*  descriptor stuff.
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
PushFollow(Follow._<rule.name>_in_<ruleName><elementIndex>);
<if(label)><label>=<endif><if(scope)><scope:delegateName()>.<endif><rule.name; format="id">(<args;
separator=", ">);
PopFollow();
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabelElem(elem=label,elemType={<ASTLabelType>},...)>
>>
```

```
/** A lexer rule reference.
*
*  The 'rule' argument was
 the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <%
<if(label)>
int <label>Start<elementIndex> = CharIndex;<\n>
int <label>StartLine<elementIndex> = Line;<\n>
int <label>StartCharPos<elementIndex> = CharPositionInLine;<\n>
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">);
<checkRuleBacktrackFailure()><\n>
<label> = new <labelType>(input, TokenTypes.Invalid, TokenChannels.Default, <label>Start<elementIndex>,
CharIndex-1);<\n>
<label>.Line = <label>StartLine<elementIndex>;<\n>
<label>.CharPositionInLine = <label>StartCharPos<elementIndex>;
<else>
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">);
<checkRuleBacktrackFailure()>
<endif>
%>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/**
 EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <%
<if(label)>
int <label>Start<elementIndex> = CharIndex;<\n>
int <label>StartLine<elementIndex> = Line;<\n>
int <label>StartCharPos<elementIndex> = CharPositionInLine;<\n>
Match(EOF); <checkRuleBacktrackFailure()><\n>
<labelType> <label> = new <labelType>(input, EOF, TokenChannels.Default, <label>Start<elementIndex>,
CharIndex-1);<\n>
<label>.Line = <label>StartLine<elementIndex>;<\n>
<label>.CharPositionInLine = <label>StartCharPos<elementIndex>;
<else>
Match(EOF); <checkRuleBacktrackFailure()>
<endif>
%>

// used for left-recursive rules
```

```
recRuleDefArg()                    ::= "int <recRuleArg()>"
recRuleArg()                       ::= "_p"
recRuleAltPredicate(ruleName,opPrec)  ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction()           ::= "root_0=$<ruleName>_primary.tree;"
recRuleSetReturnAction(src,name)   ::= "$<name>=$<src>.<name>;"

/** match ^(root children) in tree parser */
tree(root,
 actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if (input.LA(1) == TokenTypes.Down)
{
 Match(input, TokenTypes.Down, null); <checkRuleBacktrackFailure()>
 <children:element()>
 Match(input, TokenTypes.Up, null); <checkRuleBacktrackFailure()>
}
<else>
Match(input, TokenTypes.Down, null); <checkRuleBacktrackFailure()>
<children:element()>
Match(input, TokenTypes.Up, null); <checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
*  also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if (!(<evalPredicate(...)>))
{
 <ruleBacktrackFailure()>
 throw new FailedPredicateException(input, "<ruleName>", "<description>");
}
>>

// F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<k> = input.LA(<k>);<\n>
<edges;
 separator="\nelse ">
<if((!isTrue.(last(edges).labelExpr)) && (!last(edges).predicates))>
else
{
<if(eotPredictsAlt)>
 alt<decisionNumber> = <eotPredictsAlt>;
```

```
<else>
 <ruleBacktrackFailure()>
 NoViableAltException nvae = new NoViableAltException("<description>", <decisionNumber>, <stateNumber>,
input, <k>);
 DebugRecognitionException(nvae);
 <@noViableAltException()>
 throw nvae;
<endif>
}
<endif>
>>

/** Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but this
*  is faster, smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<k> = input.LA(<k>);<\n>
<edges; separator="\nelse ">
>>

/** A DFA state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
 *  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<k> = input.LA(<k>);<\n>
<edges; separator="\nelse "><\n>
<if(eotPredictsAlt)>
<if(!edges)>
alt<decisionNumber> = <eotPredictsAlt>;<! if no edges, don't gen ELSE !>
<else>
else
{
 alt<decisionNumber> = <eotPredictsAlt>;
}<\n>
<endif>
<endif>
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber> = <alt>;"

/** A simple edge with an expression.  If the expression is satisfied,
*  enter to the target state.  To handle gated productions, we may
```

```
*  have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ((<labelExpr>)<if(predicates)> && (<predicates>)<endif>)
{
 <targetState>
}
>>

//
 F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch (input.LA(<k>))
{
<edges; separator="\n">
default:
<if(eotPredictsAlt)>
 alt<decisionNumber>=<eotPredictsAlt>;
 break;<\n>
<else>
 {
  <ruleBacktrackFailure()>
  NoViableAltException nvae = new NoViableAltException("<description>", <decisionNumber>, <stateNumber>,
input, <k>);
  DebugRecognitionException(nvae);
  <@noViableAltException()>
  throw nvae;
 }
<endif>
}<\n>
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch (input.LA(<k>))
{
<edges; separator="\n">
}<\n>
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch (input.LA(<k>))
{
<edges; separator="\n">
<if(eotPredictsAlt)>
```

```
default:
 alt<decisionNumber>=<eotPredictsAlt>;
 break;<\n>
<endif>
}<\n>
>>

dfaEdgeSwitch(labels,
 targetState) ::= <<
<labels:{it|case <it>:}; separator="\n">
 {
 <targetState>
 }
 break;
>>

// C y c l i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
try
{
 alt<decisionNumber> = dfa<decisionNumber>.Predict(input);
}
catch (NoViableAltException nvae)
{
 DebugRecognitionException(nvae);
 throw;
}
>>

/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple, concatenated strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach.  See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa)
 ::= <<
private class DFA<dfa.decisionNumber> : DFA
{
 private const string DFA<dfa.decisionNumber>_eotS =
  "<dfa.javaCompressedEOT; wrap="\"+\n\t\t\"">";
```

```
 private const string DFA<dfa.decisionNumber>_eofS =
  "<dfa.javaCompressedEOF; wrap="\"+\n\t\t\"">";
 private const string DFA<dfa.decisionNumber>_minS =
  "<dfa.javaCompressedMin; wrap="\"+\n\t\t\"">";
 private const string DFA<dfa.decisionNumber>_maxS =
  "<dfa.javaCompressedMax; wrap="\"+\n\t\t\"">";
 private const string DFA<dfa.decisionNumber>_acceptS =
  "<dfa.javaCompressedAccept; wrap="\"+\n\t\t\"">";
 private const string DFA<dfa.decisionNumber>_specialS =
  "<dfa.javaCompressedSpecial; wrap="\"+\n\t\t\"">}>";
 private static readonly string[] DFA<dfa.decisionNumber>_transitionS =
  {
   <dfa.javaCompressedTransition:{s|"<s; wrap="\"+\n\"">"}; separator=",\n">
  };

 private static readonly short[] DFA<dfa.decisionNumber>_eot =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_eotS);
 private static readonly short[]
 DFA<dfa.decisionNumber>_eof = DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_eofS);
 private static readonly char[] DFA<dfa.decisionNumber>_min =
DFA.UnpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_minS);
 private static readonly char[] DFA<dfa.decisionNumber>_max =
DFA.UnpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_maxS);
 private static readonly short[] DFA<dfa.decisionNumber>_accept =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_acceptS);
 private static readonly short[] DFA<dfa.decisionNumber>_special =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_specialS);
 private static readonly short[][] DFA<dfa.decisionNumber>_transition;

 static DFA<dfa.decisionNumber>()
 {
  int numStates = DFA<dfa.decisionNumber>_transitionS.Length;
  DFA<dfa.decisionNumber>_transition = new short[numStates][];
  for ( int i=0; i \< numStates; i++ )
  {
   DFA<dfa.decisionNumber>_transition[i] =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_transitionS[i]);
  }
 }

 public
 DFA<dfa.decisionNumber>( BaseRecognizer recognizer<if(dfa.specialStateSTs)>, SpecialStateTransitionHandler
specialStateTransition<endif> )
<if(dfa.specialStateSTs)>
  : base(specialStateTransition)
<endif>
 {
  this.recognizer = recognizer;
```

```
 this.decisionNumber = <dfa.decisionNumber>;
 this.eot = DFA<dfa.decisionNumber>_eot;
 this.eof = DFA<dfa.decisionNumber>_eof;
 this.min = DFA<dfa.decisionNumber>_min;
 this.max = DFA<dfa.decisionNumber>_max;
 this.accept = DFA<dfa.decisionNumber>_accept;
 this.special = DFA<dfa.decisionNumber>_special;
 this.transition = DFA<dfa.decisionNumber>_transition;
 }

 public override string Description { get { return "<dfa.description>"; } }

 public override void Error(NoViableAltException nvae)
 {
  DebugRecognitionException(nvae);
 }
}<\n>
<if(dfa.specialStateSTs)>
private int SpecialStateTransition<dfa.decisionNumber>(DFA dfa, int s, IIntStream _input)<! throws
NoViableAltException!>
{
 <if(LEXER)>
 IIntStream input = _input;
 <endif>
 <if(PARSER)>
 ITokenStream
 input = (ITokenStream)_input;
 <endif>
 <if(TREE_PARSER)>
 ITreeNodeStream input = (ITreeNodeStream)_input;
 <endif>
 int _s = s;
 s = -1;
 <! pull these outside the switch cases to save space on locals !>
 int LA<dfa.decisionNumber>_1 = input.LA(1);
 int index<dfa.decisionNumber>_1 = input.Index;
 switch (_s)
 {
 <dfa.specialStateSTs:{state |case <i0>:<! compressed special state numbers 0..n-1 !>
 <state>}; separator="\n">

 default:
  break;
 }

 if (s >= 0)
  return s;
```

```
<if(backtracking)>
 if (state.backtracking > 0) {state.failed=true; return -1;}
<endif>
 NoViableAltException nvae = new NoViableAltException(dfa.Description, <dfa.decisionNumber>, _s, input);
 dfa.Error(nvae);
 throw nvae;
}
<endif>
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
*  state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
{
<if(semPredState)>
 <! get next lookahead symbol to test edges, then rewind !>
 input.Rewind();
<endif>
 <edges;
 separator="\nelse ">
<if(semPredState)>
 <! return input cursor to state before we rewound !>
 input.Seek(index<decisionNumber>_1);
<endif>
 break;
}
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ((<labelExpr>)<if(predicates)> && (<predicates>)<endif>) {s = <targetStateNumber>;}<\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber>;<\n>
>>


// D F A  E X P R E S S I O N S

andPredicates(left,right) ::= "(<left>&&<right>)"
```

```
orPredicates(operands) ::= "(<operands; separator=\"||\">)"

notPredicate(pred) ::= "!(<evalPredicate(...)>)"

evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "EvaluatePredicate(<pred>_fragment)"

lookaheadTest(atom,k,atomAsInt)
 ::= "LA<decisionNumber>_<k>==<atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "input.LA(<k>)==<atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <%
(LA<decisionNumber>_<k><ge()><lower> && LA<decisionNumber>_<k><le()><upper>)
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::=
"(input.LA(<k>)<ge()><lower> && input.LA(<k>)<le()><upper>)"

le() ::= "\<="
ge() ::= ">="

setTest(ranges) ::= <<
<ranges; separator="||">
>>

// A T T R I B U T E S

attributeScope(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
protected sealed partial class <scope.name>_scope
{
 <scope.attributes:{it|public <it.decl>;}; separator="\n">
}
<if(scope.actions.scopeinit)>
protected void <scope.name>_scopeInit( <scope.name>_scope scope )
{
 <scope.actions.scopeinit>
}
<else>
protected virtual void <scope.name>_scopeInit(
 <scope.name>_scope scope ) {}
<endif>
```

```
<if(scope.actions.scopeafter)>
protected void <scope.name>_scopeAfter( <scope.name>_scope scope )
{
 <scope.actions.scopeafter>
}
<else>
protected virtual void <scope.name>_scopeAfter( <scope.name>_scope scope ) {}
<endif>
protected readonly ListStack\<<scope.name>_scope> <scope.name>_stack = new
ListStack\<<scope.name>_scope>();
<endif>
<endif>
>>

globalAttributeScope(scope) ::= <<
<attributeScope(...)>
>>

ruleAttributeScope(scope) ::= <<
<attributeScope(...)>
>>

returnStructName(it) ::= "<it.name>_return"

returnType(ruleDescriptor) ::= <%
<if(ruleDescriptor.returnScope.attributes && ruleDescriptor.hasMultipleReturnValues)>
 <ruleDescriptor.grammar.recognizerName>.<ruleDescriptor:returnStructName()>
<elseif(ruleDescriptor.hasMultipleReturnValues)>
 <ruleReturnBaseType()>
<elseif(ruleDescriptor.hasSingleReturnValue)>
 <ruleDescriptor.singleValueReturnType>
<else>
 void
<endif>
%>

/** Generate the C# type associated with
 a single or multiple return
*  values.
*/
ruleLabelType(referencedRule) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
 <ruleReturnBaseType()>
<elseif(referencedRule.hasSingleReturnValue)>
 <referencedRule.singleValueReturnType>
<else>
 void
<endif>
```

```
%>

delegateName(it) ::= <<
<if(it.label)><it.label><else>g<it.name><endif>
>>

/** Using a type to init value map, try to init a type; if not in table
*  must be an object, default value is "null".
*/
initValue(typeName) ::= <<
default(<typeName>)
>>

/** Define a rule label including default value */
ruleLabelDef(label) ::= <%
<ruleLabelType(referencedRule=label.referencedRule)> <label.label.text> =
<initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))>;
%>

/** Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
*  subgroups to stick in members.
*/
returnScope(scope) ::= <<
<if(scope.attributes && ruleDescriptor.hasMultipleReturnValues)>
<returnScopeModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)>
 sealed partial class <ruleDescriptor:returnStructName()> : <ruleReturnBaseType()><@ruleReturnInterfaces()>
{
 <scope.attributes:{it|public <it.decl>;}; separator="\n">
 <@ruleReturnMembers()>
}
<endif>
>>

ruleReturnBaseType() ::= <%
<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope\<<labelType>>
%>

@returnScope.ruleReturnMembers() ::= <<
>>

parameterScope(scope) ::= <<
<scope.attributes:{it|<it.decl>}; separator=", ">
>>

parameterAttributeRef(attr) ::= <<
<attr.name; format="id">
>>
```

```
parameterSetAttributeRef(attr,expr) ::= <<
<attr.name; format="id"> =<expr>;
>>

scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
<scope>_stack[<scope>_stack.Count - <negIndex> - 1].<attr.name; format="id">
<else>
<if(index)>
<scope>_stack[<index>].<attr.name; format="id">
<else>
<scope>_stack.Peek().<attr.name; format="id">
<endif>
<endif>
%>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::=
 <%
<if(negIndex)>
<scope>_stack[<scope>_stack.Count - <negIndex> - 1].<attr.name; format="id"> = <expr>;
<else>
<if(index)>
<scope>_stack[<index>].<attr.name; format="id"> = <expr>;
<else>
<scope>_stack.Peek().<attr.name; format="id"> = <expr>;
<endif>
<endif>
%>

/** $x is either global scope or x is rule with dynamic scope; refers
*  to stack itself not top of stack.  This is useful for predicates
*  like {$function.Count>0 && $function::name.Equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
(<scope>!=null?((<returnType(referencedRule)>)<scope>).<attr.name; format="id">:<initValue(attr.type)>)
<else>
<scope>
<endif>
%>

returnAttributeRef(ruleDescriptor,attr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name; format="id">
```

```
<else>
<attr.name; format="id">
<endif>
%>

returnSetAttributeRef(ruleDescriptor,attr,expr)
 ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name; format="id"> =<expr>;
<else>
<attr.name; format="id"> =<expr>;
<endif>
%>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


// not sure the next are the right approach

tokenLabelPropertyRef_text(scope,attr) ::= "(<scope>!=null?<scope>.Text:default(string))"
tokenLabelPropertyRef_type(scope,attr) ::= "(<scope>!=null?<scope>.Type:0)"
tokenLabelPropertyRef_line(scope,attr) ::= "(<scope>!=null?<scope>.Line:0)"
tokenLabelPropertyRef_pos(scope,attr) ::= "(<scope>!=null?<scope>.CharPositionInLine:0)"
tokenLabelPropertyRef_channel(scope,attr) ::= "(<scope>!=null?<scope>.Channel:0)"
tokenLabelPropertyRef_index(scope,attr) ::= "(<scope>!=null?<scope>.TokenIndex:0)"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"
tokenLabelPropertyRef_int(scope,attr) ::= "(<scope>!=null?int.Parse(<scope>.Text):0)"

ruleLabelPropertyRef_start(scope,attr)
 ::= "(<scope>!=null?((<labelType>)<scope>.Start):default(<labelType>))"
ruleLabelPropertyRef_stop(scope,attr) ::= "(<scope>!=null?((<labelType>)<scope>.Stop):default(<labelType>))"
ruleLabelPropertyRef_tree(scope,attr) ::=
"(<scope>!=null?((<ASTLabelType>)<scope>.Tree):default(<ASTLabelType>))"
ruleLabelPropertyRef_text(scope,attr) ::= <%
<if(TREE_PARSER)>
(<scope>!=null?(input.TokenStream.ToString(
 input.TreeAdaptor.GetTokenStartIndex(<scope>.Start),
 input.TreeAdaptor.GetTokenStopIndex(<scope>.Start))):default(string))
<else>
(<scope>!=null?input.ToString(<scope>.Start,<scope>.Stop):default(string))
<endif>
%>

ruleLabelPropertyRef_st(scope,attr) ::= "(<scope>!=null?<scope>.Template:null)"
```

```
/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::=
   "(<scope>!=null?<scope>.Type:0)"

lexerRuleLabelPropertyRef_line(scope,attr) ::=
   "(<scope>!=null?<scope>.Line:0)"

lexerRuleLabelPropertyRef_pos(scope,attr)
 ::=
   "(<scope>!=null?<scope>.CharPositionInLine:-1)"

lexerRuleLabelPropertyRef_channel(scope,attr) ::=
   "(<scope>!=null?<scope>.Channel:0)"

lexerRuleLabelPropertyRef_index(scope,attr) ::=
   "(<scope>!=null?<scope>.TokenIndex:0)"

lexerRuleLabelPropertyRef_text(scope,attr) ::=
   "(<scope>!=null?<scope>.Text:default(string))"

lexerRuleLabelPropertyRef_int(scope,attr) ::=
   "(<scope>!=null?int.Parse(<scope>.Text):0)"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "retval.Start"
rulePropertyRef_stop(scope,attr) ::= "retval.Stop"
rulePropertyRef_tree(scope,attr) ::= "retval.Tree"
rulePropertyRef_text(scope,attr) ::= <%
<if(TREE_PARSER)>
input.TokenStream.ToString(
 input.TreeAdaptor.GetTokenStartIndex(retval.Start),
 input.TreeAdaptor.GetTokenStopIndex(retval.Start))
<else>
input.ToString(retval.Start,input.LT(-1))
<endif>
%>
rulePropertyRef_st(scope,attr)
 ::= "retval.Template"

lexerRulePropertyRef_text(scope,attr) ::= "Text"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
```

```
lexerRulePropertyRef_start(scope,attr) ::= "state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(CharIndex-1)"
lexerRulePropertyRef_int(scope,attr) ::= "int.Parse(<scope>.Text)"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.Tree = <expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.Template =<expr>;"

/** How to execute an action (only when not backtracking) */
execAction(action) ::= <%
<if(backtracking)>
if (<actions.(actionScope).synpredgate>)<\n>
{<\n>
<@indentedAction()><\n>
}
<else>
<action>
<endif>
%>

@execAction.indentedAction()
 ::= <<
 <action>
>>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)

bitset(name, words64) ::= <<
public static readonly BitSet <name> = new BitSet(new ulong[]{<words64:{it|<it>UL};separator=",">});
>>

codeFileExtension() ::= ".cs"

true_value() ::= "true"
false_value() ::= "false"

isTrue ::= [
 "true" : true,
 default : false
]
```

Found in path(s):
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/CSharp2/CSharp2.stg

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*/
/*
New style messages. This file only contains the messages in English, but no
information about which file, line, or column it occurred in.
The location and message ids are taken out of the formats directory.
        Kay Roepke
*/
group en_US;

// TOOL ERRORS
// file errors
CANNOT_WRITE_FILE(arg,exception,stackTrace) ::= <<
cannot write file <arg>: <exception>
<stackTrace; separator="\n">
>>
CANNOT_CLOSE_FILE(arg,exception,stackTrace) ::= "cannot close file <arg>: <exception>"
CANNOT_FIND_TOKENS_FILE(arg)
 ::= "cannot find tokens file <arg>"
ERROR_READING_TOKENS_FILE(arg,exception,stackTrace) ::= <<
problem reading token vocabulary file <arg>: <exception>
```

```
<stackTrace; separator="\n">
>>
DIR_NOT_FOUND(arg,exception,stackTrace) ::= "directory not found: <arg>"
OUTPUT_DIR_IS_FILE(arg,exception,stackTrace) ::= "output directory is a file: <arg>"
CANNOT_OPEN_FILE(arg,exception,stackTrace) ::= "cannot find or open file: <arg><if(exception)>; reason:
<exception><endif>"
CIRCULAR_DEPENDENCY() ::= "your grammars contain a circular dependency and cannot be sorted into a valid
build order."

INTERNAL_ERROR(arg,arg2,exception,stackTrace) ::= <<
internal error: <arg> <arg2><if(exception)>: <exception><endif>
<stackTrace; separator="\n">
>>
INTERNAL_WARNING(arg) ::= "internal warning: <arg>"
ERROR_CREATING_ARTIFICIAL_RULE(arg,exception,stackTrace) ::= <<
problems creating lexer rule listing all tokens: <exception>
<stackTrace; separator="\n">
>>
TOKENS_FILE_SYNTAX_ERROR(arg,arg2)
 ::=
 "problems parsing token vocabulary file <arg> on line <arg2>"
CANNOT_GEN_DOT_FILE(arg,exception,stackTrace) ::=
 "cannot write DFA DOT file <arg>: <exception>"
BAD_ACTION_AST_STRUCTURE(exception,stackTrace) ::=
 "bad internal tree structure for action '<arg>': <exception>"
BAD_AST_STRUCTURE(arg,exception,stackTrace) ::= <<
bad internal tree structure '<arg>': <exception>
<stackTrace; separator="\n">
>>
FILE_AND_GRAMMAR_NAME_DIFFER(arg,arg2) ::=
 "file <arg2> contains grammar <arg>; names must be identical"
FILENAME_EXTENSION_ERROR(arg) ::=
 "file <arg> must end in a file extension, normally .g"

// code gen errors
MISSING_CODE_GEN_TEMPLATES(arg) ::=
 "cannot find code generation templates <arg>.stg"
MISSING_CYCLIC_DFA_CODE_GEN_TEMPLATES() ::=
 "cannot find code generation cyclic DFA templates for language <arg>"
CODE_GEN_TEMPLATES_INCOMPLETE(arg) ::=
 "at least one code generation template missing for language <arg>"
CANNOT_CREATE_TARGET_GENERATOR(arg,exception,stackTrace)
 ::=
 "cannot create target <arg> code generator: <exception>"
STRING_TEMPLATE_ERROR(arg,exception,stackTrace) ::=
 "template error: <arg>"
CANNOT_COMPUTE_SAMPLE_INPUT_SEQ() ::=
 "cannot generate a sample input sequence from lookahead DFA"
```

```
// grammar interpretation errors
/*
NO_VIABLE_DFA_ALT(arg,arg2) ::=
 "no viable transition from state <arg> on <arg2> while interpreting DFA"
*/

// GRAMMAR ERRORS
SYNTAX_ERROR(arg) ::= "syntax error: <arg>"
RULE_REDEFINITION(arg) ::=
 "rule <arg> redefinition"
LEXER_RULES_NOT_ALLOWED(arg) ::=
 "lexer rule <arg> not allowed in parser"
PARSER_RULES_NOT_ALLOWED(arg) ::=
 "parser rule <arg> not allowed in lexer"
CANNOT_FIND_ATTRIBUTE_NAME_IN_DECL(arg) ::=
 "cannot find an attribute name in attribute declaration"
NO_TOKEN_DEFINITION(arg) ::=
 "no lexer rule corresponding to token: <arg>"
UNDEFINED_RULE_REF(arg) ::=
 "reference to undefined rule: <arg>"
LITERAL_NOT_ASSOCIATED_WITH_LEXER_RULE(arg) ::=
 "literal has no associated lexer rule: <arg>"
CANNOT_ALIAS_TOKENS_IN_LEXER(arg)
 ::=
 "literals are illegal in lexer tokens{} section: <arg>"
ATTRIBUTE_REF_NOT_IN_RULE(arg,arg2) ::=
 "reference to attribute outside of a rule: <arg><if(arg2)>.<arg2><endif>"
UNKNOWN_ATTRIBUTE_IN_SCOPE(arg,arg2) ::=
 "unknown attribute for <arg>: <arg2>"
UNKNOWN_RULE_ATTRIBUTE(arg,arg2) ::=
 "unknown attribute for rule <arg>: <arg2>"
UNKNOWN_SIMPLE_ATTRIBUTE(arg,args2) ::=
 "attribute is not a token, parameter, or return value: <arg>"
ISOLATED_RULE_SCOPE(arg) ::=
 "missing attribute access on rule scope: <arg>"
INVALID_RULE_PARAMETER_REF(arg,arg2) ::=
 "cannot access rule <arg>'s parameter: <arg2>"
INVALID_RULE_SCOPE_ATTRIBUTE_REF(arg,arg2) ::=
 "cannot access rule <arg>'s dynamically-scoped attribute: <arg2>"
SYMBOL_CONFLICTS_WITH_GLOBAL_SCOPE(arg) ::=
 "symbol <arg> conflicts with global dynamic scope with same name"
WRITE_TO_READONLY_ATTR(arg,arg2,arg3) ::=
 "cannot write to read only attribute: $<arg><if(arg2)>.<arg2><endif>"
LABEL_CONFLICTS_WITH_RULE(arg)
 ::=
 "label <arg> conflicts with rule with same name"
LABEL_CONFLICTS_WITH_TOKEN(arg) ::=
```

"label <arg> conflicts with token with same name"
LABEL_CONFLICTS_WITH_RULE_SCOPE_ATTRIBUTE(arg,arg2) ::=
"label <arg> conflicts with rule <arg2>'s dynamically-scoped attribute with same name"
LABEL_CONFLICTS_WITH_RULE_ARG_RETVAL(arg,arg2) ::=
"label <arg> conflicts with rule <arg2>'s return value or parameter with same name"
ATTRIBUTE_CONFLICTS_WITH_RULE(arg,arg2) ::=
"rule <arg2>'s dynamically-scoped attribute <arg> conflicts with the rule name"
ATTRIBUTE_CONFLICTS_WITH_RULE_ARG_RETVAL(arg,arg2) ::=
"rule <arg2>'s dynamically-scoped attribute <arg> conflicts with<arg2>'s return value or parameter with same name"
LABEL_TYPE_CONFLICT(arg,arg2) ::=
"label <arg> type mismatch with previous definition: <arg2>"
ARG_RETVAL_CONFLICT(arg,arg2) ::=
"rule <arg2>'s argument <arg> conflicts a return value with same name"
NONUNIQUE_REF(arg) ::=
"<arg> is a non-unique reference"
FORWARD_ELEMENT_REF(arg)
::=
"illegal forward reference: <arg>"
MISSING_RULE_ARGS(arg) ::=
"missing parameter(s) on rule reference: <arg>"
RULE_HAS_NO_ARGS(arg) ::=
"rule <arg> has no defined parameters"
ARGS_ON_TOKEN_REF(arg) ::=
"token reference <arg> may not have parameters"
ILLEGAL_OPTION(arg) ::=
"illegal option <arg>"
LIST_LABEL_INVALID_UNLESS_RETVAL_STRUCT(arg) ::=
"rule '+=' list labels are not allowed w/o output option: <arg>"
UNDEFINED_TOKEN_REF_IN_REWRITE(arg) ::=
"reference to undefined token in rewrite rule: <arg>"
REWRITE_ELEMENT_NOT_PRESENT_ON_LHS(arg) ::=
"reference to rewrite element <arg> without reference on left of ->"
UNDEFINED_LABEL_REF_IN_REWRITE(arg) ::=
"reference to undefined label in rewrite rule: $<arg>"
NO_GRAMMAR_START_RULE (arg) ::=
"grammar <arg>: no start rule (no rule can obviously be followed by EOF)"
EMPTY_COMPLEMENT(arg) ::= <<
<if(arg)>
set complement ~<arg> is empty
<else>
set complement is empty
<endif>
>>
UNKNOWN_DYNAMIC_SCOPE(arg) ::=
"unknown
dynamic scope: <arg>"
UNKNOWN_DYNAMIC_SCOPE_ATTRIBUTE(arg,arg2) ::=

"unknown dynamically-scoped attribute for scope <arg>: <arg2>"
RULE_REF_AMBIG_WITH_RULE_IN_ALT(arg) ::=
"reference $<arg> is ambiguous; rule <arg> is enclosing rule and referenced in the production (assuming enclosing rule)"
ISOLATED_RULE_ATTRIBUTE(arg) ::=
"reference to locally-defined rule scope attribute without rule name: <arg>"
INVALID_ACTION_SCOPE(arg,arg2) ::=
"unknown or invalid action scope for <arg2> grammar: <arg>"
ACTION_REDEFINITION(arg) ::=
"redefinition of <arg> action"
DOUBLE_QUOTES_ILLEGAL(arg) ::=
"string literals must use single quotes (such as \'begin\'): <arg>"
INVALID_TEMPLATE_ACTION(arg) ::=
"invalid StringTemplate % shorthand syntax: '<arg>'"
MISSING_ATTRIBUTE_NAME() ::=
"missing attribute name on $ reference"
ARG_INIT_VALUES_ILLEGAL(arg) ::=
"rule parameters may not have init values: <arg>"
REWRITE_OR_OP_WITH_NO_OUTPUT_OPTION(arg) ::=
"<if(arg)>rule <arg> uses <endif>rewrite
syntax or operator with no output option; setting output=AST"
AST_OP_WITH_NON_AST_OUTPUT_OPTION(arg) ::=
"AST operator with non-AST output option: <arg>"
NO_RULES(arg) ::= "grammar file <arg> has no rules"
MISSING_AST_TYPE_IN_TREE_GRAMMAR(arg) ::=
"tree grammar <arg> has no ASTLabelType option"
REWRITE_FOR_MULTI_ELEMENT_ALT(arg) ::=
"with rewrite=true, alt <arg> not simple node or obvious tree element; text attribute for rule not guaranteed to be correct"
RULE_INVALID_SET(arg) ::=
"Cannot complement rule <arg>; not a simple set or element"
HETERO_ILLEGAL_IN_REWRITE_ALT(arg) ::=
"alts with rewrites can't use heterogeneous types left of ->"
NO_SUCH_GRAMMAR_SCOPE(arg,arg2) ::=
"reference to undefined grammar in rule reference: <arg>.<arg2>"
NO_SUCH_RULE_IN_SCOPE(arg,arg2) ::=
"rule <arg2> is not defined in grammar <arg>"
TOKEN_ALIAS_CONFLICT(arg,arg2) ::=
"cannot alias <arg>; string already assigned to <arg2>"
TOKEN_ALIAS_REASSIGNMENT(arg,arg2) ::=
"cannot alias <arg>;
token name already assigned to <arg2>"
TOKEN_VOCAB_IN_DELEGATE(arg,arg2) ::=
"tokenVocab option ignored in imported grammar <arg>"
INVALID_IMPORT(arg,arg2) ::=
"<arg.grammarTypeString> grammar <arg.name> cannot import <arg2.grammarTypeString> grammar <arg2.name>"
IMPORTED_TOKENS_RULE_EMPTY(arg,arg2) ::=

```
 "no lexer rules contributed to <arg> from imported grammar <arg2>"
IMPORT_NAME_CLASH(arg,arg2) ::=
 "combined grammar <arg.name> and imported <arg2.grammarTypeString> grammar <arg2.name> both generate
<arg2.recognizerName>; import ignored"
AST_OP_IN_ALT_WITH_REWRITE(arg,arg2) ::=
 "rule <arg> alt <arg2> uses rewrite syntax and also an AST operator"
WILDCARD_AS_ROOT(arg) ::= "Wildcard invalid as root; wildcard can itself be a tree"
CONFLICTING_OPTION_IN_TREE_FILTER(arg,arg2) ::= "option <arg>=<arg2> conflicts with tree grammar
filter mode"
ILLEGAL_OPTION_VALUE(arg, arg2) ::= "value '<arg2>' invalid for option <arg>"
ALL_OPS_NEED_SAME_ASSOC(arg) ::= "all operators of alt <alt> of
 left-recursive rule must have same associativity"
RANGE_OP_ILLEGAL(arg) ::= "the .. range operator isn't allowed in parser rules"

// GRAMMAR WARNINGS

GRAMMAR_NONDETERMINISM(input,conflictingAlts,paths,disabled,hasPredicateBlockedByAction) ::=
<<
<if(paths)>
Decision can match input such as "<input>" using multiple alternatives:
<paths:{ it |  alt <it.alt> via NFA path <it.states; separator=","><\n>}>
<else>
Decision can match input such as "<input>" using multiple alternatives: <conflictingAlts; separator=", ">
<endif>
<if(disabled)><\n>As a result, alternative(s) <disabled; separator=","> were disabled for that
input<endif><if(hasPredicateBlockedByAction)><\n>Semantic predicates were present but were hidden by
actions.<endif>
>>

DANGLING_STATE(danglingAlts,input) ::= <<
the decision cannot distinguish between alternative(s) <danglingAlts; separator=","> for input such as "<input>"
>>

UNREACHABLE_ALTS(alts) ::= <<
The following alternatives can never be matched: <alts; separator=","><\n>
>>

INSUFFICIENT_PREDICATES(upon,altToLocations,hasPredicateBlockedByAction)
 ::= <<
Input such as "<upon>" is insufficiently covered with predicates at locations: <altToLocations.keys:{alt|alt <alt>:
<altToLocations.(alt):{loc| line <loc.line>:<loc.column> at <loc.text>}; separator=", ">}; separator=",
"><if(hasPredicateBlockedByAction)><\n>Semantic predicates were present but were hidden by actions.<endif>
>>

DUPLICATE_SET_ENTRY(arg) ::=
 "duplicate token type <arg> when collapsing subrule into set"

ANALYSIS_ABORTED(enclosingRule) ::= <<
```

```
ANTLR could not analyze this decision in rule <enclosingRule>; often this is because of recursive rule references
visible from the left edge of alternatives.  ANTLR will re-analyze the decision with a fixed lookahead of k=1.
Consider using "options {k=1;}" for that decision and possibly adding a syntactic predicate.
>>

RECURSION_OVERLOW(alt,input,targetRules,callSiteStates) ::= <<
Alternative <alt>: after matching input such as <input> decision
 cannot predict what comes next due to recursion overflow <targetRules,callSiteStates:{t,c|to <t> from
<c:{s|<s.enclosingRule.name>};separator=", ">}; separator=" and ">
>>

LEFT_RECURSION(targetRules,alt,callSiteStates) ::= <<
Alternative <alt> discovers infinite left-recursion <targetRules,callSiteStates:{t,c|to <t> from
<c:{s|<s.enclosingRule>};separator=", ">}; separator=" and ">
>>

UNREACHABLE_TOKENS(tokens) ::= <<
The following token definitions can never be matched because prior tokens match the same input: <tokens;
separator=",">
>>

TOKEN_NONDETERMINISM(input,conflictingTokens,paths,disabled,hasPredicateBlockedByAction) ::=
<<
<if(paths)>
Decision can match input such as "<input>" using multiple alternatives:
<paths:{ it | alt <it.alt> via NFA path <it.states; separator=","><\n>}>
<else>
Multiple token rules can match input such as "<input>": <conflictingTokens; separator=", "><\n>
<endif>
<if(disabled)><\n>As a result, token(s) <disabled; separator=","> were disabled for
 that input<endif><if(hasPredicateBlockedByAction)><\n>Semantic predicates were present but were hidden by
actions.<endif>
>>

LEFT_RECURSION_CYCLES(listOfCycles) ::= <<
The following sets of rules are mutually left-recursive <listOfCycles:{c| [<c:{r|<r.name>}; separator=", ">]};
separator=" and ">
>>

NONREGULAR_DECISION(ruleName,alts) ::= <<
[fatal] rule <ruleName> has non-LL(*) decision due to recursive rule invocations reachable from alts <alts;
separator=",">.  Resolve by left-factoring or using syntactic predicates or using backtrack=true option.
>>

/* l10n for message levels */
warning() ::= "warning"
error() ::= "error"
```

Found in path(s):
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/templates/messages/languages/en.stg
No license file was found, but licenses were detected in source scan.

/*
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*/

@outputFile.imports() ::= <<
<@super.imports()>
<if(!TREE_PARSER)><! tree parser would already have imported !>
import org.antlr.runtime.tree.*;<\n>
<endif>
>>

@genericParser.members() ::= <<
<@super.members()>
 <parserMembers()>
>>

/** Add an adaptor property that knows how to build trees */
parserMembers() ::= <<
protected TreeAdaptor adaptor = new CommonTreeAdaptor();

```
public void setTreeAdaptor(TreeAdaptor adaptor) {
 this.adaptor = adaptor;
 <grammar.directDelegates:{g|<g:delegateName()>.setTreeAdaptor(this.adaptor);}>
}
public
 TreeAdaptor getTreeAdaptor() {
 return adaptor;
}
>>

@returnScope.ruleReturnMembers() ::= <<
<ASTLabelType> tree;
@Override
public <ASTLabelType> getTree() { return tree; }
>>

/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
<ASTLabelType> root_0 = null;<\n>
>>

ruleLabelDefs() ::= <<
<super.ruleLabelDefs()>
<if(!ruleDescriptor.isSynPred)>
<[ruleDescriptor.tokenLabels,ruleDescriptor.wildcardTreeLabels,
 ruleDescriptor.wildcardTreeListLabels]:{it | <ASTLabelType> <it.label.text>_tree=null;}; separator="\n">
<ruleDescriptor.tokenListLabels:{it | <ASTLabelType> <it.label.text>_tree=null;}; separator="\n">
<if(ruleDescriptor.supportsLabelOptimization)>
<ruleDescriptor.allTokenRefsInRewrites
 :{it | RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>");}; separator="\n">
<ruleDescriptor.allRuleRefsInRewrites
 :{it | RewriteRuleSubtreeStream
 stream_<it>=new RewriteRuleSubtreeStream(adaptor,"rule <it>");}; separator="\n">
<else>
<ruleDescriptor.allTokenRefsInAltsWithRewrites
 :{it | RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>");}; separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites
 :{it | RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"rule <it>");};
separator="\n">
<endif>
<endif>
>>

/** When doing auto AST construction, we must define some variables;
```

```
*  These should be turned off if doing rewrites.  This must be a "mode"
*  as a rule could have both rewrite and AST within the same alternative
*  block.
*/
@alt.declarations() ::= <<
<if(autoAST)>
<if(outerAlt)>
<if(!rewriteMode && !ruleDescriptor.isSynPred)>
root_0 = (<ASTLabelType>)adaptor.nil();<\n>
<endif>
<endif>
<endif>
>>

// T r a c k i n g  R u l e  E l e m e n t s

/** ID and track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,terminalOptions={})
 ::= <<
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<token>.add(<label>);<\n>
>>

/** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
*  to the tracking list stream_ID for use in the rewrite.
*/
tokenRefTrackAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefTrack(...)>
<listLabel(elem=label, ...)>
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<token>.add(<label>);<\n>
>>

/** Match ^(label+=TOKEN ...) track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefRuleRootTrack(...)>
<listLabel(elem=label, ...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope)
 ::= <<
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<rule.name>.add(<label>.getTree());
```

```
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(...)>
<listLabel(label, {<label>.getTree()})>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<rule>.add(<label>.getTree());
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)>
<listLabel(label, {<label>.getTree()})>
>>

// R e w r i t e

rewriteCode(
 alts, description,
 referencedElementsDeep, // ALL referenced elements to right of ->
 referencedTokenLabels,
 referencedTokenListLabels,
 referencedRuleLabels,
 referencedRuleListLabels,
 referencedWildcardLabels,
 referencedWildcardListLabels,
 rewriteBlockLevel,
 enclosingTreeLevel, treeLevel) ::=
<<

// AST REWRITE
// elements: <referencedElementsDeep; separator=", ">
// token labels: <referencedTokenLabels; separator=", ">
// rule labels: <referencedRuleLabels; separator=", ">
// token list labels: <referencedTokenListLabels; separator=", ">
// rule list labels: <referencedRuleListLabels; separator=", ">
// wildcard labels: <[referencedWildcardLabels,referencedWildcardListLabels]; separator=", ">
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {
<endif>
<prevRuleRootRef()>.tree = root_0;
<rewriteCodeLabels()>
root_0 = (<ASTLabelType>)adaptor.nil();
```

```
<alts:rewriteAlt(); separator="else ">
<! if tree parser and rewrite=true !>
<if(TREE_PARSER)>
<if(rewriteMode)>
<prevRuleRootRef()>.tree = (<ASTLabelType>)adaptor.rulePostProcessing(root_0);
input.replaceChildren(adaptor.getParent(retval.start),
      adaptor.getChildIndex(retval.start),
      adaptor.getChildIndex(_last),
      retval.tree);
<endif>
<endif>
<!
 if parser or tree-parser && rewrite!=true, we need to set result !>
<if(!TREE_PARSER)>
<prevRuleRootRef()>.tree = root_0;
<else>
<if(!rewriteMode)>
<prevRuleRootRef()>.tree = root_0;
<endif>
<endif>
<if(backtracking)>
}
<endif>
>>

rewriteCodeLabels() ::= <<
<referencedTokenLabels
 :{it | RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>",<it>);};
 separator="\n"
>
<referencedTokenListLabels
 :{it | RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>", list_<it>);};
 separator="\n"
>
<referencedWildcardLabels
 :{it | RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"wildcard <it>",<it>);};
 separator="\n"
>
<referencedWildcardListLabels
 :{it | RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"wildcard <it>",list_<it>);};
 separator="\n"
>
<referencedRuleLabels
 :{it | RewriteRuleSubtreeStream
 stream_<it>=new RewriteRuleSubtreeStream(adaptor,"rule <it>",<it>!=null?<it>.getTree():null);};
 separator="\n"
```

```
>
<referencedRuleListLabels
 :{it | RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"token <it>",list_<it>);};
 separator="\n"
>
>>

/** Generate code for an optional rewrite block; note it uses the deep ref'd element
 *  list rather shallow like other blocks.
 */
rewriteOptionalBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
if ( <referencedElementsDeep:{el | stream_<el>.hasNext()}; separator="||"> ) {
 <alt>
}
<referencedElementsDeep:{el | stream_<el>.reset();<\n>}>
>>

rewriteClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
while ( <referencedElements:{el
 | stream_<el>.hasNext()}; separator="||"> ) {
 <alt>
}
<referencedElements:{el | stream_<el>.reset();<\n>}>
>>

rewritePositiveClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
if ( !(<referencedElements:{el | stream_<el>.hasNext()}; separator="||">) ) {
 throw new RewriteEarlyExitException();
}
while ( <referencedElements:{el | stream_<el>.hasNext()}; separator="||"> ) {
 <alt>
```

```
}
<referencedElements:{el | stream_<el>.reset();<\n>}>
>>

rewriteAlt(a) ::= <<
// <a.description>
<if(a.pred)>
if (<a.pred>) {
 <a.alt>
}<\n>
<else>
{
 <a.alt>
}<\n>
<endif>
>>

/** For empty rewrites: "r : ... -> ;" */
rewriteEmptyAlt() ::= "root_0 = null;"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
{
<ASTLabelType> root_<treeLevel> = (<ASTLabelType>)adaptor.nil();
<root:rewriteElement()>
<children:rewriteElement()>
adaptor.addChild(root_<enclosingTreeLevel>,
 root_<treeLevel>);
}<\n>
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>"

rewriteElement(e) ::= <<
<@pregen()>
<e.el>
>>

/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,args,terminalOptions={}) ::= <<
adaptor.addChild(root_<treeLevel>, <createRewriteNodeFromElement(...)>);
>>

/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextNode());
>>
```

```
/** Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextNode());
>>

/** Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>);
>>

/** Gen ^($label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^(ID ...) or ^(ID[args]
 ...) */
rewriteTokenRefRoot(token,elementIndex,args,terminalOptions={}) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<createRewriteNodeFromElement(...)>,
root_<treeLevel>);
>>

rewriteImaginaryTokenRef(args,token,elementIndex,terminalOptions={}) ::= <<
adaptor.addChild(root_<treeLevel>, <createImaginaryNode(token,args,terminalOptions)>);
>>

rewriteImaginaryTokenRefRoot(args,token,elementIndex,terminalOptions={}) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<createImaginaryNode(token,args,terminalOptions)>,
root_<treeLevel>);
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
root_0 = <action>;
>>

/** What is the name of the previous value of this rule's root tree?  This
*  let's us refer to $rule to mean previous value.  I am reusing the
*  variable 'tree' sitting in retval struct to hold the value of root_0 right
*  before I set it during rewrites.  The assign will be to retval.tree.
*/
prevRuleRootRef() ::= "retval"

rewriteRuleRef(rule)
 ::= <<
adaptor.addChild(root_<treeLevel>, stream_<rule>.nextTree());
>>

rewriteRuleRefRoot(rule) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(stream_<rule>.nextNode(), root_<treeLevel>);
```

```
>>

rewriteNodeAction(action) ::= <<
adaptor.addChild(root_<treeLevel>, <action>);
>>

rewriteNodeActionRoot(action) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<action>, root_<treeLevel>);
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());
>>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());
>>

/** Gen ^($ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>);
>>

/** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label)
 ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>);
>>

rewriteWildcardLabelRef(label) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());
>>


createImaginaryNode(tokenType,args,terminalOptions={}) ::= <%
<if(terminalOptions.node)>
<! new MethodNode(IDLabel, args) !>
new <terminalOptions.node>(<tokenType><if(args)>, <args; separator=", "><endif>)
<else>
(<ASTLabelType>)adaptor.create(<tokenType>, <args; separator=", "><if(!args)>"<tokenType>"<endif>)
<endif>
%>

createRewriteNodeFromElement(token,args,terminalOptions={}) ::= <%
<if(terminalOptions.node)>
new <terminalOptions.node>(stream_<token>.nextToken()<if(args)>, <args; separator=", "><endif>)
```

<else>
<if(args)> <! must create new node from old !>
adaptor.create(<token>, <args; separator=", ">)
<else>
stream_<token>.nextNode()
<endif>
<endif>
%>

Found in path(s):
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/Java/AST.stg
No license file was found, but licenses were detected in source scan.

/*
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THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

/** Templates for building ASTs during normal parsing.
*
* Deal with many combinations. Dimensions are:
* Auto build or rewrite
*   no label, label, list label (label/no-label handled together)
*   child, root

```
*    token, set, rule, wildcard
*
*  The situation is not too bad as rewrite (->) usage makes ^ and !
*  invalid. There is no huge explosion of combinations.
*/

finishedBacktracking(block) ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(backtracking)>
if <actions.(actionScope).synpredgate>:
   <block>
<else>
<block>
<endif>
<endif>
>>

@ruleBody.setErrorReturnValue() ::= <<
retval.tree = self._adaptor.errorNode(self.input, retval.start, self.input.LT(-1), re)
>>

// TOKEN AST STUFF

/** ID and output=AST */
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <<
<super.tokenRef(...)>
<finishedBacktracking({
<label>_tree = <createNodeFromToken(...)>
self._adaptor.addChild(root_0, <label>_tree)
})>
>>

/** ID! and output=AST (same as plain tokenRef) */
tokenRefBang(token,label,elementIndex,terminalOptions={}) ::= "<super.tokenRef(...)>"

/** ID^ and output=AST */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <<
<super.tokenRef(...)>
<finishedBacktracking({
<label>_tree = <createNodeFromToken(...)>
root_0 = self._adaptor.becomeRoot(<label>_tree, root_0)
})>
>>

/** ids+=ID! and output=AST */
tokenRefBangAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)>
<listLabel(elem=label,...)>
```

```
>>

/**
 label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

// SET AST

// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code.  I don't use the region stuff because I need to pass
// different chunks depending on the operator.  I don't like making
// the template name have the operator as the number of templates gets
// large but this is the most flexible--this is as opposed to having
// the code generator call matchSet then add root code or ruleroot code
// plus list label plus ...  The combinations might require complicated
// rather than just added on code.  Investigate
 that refactoring when
// I have more time.

matchSet(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <%
<super.matchSet(postmatchCode={<finishedBacktracking({self._adaptor.addChild(root_0,
<createNodeFromToken(...)>)})>}, ...)>
%>

matchRuleBlockSet(s,label,elementIndex,postmatchCode,treeLevel="0",terminalOptions={}) ::= <<
<matchSet(...)>
>>

matchSetBang(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= "<super.matchSet(...)>"

// note there is no matchSetTrack because -> rewrites force sets to be
// plain old blocks of alts: (A|B|...|C)

matchSetRuleRoot(s,label,elementIndex,debug,terminalOptions={}) ::= <<
<if(label)>
<label> = self.input.LT(1)<\n>
<endif>
<super.matchSet(postmatchCode={<finishedBacktracking({root_0 =
```

```
self._adaptor.becomeRoot(<createNodeFromToken(...)>, root_0)})>}, ...)>
>>

// RULE REF AST

/** rule when output=AST */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<finishedBacktracking({self._adaptor.addChild(root_0,
 <label>.tree)})>
>>

/** rule! is same as normal rule ref */
ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)>"

/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<finishedBacktracking({root_0 = self._adaptor.becomeRoot(<label>.tree, root_0)})>
>>

/** x+=rule when output=AST */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(label, {<label>.tree})>
>>

/** x+=rule! when output=AST is a rule ref with list addition */
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefBang(...)>
<listLabel(label, {<label>.tree})>
>>

/** x+=rule^ */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(label, {<label>.tree})>
>>

// WILDCARD AST

wildcard(token,label,elementIndex,terminalOptions={}) ::= <<
<super.wildcard(...)>
<finishedBacktracking({
<label>_tree = self._adaptor.createWithPayload(<label>)
self._adaptor.addChild(root_0,
 <label>_tree)
})>
```

>>

wildcardBang(label,elementIndex) ::= "<super.wildcard(...)>"

wildcardRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <<
<super.wildcard(...)>
<finishedBacktracking({
<label>_tree = self._adaptor.createWithPayload(<label>)
root_0 = self._adaptor.becomeRoot(<label>_tree, root_0)
})>
>>

createNodeFromToken(label,terminalOptions={}) ::= <%
<if(terminalOptions.node)>
<terminalOptions.node>(<label>) <! new MethodNode(IDLabel) !>
<else>
self._adaptor.createWithPayload(<label>)
<endif>
%>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<finishedBacktracking({
retval.tree = self._adaptor.rulePostProcessing(root_0)
self._adaptor.setTokenBoundaries(retval.tree, retval.start, retval.stop)
})>
>>

Found in path(s):
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/Python3/ASTParser.stg
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*/
@genericParserHeaderFile.memVars() ::= <<
/* AST parserHeaderFile.memVars */
NSInteger ruleLevel;
NSArray *ruleNames;
<@super.memVars()> /* AST super.memVars */
<parserMemVars()>   /* AST parserMemVars */
>>

@genericParserHeaderFile.properties() ::= <<
/* AST parserHeaderFile.properties */
<@super.properties()> /* AST super.properties */
<parserProperties()>   /* AST parserproperties */
>>

@genericParserHeaderFile.methodsDecl() ::= <<
/* AST parserHeaderFile.methodsDecl
 */
<@super.methodsDecl()> /* AST super.methodsDecl */
<parserMethodsDecl()>   /* AST parsermethodsDecl */
>>

@genericParser.synthesize() ::= <<
/* AST genericParser.synthesize */
<@super.synthesize()>
<parserSynthesize()>
>>

@genericParser.methods() ::= <<
/* AST genericParser.methods */
<@super.methods()>
<parserMethods()>
>>

/* additional init code for tree support */
@genericParser.init() ::= <<
/* AST genericParser.init */

```
<@super.init()>
[self setTreeAdaptor:[[CommonTreeAdaptor newTreeAdaptor] retain]];
>>

@genericParser.dealloc() ::= <<
/* AST genericParser.dealloc */
[self setTreeAdaptor:nil];
<@super.dealloc()>
>>

/* Add an adaptor property that knows how to build trees */
parserMemVars() ::= <<
/* AST parserMemVars */
id\<TreeAdaptor> treeAdaptor;
>>

/* Add an adaptor property that knows how to build trees */
parserProperties() ::= <<
/* AST parserProperties */
@property (retain, getter=getTreeAdaptor, setter=setTreeAdaptor:) id\<TreeAdaptor> treeAdaptor;
>>

/**
 Declaration of additional tree support methods - go in interface of parserHeaderFile() */
parserMethodsDecl() ::= <<
/* AST parserMethodsDecl */
- (id\<TreeAdaptor>) getTreeAdaptor;
- (void) setTreeAdaptor:(id\<TreeAdaptor>)theTreeAdaptor;
>>

/* Add an adaptor property that knows how to build trees */
parserSynthesize() ::= <<
/* AST parserProperties */
@synthesize treeAdaptor;
>>

/** Definition of addition tree support methods - go in implementation of genericParser() */
parserMethods() ::= <<
/* AST parserMethods */
- (id\<TreeAdaptor>) getTreeAdaptor
{
 return treeAdaptor;
}

- (void) setTreeAdaptor:(id\<TreeAdaptor>)aTreeAdaptor
{
 if (aTreeAdaptor != treeAdaptor) {
  treeAdaptor = aTreeAdaptor;
```

```
 }
}
>>

/** addition memVars for returnscopes */
@returnScopeInterface.memVars() ::= <<
/* AST returnScopeInterface.memVars */
<recognizer.ASTLabelType; null="CommonTree"> *tree;
>>

/** the interface of returnScope properties */
@returnScopeInterface.properties() ::= <<
/* AST returnScopeInterface.properties
 */
@property (retain, getter=getTree, setter=setTree:) <recognizer.ASTLabelType; null="CommonTree"> *tree;
>>

/** the interface of returnScope methodsDecl */
@returnScopeInterface.methodsDecl() ::= <<
/* AST returnScopeInterface.methodsDecl */
- (<recognizer.ASTLabelType; null="CommonTree"> *)getTree;<\n>
- (void) setTree:(<recognizer.ASTLabelType; null="CommonTree"> *)aTree;<\n>
>>

/** the implementation of returnScope synthesize */
@returnScopeImplementation.synthesize() ::= <<
/* AST returnScope.synthesize */
@synthesize tree;
>>

/** the implementation of returnScope methods */
@returnScopeImplementation.methods() ::= <<
/* AST returnScope.methods */
- (<ASTLabelType> *)getTree
{
  return tree;
}

- (void) setTree:(<ASTLabelType> *)aTree
{
  if (tree != aTree) {
     if (tree != nil) [tree release];
     if (aTree != nil) [aTree retain];
     tree = aTree;
  }
}

- (void) dealloc
```

```
{
  self.tree = nil;
  [super dealloc];
}

>>

/** Add
 a variable to track rule's return AST */
ruleDeclarations() ::= <<
/* AST ruleDeclarations */
<super.ruleDeclarations()>
<ASTLabelType> *root_0 = nil;<\n>
>>

ruleLabelDefs() ::= <<
/* AST ruleLabelDefs */
<super.ruleLabelDefs()>
<[ruleDescriptor.tokenLabels,ruleDescriptor.wildcardTreeLabels,
 ruleDescriptor.wildcardTreeListLabels]:{it | <ASTLabelType> *<it.label.text>_tree=nil;}; separator="\n">
<ruleDescriptor.tokenListLabels:{it | <ASTLabelType> *<it.label.text>_tree = nil;}; separator="\n">
<ruleDescriptor.allTokenRefsInAltsWithRewrites:{it | RewriteRuleTokenStream *stream_<it> =
  [[RewriteRule<rewriteElementType>Stream newRewriteRule<rewriteElementType>Stream:treeAdaptor
                                        description:@"token <it>"] retain];}; separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites:{it | RewriteRuleSubtreeStream *stream_<it> =
  [[RewriteRuleSubtreeStream newRewriteRuleSubtreeStream:treeAdaptor

            description:@"rule <it>"] retain];}; separator="\n">
>>

ruleCleanUp() ::= <<
/* AST ruleCleanUp */
<super.ruleCleanUp()>
<[ruleDescriptor.allTokenRefsInAltsWithRewrites,ruleDescriptor.allRuleRefsInAltsWithRewrites]:{it |
[stream_<it> release];}; separator="\n">
<!
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(backtracking)>if ( state.backtracking == 0 ) {<\n>
<endif>
  [<prevRuleRootRef()> setTree:(<ASTLabelType> *)[treeAdaptor rulePostProcessing:root_0]];<\n>
  [treeAdaptor setTokenBoundaries:[<prevRuleRootRef()> getTree]
                     From:[<prevRuleRootRef()> getStart]
                       To:[<prevRuleRootRef()> getStop]];<\n>
<if(backtracking)>}<\n>
<endif>
<endif>
[root_0 release];
!>
```

```
>>

rewriteCodeLabelsCleanUp() ::= <<
/* AST rewriteCodeLabelsCleanUp */
<referencedTokenLabels:{it | [stream_<it> release];}; separator="\n">
<referencedTokenListLabels:{it | [stream_<it> release];}; separator="\n">
<referencedRuleLabels:{it |
 [stream_<it> release];}; separator="\n">
<referencedRuleListLabels:{it | [stream_<it> release];}; separator="\n">
>>

/** When doing auto AST construction, we must define some variables;
*  These should be turned off if doing rewrites.  This must be a "mode"
*  as a rule could have both rewrite and AST within the same alternative
*  block.
*/
@alt.declarations() ::= <<
<if(autoAST)>
<if(outerAlt)>
<if(!rewriteMode)>
root_0 = (<ASTLabelType> *)[[[treeAdaptor class] newEmptyTree] retain];<\n>
<endif>
<endif>
<endif>
>>

// T r a c k i n g  R u l e  E l e m e n t s

/** ID and track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex) ::= <<
<! <super.tokenRef(...)> !>
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) <endif>
  [stream_<token> addElement:<label>];<\n>
>>

/** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
*  to the tracking list stream_ID for use in the
 rewrite.
*/
tokenRefTrackAndListLabel(token,label,elementIndex) ::= <<
<tokenRefTrack(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex) ::= <<
```

```
<! <super.tokenRef(...)> !>
<tokenRefBang(...)>
<if(backtracking)>
if ( !<actions.(actionScope).synpredgate> ) <endif>
  [stream_<token> addElement:<label>];<\n>
>>

/** Match ^(label+=TOKEN ...) track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex) ::= <<
<tokenRefRuleRootTrack(...)>
<listLabel(elem=label,...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>
[stream_<rule.name> addElement:[<label> getTree]];
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(...)>
<listLabel(elem={[<label> getTree]},...)>
>>

/**
 ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<! <super.ruleRefRuleRoot(...)> !>
<ruleRefRuleRoot(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>
  [stream_<rule.name> addElement:[<label> getTree]];<\n>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)>
<listLabel(elem={[<label> getTree]},...)>
>>

// R e w r i t e

rewriteCode(
 alts, description,
 referencedElementsDeep, // ALL referenced elements to right of ->
 referencedTokenLabels,
 referencedTokenListLabels,
```

```
 referencedRuleLabels,
 referencedRuleListLabels,
 referencedWildcardLabels,
 referencedWildcardListLabels,
 rewriteBlockLevel, enclosingTreeLevel, treeLevel) ::=
<<

// AST REWRITE
// elements: <referencedElementsDeep; separator=", ">
// token labels: <referencedTokenLabels; separator=", ">
// rule labels: <referencedRuleLabels; separator=", ">
// token list
 labels: <referencedTokenListLabels; separator=", ">
// rule list labels: <referencedRuleListLabels; separator=", ">
// wildcard labels: <[referencedWildcardLabels,referencedWildcardListLabels]; separator=", ">
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {<\n>
<endif>
<prevRuleRootRef()>.tree = root_0;<\n>
<rewriteCodeLabels()>
root_0 = (<ASTLabelType> *)[[[treeAdaptor class] newEmptyTree] retain];<\n>
<alts:rewriteAlt(); separator="else ">
<! if tree parser and rewrite=true !>
<if(TREE_PARSER)>
<if(rewriteMode)>
<prevRuleRootRef()>.tree = (<ASTLabelType>)[treeAdaptor rulePostProcessing:root_0];
[input replaceChildren:[treeAdaptor getParent:retval.start]
                  From:[treeAdaptor getChildIndex:retval.start]
                    To:[treeAdaptor getChildIndex:_last]
                  With:retval.tree];
<endif>
<endif>
<! if parser or tree-parser && rewrite!=true, we need to set result !>
<if(!TREE_PARSER)>
<prevRuleRootRef()>.tree = root_0;<\n>
<else>
<if(!rewriteMode)>
<prevRuleRootRef()>.tree
 = root_0;<\n>
<endif>
<endif>
<if(backtracking)>
}
<endif>
>>

rewriteCodeLabels() ::= <<
<referencedTokenLabels
```

```
  :{it | RewriteRule<rewriteElementType>Stream *stream_<it> =
  [[RewriteRule<rewriteElementType>Stream newRewriteRule<rewriteElementType>Stream:treeAdaptor
description:@"token <it>" element:<it>] retain];};
  separator="\n"
>
<referencedTokenListLabels:{it | RewriteRule<rewriteElementType>Stream *stream_<it> =
  [[RewriteRule<rewriteElementType>Stream newRewriteRule<rewriteElementType>Stream:treeAdaptor
     description:@"token <it>" elements:list_<it>] retain];};
  separator="\n"
>
<referencedWildcardLabels:{it | RewriteRuleSubtreeStream stream_<it> =
  [[RewriteRuleSubtreeStream newRewriteRuleSubtreeStream:treeAdaptor
     description:"wildcard <it>" element:<it>] retain];};
  separator="\n"
>
<referencedWildcardListLabels:{it | RewriteRuleSubtreeStream stream_<it> =
  [[RewriteRuleSubtreeStream newRewriteRuleSubtreeStream:treeAdaptor
      descriptor:"wildcard <it>" elements:list_<it>] retain];};
  separator="\n"
>
<referencedRuleLabels:{it | RewriteRuleSubtreeStream *stream_<it> =
  [[RewriteRuleSubtreeStream newRewriteRuleSubtreeStream:treeAdaptor
     description:@"token <it>" element:<it>!=nil?[<it> getTree]:nil] retain];};
  separator="\n"
>
<referencedRuleListLabels:{it | RewriteRuleSubtreeStream *stream_<it> =
  [[RewriteRuleSubtreeStream newRewriteRuleSubtreeStream:treeAdaptor
     description:@"token <it>" elements:list_<it>] retain];};
  separator="\n"
>
>>

/** Generate code for an optional rewrite block; note it uses the deep ref'd element
 *  list rather shallow like other blocks.
 */
rewriteOptionalBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
if ( <referencedElementsDeep:{el | [stream_<el> hasNext]}; separator="||">
 ) {
 <alt>
}
<referencedElementsDeep:{el | [stream_<el> reset];<\n>}>
>>
```

```
rewriteClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
while ( <referencedElements:{el | [stream_<el> hasNext]}; separator="||"> ) {
   <alt>
}
<referencedElements:{el | [stream_<el> reset];<\n>}>
>>

rewritePositiveClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
{
if ( !(<referencedElements:{el | [stream_<el> hasNext]}; separator=" || ">) ) {
   @throw [RewriteEarlyExitException newException];
}
while ( <referencedElements:{el | [stream_<el> hasNext]}; separator=" || "> ) {
   <alt>
}
<referencedElements:{el | [stream_<el> reset];<\n>}>
}
>>

rewriteAlt(a) ::= <<
// <a.description>
<if(a.pred)>
if (<a.pred>)
 {
   <a.alt>
}<\n>
<else>
{
   <a.alt>
}<\n>
<endif>
>>

/** For empty rewrites: "r : ... -> ;" */
rewriteEmptyAlt() ::= "root_0 = nil;"
```

```
rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
{
  <ASTLabelType> *root_<treeLevel> = (<ASTLabelType> *)[[[treeAdaptor class] newEmptyTree] retain];
  <root:rewriteElement()>
  <children:rewriteElement()>
  [treeAdaptor addChild:root_<treeLevel> toTree:root_<enclosingTreeLevel>];
}<\n>
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>"

rewriteElement(e) ::= <<
<@pregen()>
<e.el>
>>

/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,terminalOptions,args) ::= <<
// TODO: args: <args; separator=", ">
[treeAdaptor addChild:<createRewriteNodeFromElement(...)> toTree:root_<treeLevel>];<\n>
>>

/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
[treeAdaptor addChild:[stream_<label> nextNode] toTree:root_<treeLevel>];<\n>
>>

/**
 Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
[treeAdaptor addChild:[stream_<label> nextNode] toTree:root_<treeLevel>];<\n>
>>

/** Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:[stream_<label> nextNode]
old:root_<treeLevel>];<\n>
>>

/** Gen ^($label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^(ID ...) or ^(ID[args] ...) */
rewriteTokenRefRoot(token,elementIndex,terminalOptions,args) ::= <<
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:<createRewriteNodeFromElement(...)>
old:root_<treeLevel>];<\n>
```

```
>>

rewriteImaginaryTokenRef(args,token,terminalOptions,elementIndex) ::= <<
[treeAdaptor addChild:<createImaginaryNode(tokenType=token, ...)> toTree:root_<treeLevel>];<\n>
>>

rewriteImaginaryTokenRefRoot(args,token,terminalOptions,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType>
 *)[treeAdaptor becomeRoot:<createImaginaryNode(tokenType=token, ...)> old:root_<treeLevel>];<\n>
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
root_0 = <action>;<\n>
>>

/** What is the name of the previous value of this rule's root tree?  This
*  let's us refer to $rule to mean previous value.  I am reusing the
*  variable 'tree' sitting in retval struct to hold the value of root_0 right
*  before I set it during rewrites.  The assign will be to retval.tree.
*/
prevRuleRootRef() ::= "retval"

rewriteRuleRef(rule) ::= <<
[treeAdaptor addChild:[stream_<rule> nextTree] toTree:root_<treeLevel>];<\n>
>>

rewriteRuleRefRoot(rule) ::= <<
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:(id\<Tree>)[stream_<rule> nextNode]
old:root_<treeLevel>];<\n>
>>

rewriteNodeAction(action) ::= <<
[treeAdaptor addChild:<action> toTree:root_<treeLevel>];<\n>
>>

rewriteNodeActionRoot(action) ::= <<
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:<action>
 old:root_<treeLevel>];<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
[treeAdaptor addChild:[stream_<label> nextTree] toTree:root_<treeLevel>];<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
```

```
[treeAdaptor addChild:[stream_<label> nextTree] toTree:root_<treeLevel>];<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:[stream_<label> nextNode]
old:root_<treeLevel>];<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:[stream_<label> nextNode]
old:root_<treeLevel>];<\n>
>>

rewriteWildcardLabelRef(label) ::= <<
[treeAdaptor addChild:[stream_<label> nextTree] toTree:root_<treeLevel>];<\n>
>>

createImaginaryNode(tokenType,terminalOptions,args) ::= <<
<if(terminalOptions.node)>
   [<terminalOptions.node> new<terminalOptions.node>:<tokenType> <if(args)>, <args; separator=", "><endif>]
<else>
  <if(args)>
     [[treeAdaptor createTree:<tokenType> <if(first(args))>FromToken:<first(args)><endif>
<if(first(rest(args)))>Text:<first(rest(args))><else>Text:@"<tokenType>"<endif>] retain]
  <else>
     [[treeAdaptor createTree:<tokenType> Text:@"<tokenType>"] retain]
  <endif>
<endif>
>>

createRewriteNodeFromElement(token,terminalOptions,args) ::= <<
<if(terminalOptions.node)>
  [<terminalOptions.node> new<terminalOptions.node>:[stream_<token> nextToken]<if(args)>, <args;
separator=", "><endif>]
<else>
  <if(args)> <! must create new node from old !>
     [[treeAdaptor createTree:<token> Text:<first(rest(args))> <args; separator=", ">] retain]
  <else>
     [stream_<token> nextNode]
  <endif>
<endif>
>>

Found in path(s):
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/ObjC/AST.stg
```

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

```
/*
* [The "BSD license"]
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* All rights reserved.
*
* Conversion to C#:
* Copyright (c) 2011 Sam Harwell, Pixel Mine, Inc.
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* THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
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* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

csharpVisibilityMap ::= [
 "private":"private",
 "protected":"protected",
 "public":"public",
 "fragment":"private",
 default:"private"
]

/** The overall file structure of a recognizer; stores methods for rules
*  and cyclic DFAs plus support code.
*/
outputFile( LEXER,PARSER,TREE_PARSER, actionScope, actions,
   docComment, recognizer,
```

```
  name,
 tokens, tokenNames, rules, cyclicDFAs,
  bitsets, buildTemplate, buildAST, rewriteMode, profile,
  backtracking, synpreds, memoize, numRules,
  fileName, ANTLRVersion, generatedTimestamp, trace,
  scopes, superClass, literals) ::=
<<
//------------------------------------------------------------------------------
// \<auto-generated>
//     This code was generated by a tool.
//     ANTLR Version: <ANTLRVersion>
//
//     Changes to this file may cause incorrect behavior and will be lost if
//     the code is regenerated.
// \</auto-generated>
//------------------------------------------------------------------------------

// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>

// The variable 'variable' is assigned but its value is never used.
#pragma warning disable 219
// Unreachable code detected.
#pragma warning disable 162
// Missing XML comment for publicly visible type or member 'Type_or_Member'
#pragma warning disable 1591
// CLS compliance checking will not
 be performed on 'type' because it is not visible from outside this assembly.
#pragma warning disable 3019

<actions.(actionScope).header>

<@imports>
using System.Collections.Generic;
using Antlr.Runtime;
using Antlr.Runtime.Misc;
<if(TREE_PARSER)>
using Antlr.Runtime.Tree;
using RewriteRuleITokenStream = Antlr.Runtime.Tree.RewriteRuleTokenStream;
<endif>
<@end>
<if(actions.(actionScope).namespace)>
namespace <actions.(actionScope).namespace>
{
<endif>
<docComment>
<recognizer>
<if(actions.(actionScope).namespace)>
```

```
} // namespace <actions.(actionScope).namespace>
<endif>
>>

lexerInputStreamType() ::= <<
<actions.(actionScope).inputStreamType; null="ICharStream">
>>

lexer(grammar, name, tokens, scopes, rules, numRules, filterMode, labelType="CommonToken",
superClass={<if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else>Antlr.Runtime.Lexer
<endif>},
  rewriteElementType={}, ASTLabelType={}) ::= <<
[System.CodeDom.Compiler.GeneratedCode("ANTLR", "<ANTLRVersion>")]
[System.CLSCompliant(false)]
<parserModifier(grammar=grammar,
 actions=actions)> partial class <grammar.recognizerName> : <@superClassName><superClass><@end>
{
 <tokens:{it|public const int <it.name; format="id">=<it.type>;}; separator="\n">
 <scopes:{it|<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>
 <actions.lexer.members>

 // delegates
 <grammar.delegates:
  {g|private <g.recognizerName> <g:delegateName()>;}; separator="\n">
 // delegators
 <grammar.delegators:
  {g|private <g.recognizerName> <g:delegateName()>;}; separator="\n">
 <last(grammar.delegators):{g|private <g.recognizerName> gParent;}>

 <actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>()<! needed by subclasses !>
 {
  OnCreated();
 }

 <actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>(<lexerInputStreamType()>
input<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}> )
  : this(input, new RecognizerSharedState()<grammar.delegators:{g|,
 <g:delegateName()>}>)
 {
 }

 <actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>(<lexerInputStreamType()> input,
RecognizerSharedState state<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>)
  : base(input, state)
 {
<if(memoize)>
<if(grammar.grammarIsRoot)>
  state.ruleMemo = new System.Collections.Generic.Dictionary\<int, int>[<numRules>+1];<\n><! index from 1..n !>
```

```
<endif>
<endif>
  <grammar.directDelegates:
   {g|<g:delegateName()> = new <g.recognizerName>(input, this.state<trunc(g.delegators):{p|,
<p:delegateName()>}>, this);}; separator="\n">
  <grammar.delegators:
   {g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
  <last(grammar.delegators):{g|gParent = <g:delegateName()>;}>

  OnCreated();
 }
 public override string GrammarFileName { get { return "<fileName>"; } }

<if(grammar.hasDelegates)>
 public override <lexerInputStreamType()> CharStream
 {
  get
  {
   return base.CharStream;
  }
  set
  {
   base.CharStream
 = value;
   <grammar.directDelegates:
    {g|<g:delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{p|, <p:delegateName()>}>,
this);}; separator="\n">
   <grammar.delegators:
    {g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
   <last(grammar.delegators):{g|gParent = <g:delegateName()>;}>
  }
 }

<if(grammar.delegates)>
 public override void SetState(RecognizerSharedState state)
 {
  base.SetState(state);
  <grammar.delegates:{g|<g:delegateName()>.SetState(state);}; separator="\n">
 }
<endif>

<endif>
<if(filterMode)>
 <filteringNextToken()>
<endif>


 partial void OnCreated();
```

```
 partial void EnterRule(string ruleName, int ruleIndex);
 partial void LeaveRule(string ruleName, int ruleIndex);

 <rules; separator="\n">

 <insertLexerSynpreds(synpreds)>

 #region DFA
 <cyclicDFAs:{dfa | DFA<dfa.decisionNumber> dfa<dfa.decisionNumber>;}; separator="\n">

 protected override void InitDFAs()
 {
  base.InitDFAs();
  <cyclicDFAs:{dfa | dfa<dfa.decisionNumber>
 = new DFA<dfa.decisionNumber>(this<if(dfa.specialStateSTs)>,
SpecialStateTransition<dfa.decisionNumber><endif>);}; separator="\n">
 }

 <cyclicDFAs:cyclicDFA()><! dump tables for all DFA !>
 #endregion

}
>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
*  for matches.  No error can be generated upon error; just rewind, consume
*  a token and then try again.  backtracking needs to be set as well.
*  Make rule memoization happen only at levels above 1 as we start mTokens
*  at backtracking==1.
*/
filteringNextToken() ::= <<
public override IToken NextToken()
{
 while (true)
 {
  if (input.LA(1) == CharStreamConstants.EndOfFile)
  {
   IToken eof = new CommonToken((ICharStream)input, CharStreamConstants.EndOfFile, TokenChannels.Default,
input.Index, input.Index);
   eof.Line = Line;
   eof.CharPositionInLine = CharPositionInLine;
   return eof;
  }
  state.token = null;
  state.channel = TokenChannels.Default;
  state.tokenStartCharIndex
 = input.Index;
  state.tokenStartCharPositionInLine = input.CharPositionInLine;
```

```
 state.tokenStartLine = input.Line;
 state.text = null;
 try
 {
  int m = input.Mark();
  state.backtracking=1;<! means we won't throw slow exception !>
  state.failed=false;
  mTokens();
  state.backtracking=0;
  <! mTokens backtracks with synpred at backtracking==2
     and we set the synpredgate to allow actions at level 1. !>
  if (state.failed)
  {
   input.Rewind(m);
   input.Consume();<! advance one char and try again !>
  }
  else
  {
   Emit();
   return state.token;
  }
 }
 catch (RecognitionException re)
 {
  // shouldn't happen in backtracking mode, but...
  ReportError(re);
  Recover(re);
 }
 }
}

public override void Memoize(IIntStream input, int ruleIndex, int ruleStartIndex)
{
 if (state.backtracking > 1)
  base.Memoize(input, ruleIndex, ruleStartIndex);
}

public override bool AlreadyParsedRule(IIntStream input, int ruleIndex)
{
 if (state.backtracking > 1)
  return
 base.AlreadyParsedRule(input, ruleIndex);

 return false;
}
>>

actionGate() ::= "state.backtracking == 0"
```

```
filteringActionGate() ::= "state.backtracking == 1"

/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
              bitsets, inputStreamType, superClass,
              labelType, members, rewriteElementType,
              filterMode, ASTLabelType="object") ::= <<
[System.CodeDom.Compiler.GeneratedCode("ANTLR", "<ANTLRVersion>")]
[System.CLSCompliant(false)]
<parserModifier(grammar=grammar, actions=actions)> partial class <grammar.recognizerName> :
<@superClassName><superClass><@end>
{
<if(grammar.grammarIsRoot)>
 internal static readonly string[] tokenNames = new string[] {
  "\<invalid>", "\<EOR>", "\<DOWN>", "\<UP>", <tokenNames; separator=", ">
 };
<endif>
 <tokens:{it|public const int <it.name; format="id">=<it.type>;}; separator="\n">

<if(grammar.delegates)>
 // delegates
 <grammar.delegates:
   {g|private <g.recognizerName>
 <g:delegateName()>;}; separator="\n">
<endif>
<if(grammar.delegators)>
 // delegators
 <grammar.delegators:
   {g|private <g.recognizerName> <g:delegateName()>;}; separator="\n">
 <last(grammar.delegators):{g|private <g.recognizerName> gParent;}>
<endif>

<if(grammar.delegates)>
 public override void SetState(RecognizerSharedState state)
 {
  base.SetState(state);
  <grammar.delegates:{g|<g:delegateName()>.SetState(state);}; separator="\n">
 }

<if(TREE_PARSER)>
 public override void SetTreeNodeStream(ITreeNodeStream input)
 {
  base.SetTreeNodeStream(input);
  <grammar.delegates:{g|<g:delegateName()>.SetTreeNodeStream(input);}; separator="\n">
 }
<endif>
<endif>
```

```
<scopes:{it|<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>
<@members()>

public override string[] TokenNames { get { return
<grammar.composite.rootGrammar.recognizerName>.tokenNames; } }
public override string GrammarFileName { get { return "<fileName>"; } }

<members>

partial void
OnCreated();
partial void EnterRule(string ruleName, int ruleIndex);
partial void LeaveRule(string ruleName, int ruleIndex);

#region Rules
<rules; separator="\n">
#endregion Rules

<if(grammar.delegatedRules)>
<! generate rule/method definitions for imported rules so they
 appear to be defined in this recognizer. !>
#region Delegated rules
<grammar.delegatedRules:{ruleDescriptor|
<ruleModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)> <returnType(ruleDescriptor)>
<ruleDescriptor.name; format="id">(<ruleDescriptor.parameterScope:parameterScope()>)<!throws
RecognitionException !>{ <if(ruleDescriptor.hasReturnValue)>return
<endif><ruleDescriptor.grammar:delegateName()>.<ruleDescriptor.name;
format="id">(<if(ruleDescriptor.parameterScope)><ruleDescriptor.parameterScope.attributes:{a|<a.name;
format="id">}; separator=", "><endif>); \}}; separator="\n">
#endregion Delegated rules
<endif>

<insertSynpreds(synpreds)>

<if(cyclicDFAs)>
#region DFA
<cyclicDFAs:{dfa | private
DFA<dfa.decisionNumber> dfa<dfa.decisionNumber>;}; separator="\n">

protected override void InitDFAs()
{
 base.InitDFAs();
 <cyclicDFAs:{dfa | dfa<dfa.decisionNumber> = new DFA<dfa.decisionNumber>( this<if(dfa.specialStateSTs)>,
SpecialStateTransition<dfa.decisionNumber><endif> );}; separator="\n">
}

<cyclicDFAs:cyclicDFA()><! dump tables for all DFA !>
```

```
 #endregion DFA
<endif>

<if(bitsets)>
 #region Follow sets
 private static class Follow
 {
  <bitsets:{it|<bitset(name={_<it.name>_in_<it.inName><it.tokenIndex>}, words64=it.bits)>}; separator="\n">
 }
 #endregion Follow sets
<endif>
}
>>

@genericParser.members() ::= <<
<! WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>
<actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>(<inputStreamType>
input<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>)
 : this(input, new RecognizerSharedState()<grammar.delegators:{g|, <g:delegateName()>}>)
{
}
<actions.(actionScope).ctorModifier; null="public">
 <grammar.recognizerName>(<inputStreamType> input, RecognizerSharedState state<grammar.delegators:{g|,
<g.recognizerName> <g:delegateName()>}>)
 : base(input, state)
{
<if(grammar.directDelegates)>
 <grammar.directDelegates:
  {g|<g:delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{p|, <p:delegateName()>}>,
this);}; separator="\n">
<endif>
<if(grammar.indirectDelegates)>
 <grammar.indirectDelegates:{g | <g:delegateName()> = <g.delegator:delegateName()>.<g:delegateName()>;};
separator="\n">
<endif>
<if(grammar.delegators)>
 <last(grammar.delegators):{g|gParent = <g:delegateName()>;}>
<endif>
 <parserCtorBody()>
 OnCreated();
}
>>

// imported grammars are 'public' (can't be internal because their return scope classes must be accessible)
parserModifier(grammar, actions) ::= <<
<if(grammar.grammarIsRoot)><actions.(actionScope).modifier; null="public"><else>public<endif>
>>
```

```
parserCtorBody() ::= <<
<if(memoize)>
<if(grammar.grammarIsRoot)>
this.state.ruleMemo
 = new System.Collections.Generic.Dictionary\<int, int>[<length(grammar.allImportedRules)>+1];<\n><! index
from 1..n !>
<endif>
<endif>
<grammar.delegators:
{g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets,
    ASTLabelType="object",
superClass={<if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else>Antlr.Runtime.Parser
<endif>}, labelType="IToken",
    members={<actions.parser.members>}) ::= <<
<genericParser(inputStreamType="ITokenStream", rewriteElementType="IToken", filterMode=false, ...)>
>>

/** How to generate a tree parser; same as parser except the input
*  stream is a different type.
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules,
        numRules, bitsets, filterMode, labelType={<ASTLabelType>}, ASTLabelType="object",
superClass={<if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else>Antlr.Runtime.Tree.<
if(filterMode)><if(buildAST)>TreeRewriter<else>TreeFilter<endif><else>TreeParser<endif><endif>},
         members={<actions.treeparser.members>}) ::= <<
<genericParser(inputStreamType="ITreeNodeStream", rewriteElementType="Node", ...)>
>>

/** A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*  nor parameters etc..., just give simplest possible method.  Don't do
*  any of the normal memoization stuff in here either; it's a waste.
*  As predicates cannot be inlined into the invoking rule, they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<

partial void EnterRule_<ruleName>_fragment();
partial void LeaveRule_<ruleName>_fragment();

// $ANTLR start <ruleName>
<ruleModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)> void
<ruleName>_fragment(<ruleDescriptor.parameterScope:parameterScope()>)
{
```

```
 <ruleLabelDefs(...)>
 EnterRule_<ruleName>_fragment();
 EnterRule("<ruleName>_fragment",
 <ruleDescriptor.index>);
 TraceIn("<ruleName>_fragment", <ruleDescriptor.index>);
 try
 {
  <block>
 }
 finally
 {
  TraceOut("<ruleName>_fragment", <ruleDescriptor.index>);
  LeaveRule("<ruleName>_fragment", <ruleDescriptor.index>);
  LeaveRule_<ruleName>_fragment();
 }
}
// $ANTLR end <ruleName>
>>

insertLexerSynpreds(synpreds) ::= <<
<insertSynpreds(synpreds)>
>>

insertSynpreds(synpreds) ::= <<
<if(synpreds)>
#region Synpreds
private bool EvaluatePredicate(System.Action fragment)
{
 bool success = false;
 state.backtracking++;
 <@start()>
 try { DebugBeginBacktrack(state.backtracking);
 int start = input.Mark();
 try
 {
  fragment();
 }
 catch ( RecognitionException re )
 {
  System.Console.Error.WriteLine("impossible: "+re);
 }
 success = !state.failed;
 input.Rewind(start);
 } finally { DebugEndBacktrack(state.backtracking, success); }
 <@stop()>
 state.backtracking--;
 state.failed=false;
 return
```

```
 success;
}
#endregion Synpreds
<endif>
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if (state.backtracking > 0 && AlreadyParsedRule(input, <ruleDescriptor.index>)) { <returnFromRule()> }
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if(backtracking)>if (state.failed) <returnFromRule()><endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>if (state.backtracking>0) {state.failed=true; <returnFromRule()>}<endif>
>>

ruleWrapperMap ::= [
 "bottomup":{<ruleWrapperBottomup()>},
 "topdown":{<ruleWrapperTopdown()>},
 default:""
]

ruleWrapperBottomup() ::= <<
<if(TREE_PARSER && filterMode)>
protected override <if(buildAST)>IAstRuleReturnScope<else>void<endif> Bottomup() { <if(buildAST)>return
<endif>bottomup(); }
<endif>
>>

ruleWrapperTopdown() ::= <<
<if(TREE_PARSER && filterMode)>
protected override <if(buildAST)>IAstRuleReturnScope<else>void<endif>
 Topdown() { <if(buildAST)>return <endif>topdown(); }
<endif>
>>

/** How to generate code for a rule.  This includes any return type
*  data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
<returnScope(ruleDescriptor.returnScope)>
```

```
partial void EnterRule_<ruleName>();
partial void LeaveRule_<ruleName>();
<ruleWrapperMap.(ruleName)>
// $ANTLR start "<ruleName>"
// <fileName>:<description>
[GrammarRule("<ruleName>")]
<ruleModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)> <returnType(ruleDescriptor)> <ruleName;
format="id">(<ruleDescriptor.parameterScope:parameterScope()>)
{
 EnterRule_<ruleName>();
 EnterRule("<ruleName>", <ruleDescriptor.index>);
 TraceIn("<ruleName>", <ruleDescriptor.index>);
 <ruleScopeSetUp()>
 <ruleDeclarations()>
 <ruleLabelDefs(...)>
 <ruleDescriptor.actions.init>
 try { DebugEnterRule(GrammarFileName, "<ruleName>");
 DebugLocation(<ruleDescriptor.tree.line>,
 <ruleDescriptor.EORNode.charPositionInLine>);
 <@preamble()>
 try
 {
  <ruleMemoization(name=ruleName)>
  <block>
  <ruleCleanUp()>
  <(ruleDescriptor.actions.after):execAction()>
 }
<if(exceptions)>
 <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
 <actions.(actionScope).rulecatch>
<else>
 catch (RecognitionException re)
 {
  ReportError(re);
  Recover(input,re);
  <@setErrorReturnValue()>
 }
<endif>
<endif>
<endif>
 finally
 {
  TraceOut("<ruleName>", <ruleDescriptor.index>);
  LeaveRule("<ruleName>", <ruleDescriptor.index>);
  LeaveRule_<ruleName>();
```

```
 <memoize()>
 <ruleScopeCleanUp()>
 <finally>
 }
 DebugLocation(<ruleDescriptor.EORNode.line>, <ruleDescriptor.EORNode.charPositionInLine>);
 } finally { DebugExitRule(GrammarFileName, "<ruleName>"); }
 <@postamble()>
 <returnFromRule()><\n>
}
// $ANTLR end "<ruleName>"
>>

// imported grammars need to have internal
 rules
ruleModifier(grammar,ruleDescriptor) ::= <<
<if(grammar.grammarIsRoot)><csharpVisibilityMap.(ruleDescriptor.modifier);
null="private"><else>internal<endif>
>>

// imported grammars need to have public return scopes
returnScopeModifier(grammar,ruleDescriptor) ::= <<
<if(grammar.grammarIsRoot)><csharpVisibilityMap.(ruleDescriptor.modifier);
null="private"><else>public<endif>
>>

catch(decl,action) ::= <<
catch (<e.decl>)
{
 <e.action>
}
>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<returnType(ruleDescriptor)> retval = new
<returnType(ruleDescriptor)>(<if(ruleDescriptor.returnScope.attributes)>this<endif>);
retval.Start = (<labelType>)input.LT(1);
<elseif(ruleDescriptor.returnScope)>
<ruleDescriptor.returnScope.attributes:{ a |
<a.type> <a.name; format="id"> = <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>;
}>
<endif>
<if(memoize)>
int <ruleDescriptor.name>_StartIndex = input.Index;
<endif>
>>

ruleScopeSetUp() ::= <<
```

```
<ruleDescriptor.useScopes:{it|<it>_stack.Push(new
 <it>_scope(this));<it>_scopeInit(<it>_stack.Peek());}; separator="\n">
<ruleDescriptor.ruleScope:{it|<it.name>_stack.Push(new
<it.name>_scope(this));<it.name>_scopeInit(<it.name>_stack.Peek());}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{it|<it>_scopeAfter(<it>_stack.Peek());<it>_stack.Pop();}; separator="\n">
<ruleDescriptor.ruleScope:{it|<it.name>_scopeAfter(<it.name>_stack.Peek());<it.name>_stack.Pop();};
separator="\n">
>>

ruleLabelDefs(ruleDescriptor, labelType, ASTLabelType, rewriteElementType) ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wil
dcardTreeListLabels]
 :{it|<labelType> <it.label.text> = default(<labelType>);}; separator="\n"
>
<ruleDescriptor.tokenListLabels
 :{it|List\<<labelType>\> list_<it.label.text> = null;}; separator="\n"
>
<[ruleDescriptor.ruleListLabels,ruleDescriptor.wildcardTreeListLabels]
 :{it|List\<<ASTLabelType>\> list_<it.label.text>
 = null;}; separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef(); separator="\n">
<ruleDescriptor.ruleListLabels:ruleLabelDef(); separator="\n">
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
 :{it|<labelType> <it.label.text> = default(<labelType>);}; separator="\n"
>
<[ruleDescriptor.charListLabels,
 ruleDescriptor.charLabels]
 :{it|int <it.label.text> = 0;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels]
 :{it|List\<<labelType>\> list_<it.label.text> = null;}; separator="\n"
>
<ruleDescriptor.charListLabels:{it|List\<int> list_<it.label.text> = null;}; separator="\n"
>
>>

returnFromRule() ::= <%
return
```

```
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<! This comment is a hack to make sure the following
  single space appears in the output. !> <ruleDescriptor.singleValueReturnName>
<else>
<!!>
 retval
<endif>
<endif>
<endif>
;
%>

ruleCleanUp() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
retval.Stop = (<labelType>)input.LT(-1);
<endif>
<endif>
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if (state.backtracking > 0) { Memoize(input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex); }
<endif>
<endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<

partial void EnterRule_<ruleName>();
partial void LeaveRule_<ruleName>();

// $ANTLR start "<ruleName>"
[GrammarRule("<ruleName>")]
<ruleModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)> void
m<ruleName>(<ruleDescriptor.parameterScope:parameterScope()>)
{
 EnterRule_<ruleName>();
 EnterRule("<ruleName>", <ruleDescriptor.index>);
 TraceIn("<ruleName>", <ruleDescriptor.index>);
 <ruleScopeSetUp()>
 <ruleDeclarations()>
```

```
 try
 {
<if(nakedBlock)>
  <ruleMemoization(name=ruleName)>
  <lexerRuleLabelDefs()>
  <ruleDescriptor.actions.init>
  <block>
<else>
  int
 _type = <ruleName>;
  int _channel = DefaultTokenChannel;
  <ruleMemoization(name=ruleName)>
  <lexerRuleLabelDefs()>
  <ruleDescriptor.actions.init>
  <block>
  <ruleCleanUp()>
  state.type = _type;
  state.channel = _channel;
  <(ruleDescriptor.actions.after):execAction()>
<endif>
 }
 finally
 {
  TraceOut("<ruleName>", <ruleDescriptor.index>);
  LeaveRule("<ruleName>", <ruleDescriptor.index>);
  LeaveRule_<ruleName>();
  <ruleScopeCleanUp()>
  <memoize()>
 }
}
// $ANTLR end "<ruleName>"
>>

/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<

public override void mTokens()
{
 <block><\n>
}
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
```

```
//
 <fileName>:<description>
int alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision()>
try { DebugEnterSubRule(<decisionNumber>);
try { DebugEnterDecision(<decisionNumber>, false<!<decision.dfa.hasSynPred>!>);
<decision>
} finally { DebugExitDecision(<decisionNumber>); }
<@postdecision()>
<@prebranch()>
switch (alt<decisionNumber>)
{
<alts:{a|<altSwitchCase(i,a)>}>
}
} finally { DebugExitSubRule(<decisionNumber>); }
<@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
int alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision()>
try { DebugEnterDecision(<decisionNumber>, false<!<decision.dfa.hasSynPred>!>);
<decision>
} finally { DebugExitDecision(<decisionNumber>); }
<@postdecision()>
switch (alt<decisionNumber>)
{
<alts:{a|<altSwitchCase(i,a)>}>
}
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description)
 ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
DebugEnterAlt(1);
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
```

```
<decls>
<@prealt()>
DebugEnterAlt(1);
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n) ::= <<
// <fileName>:<description>
int cnt<decisionNumber>=0;
<decls>
<@preloop()>
try { DebugEnterSubRule(<decisionNumber>);
while (true)
{
 int alt<decisionNumber>=<maxAlt>;
 <@predecision()>
 try { DebugEnterDecision(<decisionNumber>, false<!<decision.dfa.hasSynPred>!>);
 <decision>
 } finally { DebugExitDecision(<decisionNumber>); }
 <@postdecision()>
 switch (alt<decisionNumber>)
 {
 <alts:{a|<altSwitchCase(i,a)>}>
 default:
  if (cnt<decisionNumber> >= 1)
   goto loop<decisionNumber>;

  <ruleBacktrackFailure()>
  EarlyExitException
 eee<decisionNumber> = new EarlyExitException( <decisionNumber>, input );
  DebugRecognitionException(eee<decisionNumber>);
  <@earlyExitException()>
  throw eee<decisionNumber>;
 }
 cnt<decisionNumber>++;
}
loop<decisionNumber>:
 ;

} finally { DebugExitSubRule(<decisionNumber>); }
<@postloop()>
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock
```

```
/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
<<
// <fileName>:<description>
<decls>
<@preloop()>
try { DebugEnterSubRule(<decisionNumber>);
while (true)
{
 int alt<decisionNumber>=<maxAlt>;
 <@predecision()>
 try { DebugEnterDecision(<decisionNumber>, false<!<decision.dfa.hasSynPred>!>);
 <decision>
 } finally { DebugExitDecision(<decisionNumber>); }
 <@postdecision()>
 switch ( alt<decisionNumber> )
 {
 <alts:{a|<altSwitchCase(i,a)>}>
 default:
  goto loop<decisionNumber>;
 }
}

loop<decisionNumber>:
 ;

}
 finally { DebugExitSubRule(<decisionNumber>); }
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
*  so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
*/
altSwitchCase(altNum,alt) ::= <<
case <altNum>:
 <@prealt()>
 DebugEnterAlt(<altNum>);
```

```
 <alt>
 break;<\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
// <fileName>:<description>
{
<@declarations()>
<elements:element()>
<rew>
<@cleanup()>
}
>>

/** What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel,
 treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one per line */
element(it) ::= <%
<@prematch()>
DebugLocation(<it.line>, <it.pos>);<\n>
<it.el><\n>
%>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <<
<if(label)><label>=(<labelType>)<endif>Match(input,<token>,Follow._<token>_in_<ruleName><elementIndex>);
<checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

listLabel(label,elem) ::= <<
#error The listLabel template should not be used with this target.<\n>
>>

listLabelElem(label,elem,elemType) ::= <<
if (list_<label>==null) list_<label>=new List\<<elemType; null={<labelType>}>\>();
```

```
list_<label>.Add(<elem>);<\n>
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
Match(<char>); <checkRuleBacktrackFailure()>
>>

/**
 match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
MatchRange(<a>,<b>); <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="",terminalOptions={}) ::= <<
<if(label)>
<matchSetLabel()>
<endif>
if (<s>)
{
 input.Consume();
 <postmatchCode>
 <if(!LEXER)>state.errorRecovery=false;<endif><if(backtracking)>state.failed=false;<endif>
}
else
{
 <ruleBacktrackFailure()>
 MismatchedSetException mse = new MismatchedSetException(null,input);
 DebugRecognitionException(mse);
 <@mismatchedSetException()>
<if(LEXER)>
 Recover(mse);
 throw mse;
<else>
 throw mse;
 <! use following code to make it recover inline; remove throw mse;
 recoverFromMismatchedSet(input,mse,Follow._set_in_<ruleName><elementIndex>);
 !>
<endif>
}<\n>
>>
```

```
matchSetUnchecked(s,label,elementIndex,postmatchCode=false) ::= <%
<if(label)>
<matchSetLabel()><\n>
<endif>
input.Consume();<\n>
<if(postmatchCode)>
<postmatchCode><\n>
<endif>
<if(!LEXER)>state.errorRecovery=false;<endif><if(backtracking)>state.failed=false;<endif>
%>

matchSetLabel()
 ::= <%
<if(LEXER)>
<label>= input.LA(1);
<else>
<label>=(<labelType>)input.LT(1);
<endif>
%>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex) ::= <%
<if(label)>
int <label>Start = CharIndex;<\n>
Match(<string>); <checkRuleBacktrackFailure()><\n>
int <label>StartLine<elementIndex> = Line;<\n>
int <label>StartCharPos<elementIndex> = CharPositionInLine;<\n>
<label> = new <labelType>(input, TokenTypes.Invalid, TokenChannels.Default, <label>Start, CharIndex-1);<\n>
<label>.Line = <label>StartLine<elementIndex>;<\n>
<label>.CharPositionInLine = <label>StartCharPos<elementIndex>;
<else>
Match(<string>); <checkRuleBacktrackFailure()><\n>
<endif>
%>

wildcard(token,label,elementIndex,terminalOptions={})
 ::= <<
<if(label)>
<label>=(<labelType>)input.LT(1);<\n>
<endif>
```

```
MatchAny(input); <checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<wildcard(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
MatchAny(); <checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** Match a rule reference by invoking it possibly with arguments
*  and a return value or values.  The 'rule' argument was the
*  target rule name, but now is type Rule, whose toString is
*  same: the rule name.  Now though you can access full rule
*  descriptor stuff.
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
PushFollow(Follow._<rule.name>_in_<ruleName><elementIndex>);
<if(label)><label>=<endif><if(scope)><scope:delegateName()>.<endif><rule.name;
 format="id">(<args; separator=", ">);
PopFollow();
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabelElem(elem=label,elemType={<ASTLabelType>},...)>
>>

/** A lexer rule reference.
*
*  The 'rule' argument was the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <%
```

```
<if(label)>
int <label>Start<elementIndex> = CharIndex;<\n>
int <label>StartLine<elementIndex> = Line;<\n>
int <label>StartCharPos<elementIndex> = CharPositionInLine;<\n>
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">);
<checkRuleBacktrackFailure()><\n>
<label> = new <labelType>(input, TokenTypes.Invalid, TokenChannels.Default, <label>Start<elementIndex>,
CharIndex-1);<\n>
<label>.Line
 = <label>StartLine<elementIndex>;<\n>
<label>.CharPositionInLine = <label>StartCharPos<elementIndex>;
<else>
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">);
<checkRuleBacktrackFailure()>
<endif>
%>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <%
<if(label)>
int <label>Start<elementIndex> = CharIndex;<\n>
int <label>StartLine<elementIndex> = Line;<\n>
int <label>StartCharPos<elementIndex> = CharPositionInLine;<\n>
Match(EOF); <checkRuleBacktrackFailure()><\n>
<labelType> <label> = new <labelType>(input, EOF, TokenChannels.Default, <label>Start<elementIndex>,
CharIndex-1);<\n>
<label>.Line = <label>StartLine<elementIndex>;<\n>
<label>.CharPositionInLine = <label>StartCharPos<elementIndex>;
<else>
Match(EOF); <checkRuleBacktrackFailure()>
<endif>
%>

// used for left-recursive
 rules
recRuleDefArg()                   ::= "int <recRuleArg()>"
recRuleArg()                      ::= "_p"
recRuleAltPredicate(ruleName,opPrec)  ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction()          ::= "root_0=$<ruleName>_primary.tree;"

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
```

```
   enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if (input.LA(1) == TokenTypes.Down)
{
 Match(input, TokenTypes.Down, null); <checkRuleBacktrackFailure()>
 <children:element()>
 Match(input, TokenTypes.Up, null); <checkRuleBacktrackFailure()>
}
<else>
Match(input, TokenTypes.Down, null); <checkRuleBacktrackFailure()>
<children:element()>
Match(input, TokenTypes.Up, null); <checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
*  also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description)
 ::= <<
if (!(<evalPredicate(...)>))
{
 <ruleBacktrackFailure()>
 throw new FailedPredicateException(input, "<ruleName>", "<description>");
}
>>

// F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<k> = input.LA(<k>);<\n>
<edges; separator="\nelse ">
else
{
<if(eotPredictsAlt)>
 alt<decisionNumber> = <eotPredictsAlt>;
<else>
 <ruleBacktrackFailure()>
 NoViableAltException nvae = new NoViableAltException("<description>", <decisionNumber>, <stateNumber>,
input, <k>);
 DebugRecognitionException(nvae);
 <@noViableAltException()>
 throw nvae;
<endif>
}
>>
```

```
/** Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but this
*  is faster, smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState)
 ::= <<
int LA<decisionNumber>_<k> = input.LA(<k>);<\n>
<edges; separator="\nelse ">
>>

/** A DFA state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<k> = input.LA(<k>);<\n>
<edges; separator="\nelse "><\n>
<if(eotPredictsAlt)>
<if(!edges)>
alt<decisionNumber> = <eotPredictsAlt>;<! if no edges, don't gen ELSE !>
<else>
else
{
 alt<decisionNumber> = <eotPredictsAlt>;
}<\n>
<endif>
<endif>
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber> = <alt>;"

/** A simple edge with an expression.  If the expression is satisfied,
*  enter
 to the target state.  To handle gated productions, we may
*  have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ((<labelExpr>)<if(predicates)> && (<predicates>)<endif>)
{
 <targetState>
}
>>
```

```
// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch (input.LA(<k>))
{
<edges; separator="\n">
default:
<if(eotPredictsAlt)>
 alt<decisionNumber>=<eotPredictsAlt>;
 break;<\n>
<else>
 {
  <ruleBacktrackFailure()>
  NoViableAltException nvae = new NoViableAltException("<description>", <decisionNumber>, <stateNumber>,
input, <k>);
  DebugRecognitionException(nvae);
  <@noViableAltException()>
  throw nvae;
 }
<endif>
}<\n>
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch (input.LA(<k>))
{
<edges;
 separator="\n">
}<\n>
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch (input.LA(<k>))
{
<edges; separator="\n">
<if(eotPredictsAlt)>
default:
 alt<decisionNumber>=<eotPredictsAlt>;
 break;<\n>
<endif>
}<\n>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
<labels:{it|case <it>:}; separator="\n">
```

```
 {
 <targetState>
 }
 break;
>>

// C y c l i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
try
{
 alt<decisionNumber> = dfa<decisionNumber>.Predict(input);
}
catch (NoViableAltException nvae)
{
 DebugRecognitionException(nvae);
 throw;
}
>>

/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple, concatenated
 strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach.  See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa) ::= <<
private class DFA<dfa.decisionNumber> : DFA
{
 private const string DFA<dfa.decisionNumber>_eotS =
  "<dfa.javaCompressedEOT; wrap="\"+\n\t\t\"">";
 private const string DFA<dfa.decisionNumber>_eofS =
  "<dfa.javaCompressedEOF; wrap="\"+\n\t\t\"">";
 private const string DFA<dfa.decisionNumber>_minS =
  "<dfa.javaCompressedMin; wrap="\"+\n\t\t\"">";
 private const string DFA<dfa.decisionNumber>_maxS =
  "<dfa.javaCompressedMax; wrap="\"+\n\t\t\"">";
 private const string DFA<dfa.decisionNumber>_acceptS =
  "<dfa.javaCompressedAccept; wrap="\"+\n\t\t\"">";
 private const string DFA<dfa.decisionNumber>_specialS =
  "<dfa.javaCompressedSpecial; wrap="\"+\n\t\t\"">}>";
```

```
 private static readonly string[] DFA<dfa.decisionNumber>_transitionS
 =
  {
   <dfa.javaCompressedTransition:{s|"<s; wrap="\"+\n\"">"}; separator=",\n">
  };

 private static readonly short[] DFA<dfa.decisionNumber>_eot =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_eotS);
 private static readonly short[] DFA<dfa.decisionNumber>_eof =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_eofS);
 private static readonly char[] DFA<dfa.decisionNumber>_min =
DFA.UnpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_minS);
 private static readonly char[] DFA<dfa.decisionNumber>_max =
DFA.UnpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_maxS);
 private static readonly short[] DFA<dfa.decisionNumber>_accept =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_acceptS);
 private static readonly short[] DFA<dfa.decisionNumber>_special =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_specialS);
 private static readonly short[][] DFA<dfa.decisionNumber>_transition;

 static DFA<dfa.decisionNumber>()
 {
  int numStates = DFA<dfa.decisionNumber>_transitionS.Length;
  DFA<dfa.decisionNumber>_transition
 = new short[numStates][];
  for ( int i=0; i \< numStates; i++ )
  {
   DFA<dfa.decisionNumber>_transition[i] =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_transitionS[i]);
  }
 }

 public DFA<dfa.decisionNumber>( BaseRecognizer recognizer<if(dfa.specialStateSTs)>,
SpecialStateTransitionHandler specialStateTransition<endif> )
<if(dfa.specialStateSTs)>
  : base(specialStateTransition)
<endif>
 {
  this.recognizer = recognizer;
  this.decisionNumber = <dfa.decisionNumber>;
  this.eot = DFA<dfa.decisionNumber>_eot;
  this.eof = DFA<dfa.decisionNumber>_eof;
  this.min = DFA<dfa.decisionNumber>_min;
  this.max = DFA<dfa.decisionNumber>_max;
  this.accept = DFA<dfa.decisionNumber>_accept;
  this.special = DFA<dfa.decisionNumber>_special;
  this.transition = DFA<dfa.decisionNumber>_transition;
 }
```

```
 public override string Description { get { return "<dfa.description>"; } }

 public override void Error(NoViableAltException nvae)
 {
  DebugRecognitionException(nvae);
 }
}<\n>
<if(dfa.specialStateSTs)>
private
 int SpecialStateTransition<dfa.decisionNumber>(DFA dfa, int s, IIntStream _input)<! throws
NoViableAltException!>
{
 <if(LEXER)>
 IIntStream input = _input;
 <endif>
 <if(PARSER)>
 ITokenStream input = (ITokenStream)_input;
 <endif>
 <if(TREE_PARSER)>
 ITreeNodeStream input = (ITreeNodeStream)_input;
 <endif>
 int _s = s;
 s = -1;
 <! pull these outside the switch cases to save space on locals !>
 int LA<dfa.decisionNumber>_1 = input.LA(1);
 int index<dfa.decisionNumber>_1 = input.Index;
 switch (_s)
 {
 <dfa.specialStateSTs:{state |case <i0>:<! compressed special state numbers 0..n-1 !>
 <state>}; separator="\n">

 default:
  break;
 }

 if (s >= 0)
  return s;

<if(backtracking)>
 if (state.backtracking > 0) {state.failed=true; return -1;}
<endif>
 NoViableAltException nvae = new NoViableAltException(dfa.Description, <dfa.decisionNumber>, _s, input);
 dfa.Error(nvae);
 throw nvae;
}
<endif>
>>
```

```
/** A state in a cyclic
 DFA; it's a special state and part of a big switch on
*  state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
{
<if(semPredState)>
 <! get next lookahead symbol to test edges, then rewind !>
 input.Rewind();
<endif>
 <edges; separator="\nelse ">
<if(semPredState)>
 <! return input cursor to state before we rewound !>
 input.Seek(index<decisionNumber>_1);
<endif>
 break;
}
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ((<labelExpr>)<if(predicates)> && (<predicates>)<endif>) {s = <targetStateNumber>;}<\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber>;<\n>
>>


// D F A  E X P R E S S I O N S

andPredicates(left,right) ::= "(<left>&&<right>)"

orPredicates(operands)
 ::= "(<operands; separator=\"||\">)"

notPredicate(pred) ::= "!(<evalPredicate(...)>)"

evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "EvaluatePredicate(<pred>_fragment)"
```

```
lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<k>==<atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "input.LA(<k>)==<atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <%
(LA<decisionNumber>_<k><ge()><lower> && LA<decisionNumber>_<k><le()><upper>)
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::=
"(input.LA(<k>)<ge()><lower> && input.LA(<k>)<le()><upper>)"

le() ::= "\<="
ge() ::= ">="

setTest(ranges) ::= <<
<ranges; separator="||">
>>

// A T T R I B U T E S

attributeScope(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
protected sealed partial class
 <scope.name>_scope
{
 <scope.attributes:{it|public <it.decl>;}; separator="\n">

 public <scope.name>_scope(<grammar.recognizerName> grammar) { OnCreated(grammar); }
 partial void OnCreated(<grammar.recognizerName> grammar);
}
<if(scope.actions.scopeinit)>
protected void <scope.name>_scopeInit( <scope.name>_scope scope )
{
 <scope.actions.scopeinit>
}
<else>
partial void <scope.name>_scopeInit( <scope.name>_scope scope );
<endif>
<if(scope.actions.scopeafter)>
protected void <scope.name>_scopeAfter( <scope.name>_scope scope )
{
 <scope.actions.scopeafter>
}
<else>
```

```
partial void <scope.name>_scopeAfter( <scope.name>_scope scope );
<endif>
protected readonly ListStack\<<scope.name>_scope> <scope.name>_stack = new
ListStack\<<scope.name>_scope>();
<endif>
<endif>
>>

globalAttributeScope(scope) ::= <<
<attributeScope(...)>
>>

ruleAttributeScope(scope) ::= <<
<attributeScope(...)>
>>

returnStructName(it) ::= "<it.name>_return"

returnType(ruleDescriptor) ::= <%
<if(ruleDescriptor.returnScope.attributes
 && ruleDescriptor.hasMultipleReturnValues)>
 <ruleDescriptor.grammar.recognizerName>.<ruleDescriptor:returnStructName()>
<elseif(ruleDescriptor.hasMultipleReturnValues)>
 <ruleReturnBaseType()>
<elseif(ruleDescriptor.hasSingleReturnValue)>
 <ruleDescriptor.singleValueReturnType>
<else>
 void
<endif>
%>

/** Generate the C# type associated with a single or multiple return
*  values.
*/
ruleLabelType(referencedRule) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
 <ruleReturnBaseType()>
<elseif(referencedRule.hasSingleReturnValue)>
 <referencedRule.singleValueReturnType>
<else>
 void
<endif>
%>

delegateName(it) ::= <<
<if(it.label)><it.label><else>g<it.name><endif>
>>
```

```
/** Using a type to init value map, try to init a type; if not in table
*  must be an object, default value is "null".
*/
initValue(typeName) ::= <<
default(<typeName>)
>>

/** Define a rule label including default value */
ruleLabelDef(label) ::= <%
<ruleLabelType(label.referencedRule)> <label.label.text>
 = <initValue(ruleLabelType(label.referencedRule))>;
%>

/** Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
*  subgroups to stick in members.
*/
returnScope(scope) ::= <<
<if(scope.attributes && ruleDescriptor.hasMultipleReturnValues)>
<returnScopeModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)> sealed partial class
<ruleDescriptor:returnStructName()> : <ruleReturnBaseType()><@ruleReturnInterfaces()>
{
 <scope.attributes:{it|public <it.decl>;}; separator="\n">
 <@ruleReturnMembers()>
}
<endif>
>>

ruleReturnBaseType() ::= <%
<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope\<<labelType>>
%>

@returnScope.ruleReturnMembers() ::= <<
public <ruleDescriptor:returnStructName()>(<grammar.recognizerName> grammar) {OnCreated(grammar);}
partial void OnCreated(<grammar.recognizerName> grammar);
>>

parameterScope(scope) ::= <<
<scope.attributes:{it|<it.decl>}; separator=", ">
>>

parameterAttributeRef(attr)
 ::= <<
<attr.name; format="id">
>>

parameterSetAttributeRef(attr,expr) ::= <<
<attr.name; format="id"> =<expr>;
```

```
>>

scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
<scope>_stack[<scope>_stack.Count - <negIndex> - 1].<attr.name; format="id">
<else>
<if(index)>
<scope>_stack[<index>].<attr.name; format="id">
<else>
<scope>_stack.Peek().<attr.name; format="id">
<endif>
<endif>
%>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <%
<if(negIndex)>
<scope>_stack[<scope>_stack.Count - <negIndex> - 1].<attr.name; format="id"> = <expr>;
<else>
<if(index)>
<scope>_stack[<index>].<attr.name; format="id"> = <expr>;
<else>
<scope>_stack.Peek().<attr.name; format="id"> = <expr>;
<endif>
<endif>
%>

/** $x is either global scope or x is rule with dynamic scope; refers
*  to stack itself not top of stack.  This is useful for predicates
*  like {$function.Count>0 && $function::name.Equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"

/**
 reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
(<scope>!=null?((<returnType(referencedRule)>)<scope>).<attr.name; format="id">:<initValue(attr.type)>)
<else>
<scope>
<endif>
%>

returnAttributeRef(ruleDescriptor,attr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name; format="id">
<else>
<attr.name; format="id">
<endif>
```

```
%>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name; format="id"> =<expr>;
<else>
<attr.name; format="id"> =<expr>;
<endif>
%>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


// not sure the next are the right approach

tokenLabelPropertyRef_text(scope,attr) ::= "(<scope>!=null?<scope>.Text:default(string))"
tokenLabelPropertyRef_type(scope,attr) ::= "(<scope>!=null?<scope>.Type:0)"
tokenLabelPropertyRef_line(scope,attr)
 ::= "(<scope>!=null?<scope>.Line:0)"
tokenLabelPropertyRef_pos(scope,attr) ::= "(<scope>!=null?<scope>.CharPositionInLine:0)"
tokenLabelPropertyRef_channel(scope,attr) ::= "(<scope>!=null?<scope>.Channel:0)"
tokenLabelPropertyRef_index(scope,attr) ::= "(<scope>!=null?<scope>.TokenIndex:0)"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"
tokenLabelPropertyRef_int(scope,attr) ::= "(<scope>!=null?int.Parse(<scope>.Text):0)"

ruleLabelPropertyRef_start(scope,attr) ::= "(<scope>!=null?((<labelType>)<scope>.Start):default(<labelType>))"
ruleLabelPropertyRef_stop(scope,attr) ::= "(<scope>!=null?((<labelType>)<scope>.Stop):default(<labelType>))"
ruleLabelPropertyRef_tree(scope,attr) ::=
"(<scope>!=null?((<ASTLabelType>)<scope>.Tree):default(<ASTLabelType>))"
ruleLabelPropertyRef_text(scope,attr) ::= <%
<if(TREE_PARSER)>
(<scope>!=null?(input.TokenStream.ToString(
 input.TreeAdaptor.GetTokenStartIndex(<scope>.Start),
 input.TreeAdaptor.GetTokenStopIndex(<scope>.Start))):default(string))
<else>
(<scope>!=null?input.ToString(<scope>.Start,<scope>.Stop):default(string))
<endif>
%>

ruleLabelPropertyRef_st(scope,attr)
 ::= "(<scope>!=null?<scope>.Template:null)"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"
```

```
lexerRuleLabelPropertyRef_type(scope,attr) ::=
  "(<scope>!=null?<scope>.Type:0)"

lexerRuleLabelPropertyRef_line(scope,attr) ::=
  "(<scope>!=null?<scope>.Line:0)"

lexerRuleLabelPropertyRef_pos(scope,attr) ::=
  "(<scope>!=null?<scope>.CharPositionInLine:-1)"

lexerRuleLabelPropertyRef_channel(scope,attr) ::=
  "(<scope>!=null?<scope>.Channel:0)"

lexerRuleLabelPropertyRef_index(scope,attr) ::=
  "(<scope>!=null?<scope>.TokenIndex:0)"

lexerRuleLabelPropertyRef_text(scope,attr) ::=
  "(<scope>!=null?<scope>.Text:default(string))"

lexerRuleLabelPropertyRef_int(scope,attr) ::=
  "(<scope>!=null?int.Parse(<scope>.Text):0)"

// Somebody may ref
 $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "retval.Start"
rulePropertyRef_stop(scope,attr) ::= "retval.Stop"
rulePropertyRef_tree(scope,attr) ::= "retval.Tree"
rulePropertyRef_text(scope,attr) ::= <%
<if(TREE_PARSER)>
input.TokenStream.ToString(
 input.TreeAdaptor.GetTokenStartIndex(retval.Start),
 input.TreeAdaptor.GetTokenStopIndex(retval.Start))
<else>
input.ToString(retval.Start,input.LT(-1))
<endif>
%>
rulePropertyRef_st(scope,attr) ::= "retval.Template"

lexerRulePropertyRef_text(scope,attr) ::= "Text"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(CharIndex-1)"
lexerRulePropertyRef_int(scope,attr)
```

```
 ::= "int.Parse(<scope>.Text)"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.Tree = <expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.Template =<expr>;"

/** How to execute an action (only when not backtracking) */
execAction(action) ::= <%
<if(backtracking)>
if (<actions.(actionScope).synpredgate>)<\n>
{<\n>
<@indentedAction()><\n>
}
<else>
<action>
<endif>
%>

@execAction.indentedAction() ::= <<
 <action>
>>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)

bitset(name, words64) ::= <<
public static readonly BitSet <name> = new BitSet(new ulong[]{<words64:{it|<it>UL};separator=",">});
>>

codeFileExtension() ::= ".cs"

true_value() ::= "true"
false_value() ::= "false"
```

Found in path(s):
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/CSharp3/CSharp3.stg
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*/

/** Templates for building ASTs during tree parsing.
*
* Deal with many combinations. Dimensions are:
* Auto build or rewrite
*   no label, label, list label (label/no-label handled together)
*   child, root
*   token, set, rule, wildcard
*
* Each combination has its own template except that label/no label
* is combined into tokenRef, ruleRef, ...
*/

finishedBacktracking(block) ::= <<
<if(backtracking)>
if <actions.(actionScope).synpredgate>:
   <block>
<else>
<block>
<endif>
>>

/**
 Add a variable to track last element matched */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
_first_0 = None

```
_last = None<\n>
>>

/** What to emit when there is no rewrite rule.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
<finishedBacktracking({
<if(rewriteMode)>
retval.tree = _first_0
if self._adaptor.getParent(retval.tree) is not None and self._adaptor.isNil(self._adaptor.getParent(retval.tree)):
  retval.tree = self._adaptor.getParent(retval.tree)
<endif>
})>
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
_last = self.input.LT(1)
_save_last_<treeLevel> = _last
_first_<treeLevel> = None
<if(!rewriteMode)>
root_<treeLevel> = self._adaptor.nil()<\n>
<endif>
<root:element()>
<if(rewriteMode)>
<finishedBacktracking({
<if(root.el.rule)>
if _first_<enclosingTreeLevel>
 is None:
  _first_<enclosingTreeLevel> = <root.el.label>.tree<\n>
<else>
if _first_<enclosingTreeLevel> is None:
  _first_<enclosingTreeLevel> = <root.el.label><\n>
<endif>
})>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if self.input.LA(1) == DOWN:
  self.match(self.input, DOWN, None)
  <children:element()>
  self.match(self.input, UP, None)

<else>
```

```
self.match(self.input, DOWN, None)
<children:element()>
self.match(self.input, UP, None)<\n>
<endif>
<if(!rewriteMode)>
self._adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>)<\n>
<endif>
_last = _save_last_<treeLevel>

>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
*  setting of _last
*/
tokenRefBang(token,label,elementIndex,terminalOptions={}) ::= <<
_last = self.input.LT(1)
<super.tokenRef(...)>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <<
_last = self.input.LT(1)
<super.tokenRef(...)>
<if(!rewriteMode)>
<finishedBacktracking({
<if(terminalOptions.node)>
<label>_tree
 = <terminalOptions.node>(<label>)
<else>
<label>_tree = self._adaptor.dupNode(<label>)
<endif><\n>
self._adaptor.addChild(root_<treeLevel>, <label>_tree)
})>
<else> <! rewrite mode !>
<finishedBacktracking({
if _first_<treeLevel> is None:
   _first_<treeLevel> = <label><\n>
})>
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>
```

```
/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <<
_last = self.input.LT(1)
<super.tokenRef(...)>
<if(!rewriteMode)>
<finishedBacktracking({
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>(<label>)
<else>
<label>_tree = self._adaptor.dupNode(<label>)
<endif><\n>
root_<treeLevel> = self._adaptor.becomeRoot(<label>_tree, root_<treeLevel>)
})>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions={})
 ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,terminalOptions={}) ::= <<
_last = self.input.LT(1)
<super.wildcard(...)>
<if(!rewriteMode)>
<finishedBacktracking({
<label>_tree = self._adaptor.dupTree(<label>)
self._adaptor.addChild(root_<treeLevel>, <label>_tree)
})>
<else> <! rewrite mode !>
<finishedBacktracking({
if _first_<treeLevel> is None:
   _first_<treeLevel> = <label>
})>
<endif>
>>

// SET AST
matchSet(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <<
_last = self.input.LT(1)
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<finishedBacktracking({
<if(terminalOptions.node)>
```

```
<label>_tree = <terminalOptions.node>(<label>)
<else>
<label>_tree = self._adaptor.dupNode(<label>)
<endif><\n>
self._adaptor.addChild(root_<treeLevel>, <label>_tree)
})>
<endif>
}, ...)>
>>

matchRuleBlockSet(s,label,elementIndex,postmatchCode,treeLevel="0",terminalOptions={})
 ::= <<
<matchSet(...)>
<noRewrite(...)> <! set return tree !>
>>

matchSetBang(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <<
_last = self.input.LT(1)
<super.matchSet(...)>
>>

matchSetRuleRoot(s,label,elementIndex,debug,terminalOptions={}) ::= <<
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<finishedBacktracking({
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>(<label>)
<else>
<label>_tree = self._adaptor.dupNode(<label>)
<endif><\n>
root_<treeLevel> = self._adaptor.becomeRoot(<label>_tree, root_<treeLevel>)
})>
<endif>
}, ...)>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRef(...)>
<finishedBacktracking({
<if(!rewriteMode)>
self._adaptor.addChild(root_<treeLevel>, <label>.tree)
<else> <! rewrite mode !>
if _first_<treeLevel> is None:
  _first_<treeLevel> = <label>.tree<\n>
```

```
<endif>
})>
>>

/** x+=rule auto construct
 */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(label, {<label>.tree})>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRef(...)>
<if(!rewriteMode)>
<finishedBacktracking({
root_<treeLevel> = self._adaptor.becomeRoot(<label>.tree, root_<treeLevel>)
})>
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(label, {<label>.tree})>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRefTrack(...)>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRefTrackAndListLabel(...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope)
 ::= <<
_last = self.input.LT(1)
<super.ruleRefRootTrack(...)>
>>

/** ^(x+=rule ...) rewrite */
```

```
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRefRuleRootTrackAndListLabel(...)>
>>

/** Streams for token refs are tree nodes now; override to
*  change nextToken to nextNode.
*/
createRewriteNodeFromElement(token,scope,terminalOptions={}) ::= <<
<if(terminalOptions.node)>
<terminalOptions.node>(stream_<token>.nextNode())
<else>
stream_<token>.nextNode()
<endif>
>>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(!rewriteMode)>
<finishedBacktracking({
retval.tree = self._adaptor.rulePostProcessing(root_0)
})>
<endif>
>>
```

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*/

/** Template overrides to add debugging to AST stuff.  Dynamic inheritance
*  hierarchy is set up as ASTDbg : AST : Dbg : Java by code generator.
*/

parserMembers() ::= <<
 protected DebugTreeAdaptor adaptor;
 public void setTreeAdaptor(TreeAdaptor adaptor) {
<if(grammar.grammarIsRoot)>
  this.adaptor = new DebugTreeAdaptor(dbg,adaptor);
<else>
  this.adaptor = (DebugTreeAdaptor)adaptor; // delegator sends dbg adaptor
<endif>
  <grammar.directDelegates:{g|<g:delegateName()>.setTreeAdaptor(this.adaptor);}>
 }
 public
 TreeAdaptor getTreeAdaptor() {
  return adaptor;
 }
>>

parserCtorBody() ::= <<
<super.parserCtorBody()>
>>

createListenerAndHandshake() ::= <<
DebugEventSocketProxy proxy =
 new DebugEventSocketProxy(this,port,<if(TREE_PARSER)>input.getTreeAdaptor()<else>adaptor<endif>);
setDebugListener(proxy);
set<inputStreamType>(new Debug<inputStreamType>(input,proxy));
try {
 proxy.handshake();
}
catch (IOException ioe) {
 reportError(ioe);
}
>>

@ctorForRootGrammar.finally() ::= <<
```

```
TreeAdaptor adap = new CommonTreeAdaptor();
setTreeAdaptor(adap);
proxy.setTreeAdaptor(adap);
>>

@ctorForProfilingRootGrammar.finally() ::=<<
TreeAdaptor adap = new CommonTreeAdaptor();
setTreeAdaptor(adap);
>>

@ctorForPredefinedListener.superClassRef() ::= "super(input, dbg);"

@ctorForPredefinedListener.finally() ::=<<
<if(grammar.grammarIsRoot)> <! don't create new adaptor for delegates !>
TreeAdaptor adap = new CommonTreeAdaptor();
setTreeAdaptor(adap);
<endif>
>>

@rewriteElement.pregen()
 ::= "dbg.location(<e.line>,<e.pos>);"
```

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* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/Java/ASTDbg.stg
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*/

/** Templates for building ASTs during tree parsing.
*
*  Deal with many combinations.  Dimensions are:
*  Auto build or rewrite
*    no label, label, list label  (label/no-label handled together)
*    child, root
*    token, set, rule, wildcard
*
*  Each combination has its own template except that label/no label
*  is combined into tokenRef, ruleRef, ...
 */
group ASTTreeParser;

/** Add a variable to track last element matched */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
_First[0] := nil;
_Last := nil;<\n>
>>

ruleDeclarationVars() ::= <<
<super.ruleDeclarationVars()>
_First, _Save_Last: array [0..63] of I<ASTLabelType>;
_Last: I<ASTLabelType>;
>>

/** What to emit when there is no rewrite rule.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
<if(backtracking)>if (State.Backtracking = 0) then
begin<endif>
<if(rewriteMode)>
RetVal.Tree := _First[0] as I<ASTLabelType>;
if (Adaptor.GetParent(RetVal.Tree) \<\> nil) and (Adaptor.IsNil(Adaptor.GetParent(RetVal.Tree))) then
 RetVal.Tree := Adaptor.GetParent(RetVal.Tree) as I<ASTLabelType>;
<endif>
```

```
<if(backtracking)>end;<endif>
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
_Last := Input.LT(1)
 as I<ASTLabelType>;
begin
 _Save_Last[<treeLevel>] := _Last;
 _First[<treeLevel>] := nil;
<if(!rewriteMode)>
 Root[<treeLevel>] := Adaptor.GetNilNode as I<ASTLabelType>;<\n>
<endif>
 <root:element()>
<if(rewriteMode)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>
<if(root.el.rule)>
 if (_First[<enclosingTreeLevel>] = nil) then _First[<enclosingTreeLevel>] := <root.el.label>.Tree;
<else>
 if (_First[<enclosingTreeLevel>] = nil) then _First[<enclosingTreeLevel>] := <root.el.label>;
<endif>
<endif>
 <actionsAfterRoot:element()>
<if(nullableChildList)>
 if (Input.LA(1) = TToken.DOWN) then
 begin
   Match(Input, TToken.DOWN, nil); <checkRuleBacktrackFailure()>
   <children:element()>
   Match(Input, TToken.UP, nil); <checkRuleBacktrackFailure()>
 end;
<else>
 Match(Input, TToken.DOWN, nil); <checkRuleBacktrackFailure()>
 <children:element()>
 Match(Input, TToken.UP, nil); <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
 Adaptor.AddChild(Root[<enclosingTreeLevel>],
 Root[<treeLevel>]);
<endif>
 _Last := _Save_Last[<treeLevel>];
end;<\n>
>>

// TOKEN AST STUFF
```

```
/** ID! and output=AST (same as plain tokenRef) 'cept add
*  setting of _last
*/
tokenRefBang(token,label,elementIndex) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.tokenRef(...)>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>
if (State.Backtracking = 0) then
begin<\n>
<endif>
<if(terminalOptions.node)>
<label>_tree := T<terminalOptions.node>.Create(<label>);
<else>
 <label>_tree := Adaptor.DupNode(<label>) as I<ASTLabelType>;
<endif><\n>
 Adaptor.AddChild(Root[<treeLevel>], <label>_tree);
<if(backtracking)>
end;
<endif>
<else> <! rewrite mode !>
<if(backtracking)>if (State.Backtracking = 0) then <endif>
if (_First[<treeLevel>] = nil) then _First[<treeLevel>] := <label>;
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions)
 ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>
if (State.Backtracking = 0) then
begin
<endif>
```

```
<if(terminalOptions.node)>
<label>_tree := T<terminalOptions.node>.Create(<label>);
<else>
 <label>_tree := Adaptor.DupNode(<label>) as I<ASTLabelType>;
<endif><\n>
 Root[<treeLevel>] := Adaptor.BecomeRoot(<label>_tree, Root[<treeLevel>]) as I<ASTLabelType>;
<if(backtracking)>
end;
<endif>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

// SET AST

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
_Llast := Input.LT(1) as I<ASTLabelType>;
<super.matchSet(..., postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if
 (State.Backtracking = 0) then begin <endif>
<if(terminalOptions.node)>
<label>_tree := T<terminalOptions.node>.Create(<label>);
<else>
<label>_tree := Adaptor.DupNode(<label>) as I<ASTLabelType>;
<endif><\n>
Adaptor.AddChild(Root[<treeLevel>], <label>_tree);
<if(backtracking)>end;<endif>
<endif>
}
)>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
<matchSet(...)>
<noRewrite()> <! set return tree !>
>>

matchSetBang(s,label,elementIndex,postmatchCode) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.matchSet(...)>
>>
```

```
matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
<super.matchSet(..., postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if (State.Backtracking = 0) then begin <endif>
<if(terminalOptions.node)>
<label>_tree := T<terminalOptions.node>.Create(<label>);
<else>
<label>_tree := Adaptor.DupNode(<label>) as I<ASTLabelType>;
<endif><\n>
Root[<treeLevel>] := Adaptor.BecomeRoot(<label>_tree,
 Root[<treeLevel>]) as I<ASTLabelType>;
<if(backtracking)>end;<endif>
<endif>
}
)>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRef(...)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>
<if(!rewriteMode)>
Adaptor.AddChild(Root[<treeLevel>], <label>.Tree);
<else> <! rewrite mode !>
if (_First[<treeLevel>] = nil) then _First[<treeLevel>] := <label>.Tree;
<endif>
>>

/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label+".Tree",...)>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>Root[<treeLevel>] :=
Adaptor.BecomeRoot(<label>.Tree, Root[<treeLevel>]) as I<ASTLabelType>;
<endif>
>>

/**
```

```
 ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(elem=label+".Tree",...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRefTrack(...)>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRefTrackAndListLabel(...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRefRootTrack(...)>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRefRuleRootTrackAndListLabel(...)>
>>

/** Streams for token refs are tree nodes now; override to
*  change nextToken
 to nextNode.
*/
createRewriteNodeFromElement(token,terminalOptions,scope) ::= <<
<if(terminalOptions.node)>
T<terminalOptions.node>.Create((Locals['Stream_<token>'] as IRewriteRuleElementStream).NextNode)
<else>
(Locals['Stream_<token>'] as IRewriteRuleElementStream).NextNode
<endif>
>>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(!rewriteMode)>
<if(backtracking)>
if (State.Backtracking = 0) then
begin<\n>
```

<endif>
RetVal.Tree := Adaptor.RulePostProcessing(Root[0]) as I<ASTLabelType>;
<if(backtracking)>
end;
<endif>
<endif>
>>

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* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/Delphi/ASTTreeParser.stg
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*/

group Perl5;

/** The overall file structure of a recognizer; stores methods for rules
* and cyclic DFAs plus support code.
*/
outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,

```
        docComment, recognizer,
        name, tokens, tokenNames, rules, cyclicDFAs,
    bitsets, buildTemplate, buildAST, rewriteMode, profile,
    backtracking, synpreds, memoize, numRules,
    fileName, ANTLRVersion, generatedTimestamp, trace,

   scopes, superClass, literals) ::=
<<
# $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>
<actions.(actionScope).header>

<@imports>
<if(TREE_PARSER)>
<endif>
<if(backtracking)>
<endif>
<@end>

<docComment>
<recognizer>
>>

lexer(grammar, name, tokens, scopes, rules, numRules, labelType="Token",
    filterMode, superClass="ANTLR::Runtime::Lexer")  ::= <<
package <name>;

use Carp;
use English qw( -no_match_vars ) ;
use Readonly;
use Switch;

use ANTLR::Runtime::BaseRecognizer;
use ANTLR::Runtime::DFA;
use ANTLR::Runtime::NoViableAltException;

use Moose;

extends 'ANTLR::Runtime::Lexer';

Readonly my $HIDDEN => ANTLR::Runtime::BaseRecognizer->HIDDEN;
sub HIDDEN { $HIDDEN }

use constant {
  <tokens:{ <it.name> => <it.type>, }; separator="\n">
};
<scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>
<actions.lexer.members>
```

```
sub BUILD {
  my ($self, $arg_ref) = @_;

  $self->init_dfas();
}

sub get_grammar_file_name {
  return "<fileName>";
}

<if(filterMode)>
<filteringNextToken()>
<endif>
<rules;
 separator="\n\n">

<synpreds:{p | <lexerSynpred(p)>}>

<cyclicDFAs:{dfa | has 'dfa<dfa.decisionNumber>';}; separator="\n">

sub init_dfas {
  my ($self) = @_;

  <cyclicDFAs:{dfa |
  $self->dfa<dfa.decisionNumber>(<name>::DFA<dfa.decisionNumber>->new({ recognizer => $self }));
  }; separator="\n">

  return;
}

<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>

no Moose;
__PACKAGE__->meta->make_immutable();
1;

>>

perlTypeInitMap ::= [
 "$":"undef",
 "@":"()",
 "%":"()",
 default:"undef"
]

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
*  for matches.  No error can be generated upon error; just rewind, consume
*  a token and then try again.  backtracking needs to be set as well.
```

```
*  Make rule memoization happen only at levels above 1 as we start mTokens
*  at backtracking==1.
*/
filteringNextToken() ::= <<
public Token nextToken() {
  while (true) {
    if ( input.LA(1)==CharStream.EOF
) {
      return Token.EOF_TOKEN;
    }
    token = null;
channel = Token.DEFAULT_CHANNEL;
    tokenStartCharIndex = input.index();
    tokenStartCharPositionInLine = input.getCharPositionInLine();
    tokenStartLine = input.getLine();
text = null;
    try {
      int m = input.mark();
      backtracking=1; <! means we won't throw slow exception !>
      failed=false;
      mTokens();
      backtracking=0;
      <! mTokens backtracks with synpred at backtracking==2
        and we set the synpredgate to allow actions at level 1. !>
      if ( failed ) {
        input.rewind(m);
        input.consume(); <! advance one char and try again !>
      }
      else {
        emit();
        return token;
      }
    }
    catch (RecognitionException re) {
      // shouldn't happen in backtracking mode, but...
      reportError(re);

    recover(re);
    }
  }
}

public void memoize(IntStream input,
 int ruleIndex,
 int ruleStartIndex)
{
if ( backtracking>1 ) super.memoize(input, ruleIndex, ruleStartIndex);
}
```

```
public boolean alreadyParsedRule(IntStream input, int ruleIndex) {
if ( backtracking>1 ) return super.alreadyParsedRule(input, ruleIndex);
return false;
}
>>

actionGate() ::= "$self->state->backtracking==0"

filteringActionGate() ::= "backtracking==1"

/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
            bitsets, inputStreamType, superClass, filterMode,
            ASTLabelType="Object", labelType, members) ::= <<
package <name>;

use English qw( -no_match_vars ) ;
use Readonly;
use Switch;
use Carp;
use ANTLR::Runtime::BitSet;

use Moose;

extends '<@superClassName><superClass><@end>';

Readonly my $token_names => [
   "\<invalid>", "\<EOR>", "\<DOWN>", "\<UP>", <tokenNames; separator=", ">
];

use constant {
<tokens:{ <it.name>
 => <it.type>, }; separator="\n">
};

<bitsets:bitset(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>},
                words64=it.bits)>

<scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>
<@members>
<! WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>

sub BUILD {
   my ($self, $arg_ref) = @_;

<if(backtracking)>
   $self->state->rule_memo({});<\n>
```

```
<endif>
}
<@end>

sub get_token_names {
  return $token_names;
}

sub get_grammar_file_name {
  return "<fileName>";
}

<members>

<rules; separator="\n\n">

<synpreds:{p | <synpred(p)>}>

<cyclicDFAs:{dfa | dfa<dfa.decisionNumber> = __PACKAGE__::DFA<dfa.decisionNumber>->new($self);};
separator="\n">
<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>

no Moose;
__PACKAGE__->meta->make_immutable();
1;
__END__
>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets, ASTLabelType,
superClass="ANTLR::Runtime::Parser", labelType="ANTLR::Runtime::Token",
members={<actions.parser.members>})
 ::= <<
<genericParser(inputStreamType="ANTLR::Runtime::TokenStream", ...)>
>>

/** How to generate a tree parser; same as parser except the input
*  stream is a different type.
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules, numRules, bitsets,
labelType={<ASTLabelType>}, ASTLabelType="Object", superClass="ANTLR::Runtime::TreeParser",
members={<actions.treeparser.members>}, filterMode) ::= <<
<genericParser(inputStreamType="TreeNodeStream", ...)>
>>

/** A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*  nor parameters etc..., just give simplest possible method.  Don't do
*  any of the normal memoization stuff in here either; it's a waste.
```

```
*  As predicates cannot be inlined into the invoking rule, they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
# $ANTLR start
 <ruleName>
sub <ruleName>_fragment {
# <ruleDescriptor.parameterScope:parameterScope(scope=it)>

<if(trace)>
  $self->traceIn("<ruleName>_fragment", <ruleDescriptor.index>);
  eval {
     <block>
  };
  $self->traceOut("<ruleName>_fragment", <ruleDescriptor.index>);
  if ($EVAL_ERROR) {
     croak $EVAL_ERROR;
  }
<else>
  <block>
<endif>
}
# $ANTLR end <ruleName>
>>

synpred(name) ::= <<
public final boolean <name>() {
  backtracking++;
  <@start()>
  int start = input.mark();
  try {
     <name>_fragment(); // can never throw exception
  } catch (RecognitionException re) {
     System.err.println("impossible: "+re);
  }
  boolean success = !failed;
  input.rewind(start);
  <@stop()>
  backtracking--;
  failed=false;
  return success;
}<\n>
>>

lexerSynpred(name) ::= <<
<synpred(name)>
>>
```

```
ruleMemoization(name) ::= <<
<if(memoize)>
if ( backtracking>0 && alreadyParsedRule(input, <ruleDescriptor.index>) ) { return <ruleReturnValue()>;
 }
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if(backtracking)>
if ($self->state->failed) {
  return <ruleReturnValue()>;
}
<endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>if (backtracking>0) {failed=true; return <ruleReturnValue()>;}<endif>
>>

/** How to generate code for a rule.  This includes any return type
*  data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
<returnScope(scope=ruleDescriptor.returnScope)>

# $ANTLR start <ruleName>
# <fileName>:<description>
sub <ruleName>() {
  my ($self, <ruleDescriptor.parameterScope:parameterScope(scope=it)>) = @_;
  <if(trace)>$self->traceIn("<ruleName>", <ruleDescriptor.index>);<endif>
  <ruleScopeSetUp()>
  <ruleDeclarations()>
  <ruleLabelDefs()>
   <ruleDescriptor.actions.init>
  <@preamble()>
  eval {
     <ruleMemoization(name=ruleName)>
     <block>
     <ruleCleanUp()>
     <(ruleDescriptor.actions.after):execAction()>
  };
<if(exceptions)>
  <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
```

```
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
  <actions.(actionScope).rulecatch>
<else>
  my $exception = $EVAL_ERROR;
  if (ref $exception && $exception->isa('ANTLR::Runtime::RecognitionException')) {
     $self->report_error($exception);
     $self->recover($self->input, $exception);
     $exception = undef;
  }<\n>
<endif>
<endif>
<endif>
  <if(trace)>$self->traceOut("<ruleName>", <ruleDescriptor.index>);<endif>
  <memoize()>
  <ruleScopeCleanUp()>
  <finally>
  if ($exception) {
     croak $exception;
     #$exception->rethrow();
  }
  <@postamble()>
  return <ruleReturnValue()>;
}
# $ANTLR end <ruleName>
>>

catch(decl,action) ::= <<
catch
 (<e.decl>) {
  <e.action>
}
>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
my $retval = <returnType()>->new();
$retval->set_start($self->input->LT(1));<\n>
<else>
<ruleDescriptor.returnScope.attributes:{ a |
my $<a.name> = <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>;
}>
<endif>
<if(memoize)>
my $<ruleDescriptor.name>_start_index = $self->input->index();
<endif>
>>
```

```
ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{<it>_stack.push(new <it>_scope());}; separator="\n">
<ruleDescriptor.ruleScope:{<it.name>_stack.push(new <it.name>_scope());}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{<it>_stack.pop();}; separator="\n">
<ruleDescriptor.ruleScope:{<it.name>_stack.pop();}; separator="\n">
>>

ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels]
  :{my $<it.label.text> = undef;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]
  :{List list_<it.label.text>=null;};
 separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef(label=it); separator="\n">
<ruleDescriptor.ruleListLabels:{ll|RuleReturnScope <ll.label.text> = null;}; separator="\n">
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
  :{<labelType> <it.label.text>=null;}; separator="\n"
>
<ruleDescriptor.charLabels:{my $<it.label.text>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels,
 ruleDescriptor.ruleListLabels]
  :{List list_<it.label.text>=null;}; separator="\n"
>
>>

ruleReturnValue() ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
$<ruleDescriptor.singleValueReturnName>
<else>
$retval
<endif>
<endif>
<endif>
>>
```

```
ruleCleanUp() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
$retval->set_stop($self->input->LT(-1));<\n>
<endif>
<endif>
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if
 ( backtracking>0 ) { memoize(input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex); }
<endif>
<endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
# $ANTLR start <ruleName>
sub m_<ruleName> {
# <ruleDescriptor.parameterScope:parameterScope(scope=it)>
  my ($self) = @_;
  <if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>);<endif>
  <ruleDeclarations()>
  eval {
<if(nakedBlock)>
      <ruleMemoization(name=ruleName)>
      <lexerRuleLabelDefs()>
      <ruleDescriptor.actions.init>
      <block><\n>
<else>
      my $_type = <ruleName>;
      my $_channel = $self->DEFAULT_TOKEN_CHANNEL;
      <ruleMemoization(name=ruleName)>
      <lexerRuleLabelDefs()>
      <ruleDescriptor.actions.init>
      <block>
      <ruleCleanUp()>
      $self->state->type($_type);
      $self->state->channel($_channel);
       <(ruleDescriptor.actions.after):execAction()>
<endif>
  };
  <if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>);<endif>
  <memoize()>
```

```
  if ($EVAL_ERROR) {
     croak $EVAL_ERROR;
  }
}
# $ANTLR end <ruleName>
>>

/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
sub m_tokens {
  my ($self) = @_;
  <block><\n>
}
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
# <fileName>:<description>
my $alt<decisionNumber> = <maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
<@prebranch()>
switch ($alt<decisionNumber>) {
  <alts:altSwitchCase()>
}
<@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description)
 ::= <<
# <fileName>:<description>
my $alt<decisionNumber> = <maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
switch ($alt<decisionNumber>) {
  <alts:altSwitchCase()>
}
>>
```

```
ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
# <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
# <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n) ::= <<
# <fileName>:<description>
my $cnt<decisionNumber> = 0;
<decls>
<@preloop()>
LOOP<decisionNumber>:
while (1) {
  my $alt<decisionNumber> = <maxAlt>;
  <@predecision()>
  <decision>
  <@postdecision()>

 switch ($alt<decisionNumber>) {
    <alts:altSwitchCase()>
    else {
       if ( $cnt<decisionNumber> >= 1 ) { last LOOP<decisionNumber> }
       <ruleBacktrackFailure()>
         my $eee =
             ANTLR::Runtime::EarlyExitException->new(<decisionNumber>, $self->input);
         <@earlyExitException()>
         croak $eee;
      }
  }
  ++$cnt<decisionNumber>;
}
<@postloop()>
>>
```

```
positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
<<
# <fileName>:<description>
<decls>
<@preloop()>
LOOP<decisionNumber>:
while (1) {
  my $alt<decisionNumber> = <maxAlt>;
  <@predecision()>
  <decision>
  <@postdecision()>
  switch ($alt<decisionNumber>) {
    <alts:altSwitchCase()>
    else { last LOOP<decisionNumber> }
  }
}
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)?
 are translated to (x|) by before code generation
*  so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
*/
altSwitchCase() ::= <<
case <i> {
  <@prealt()>
  <it>
}<\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
# <fileName>:<description>
{
<@declarations()>
```

```
<elements:element()>
<rew>
<@cleanup()>
}
>>

/** What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one per line */
element() ::= <<
<@prematch()>
<it.el><\n>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions)
 ::= <<
<if(label)>$<label> =<endif>$self->match($self->input, <token>,
$FOLLOW_<token>_in_<ruleName><elementIndex>);
<checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

listLabel(label,elem) ::= <<
if (list_<label>==null) list_<label>=new ArrayList();
list_<label>.add(<elem>);<\n>
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = $self->input->LA(1);<\n>
<endif>
$self->match(<char>); <checkRuleBacktrackFailure()>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
```

```
<if(label)>
<label> = $self->input->LA(1);<\n>
<endif>
$self->match_range(<a>,<b>); <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="") ::= <<
<if(label)>
<if(LEXER)>
<label>= $self->input->LA(1);<\n>
<else>
<label>=(<labelType>)input.LT(1);<\n>
<endif>
<endif>
if
 ( <s> ) {
   $self->input->consume();
   <postmatchCode>
<if(!LEXER)>
   $self->state->error_recovery(0);
<endif>
   <if(backtracking)>failed=false;<endif>
}
else {
   <ruleBacktrackFailure()>
   my $mse =
       ANTLR::Runtime::MismatchedSetException->new(undef, $self->input);
   <@mismatchedSetException()>
<if(LEXER)>
   $self->recover($mse);
   $mse->throw();
<else>
   $mse->throw();
   <! use following code to make it recover inline; remove throw mse;
   $self->recoverFromMismatchedSet($self->input, $mse, $FOLLOW_set_in_<ruleName><elementIndex>);
   !>
<endif>
}<\n>
>>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(elem=label,...)>
>>
```

```
/** Match a string literal */
lexerStringRef(string,label,elementIndex) ::= <<
<if(label)>
int <label>Start = getCharIndex();
$self->match(<string>); <checkRuleBacktrackFailure()>
<labelType> <label> = new CommonToken(input, Token.INVALID_TOKEN_TYPE,
 Token.DEFAULT_CHANNEL, <label>Start, getCharIndex()-1);
<else>
$self->match(<string>); <checkRuleBacktrackFailure()><\n>
<endif>
>>

wildcard(label,elementIndex) ::= <<
<if(label)>
<label>=(<labelType>)input.LT(1);<\n>
<endif>
matchAny(input); <checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(label,elementIndex) ::= <<
<wildcard(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = $self->input->LA(1);<\n>
<endif>
matchAny(); <checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(...)>
<listLabel(elem=label,...)>
>>

/** Match a rule reference by invoking it possibly with arguments
*  and a return value or values.
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
$self->push_follow($FOLLOW_<rule.name>_in_<ruleName><elementIndex>);
<if(label)>
$<label> = $self-><rule.name>(<args; separator=", ">);<\n>
<else>
$self-><rule.name>(<args; separator=", ">);<\n>
<endif>
$self->state->_fsp($self->state->_fsp
```

```
 - 1);
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label,...)>
>>

/** A lexer rule reference.
*
*  The 'rule' argument was the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
<if(label)>
int <label>Start<elementIndex> = getCharIndex();
$self->m_<rule>(<args; separator=", ">); <checkRuleBacktrackFailure()>
<label> = new CommonToken(input, Token.INVALID_TOKEN_TYPE, Token.DEFAULT_CHANNEL,
<label>Start<elementIndex>, getCharIndex()-1);
<else>
$self->m_<rule.name>(<args; separator=", ">); <checkRuleBacktrackFailure()>
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(...)>
<listLabel(elem=label,...)>
>>

/** EOF in the lexer
 */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
int <label>Start<elementIndex> = getCharIndex();
match(EOF); <checkRuleBacktrackFailure()>
<labelType> <label> = new CommonToken(input, EOF, Token.DEFAULT_CHANNEL,
<label>Start<elementIndex>, getCharIndex()-1);
<else>
match(EOF); <checkRuleBacktrackFailure()>
<endif>
>>

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
```

```
   enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( input.LA(1)==Token.DOWN ) {
  match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
  <children:element()>
  match(input, Token.UP, null); <checkRuleBacktrackFailure()>
}
<else>
match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
<children:element()>
match(input, Token.UP, null); <checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
*  also hoisted into a prediction
 expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if ( !(<evalPredicate(...)>) ) {
  <ruleBacktrackFailure()>
  throw new FailedPredicateException(input, "<ruleName>", "<description>");
}
>>

// F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
my $LA<decisionNumber>_<stateNumber> = $self->input->LA(<k>);<\n>
<edges; separator="\nels">
else {
<if(eotPredictsAlt)>
  $alt<decisionNumber> = <eotPredictsAlt>;
<else>
  <ruleBacktrackFailure()>
  my $nvae =
     ANTLR::Runtime::NoViableAltException->new({
        grammar_decision_description => "<description>",
        decision_number => <decisionNumber>,
        state_number => <stateNumber>,
        input => $self->input,
     });<\n>
  <@noViableAltException()>
  croak $nvae;<\n>
<endif>
}
```

```
>>

/** Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but
 this
*  is faster, smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
my $LA<decisionNumber>_<stateNumber> = $self->input->LA(<k>);<\n>
<edges; separator="\nels">
>>

/** A DFA state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
my $LA<decisionNumber>_<stateNumber> = $self->input->LA(<k>);<\n>
<edges; separator="\nels"><\n>
<if(eotPredictsAlt)>
<if(!edges)>
$alt<decisionNumber> = <eotPredictsAlt>; <! if no edges, don't gen ELSE !>
<else>
else {
  $alt<decisionNumber> = <eotPredictsAlt>;
}<\n>
<endif>
<endif>
>>

/**
 An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "$alt<decisionNumber> = <alt>;"

/** A simple edge with an expression.  If the expression is satisfied,
*  enter to the target state.  To handle gated productions, we may
*  have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>) {
  <targetState>
}
>>

// F i x e d  D F A  (switch case)
```

```
/** A DFA state where a SWITCH may be generated.  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( $self->input->LA(<k>) ) {
  <edges; separator="\n">
  else {
  <if(eotPredictsAlt)>
     $alt<decisionNumber> = <eotPredictsAlt>;
  <else>
     <ruleBacktrackFailure()>
     my $nvae =
        ANTLR::Runtime::NoViableAltException->new({
            grammar_decision_description => "<description>",
           decision_number => <decisionNumber>,
           state_number => <stateNumber>,
           input => $self->input,
        });<\n>
     <@noViableAltException()>
     croak $nvae;<\n>
  <endif>
  }
}<\n>
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( $self->input->LA(<k>) ) {
  <edges; separator="\n">
}<\n>
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( $self->input->LA(<k>) ) {
<edges; separator="\n"><\n>
<if(eotPredictsAlt)>
else { $alt<decisionNumber> = <eotPredictsAlt> }<\n>
<endif>
}<\n>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
case [<labels:{ <it> }; separator=", ">] { <targetState> }
>>

// C y c l i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
```

```
*  in the rule to predict an alt just like the fixed DFA
 case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
$alt<decisionNumber> = $self->dfa<decisionNumber>->predict($self->input);
>>

/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple, concatenated strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach.  See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa) ::= <<
Readonly my $DFA<dfa.decisionNumber>_eot => ANTLR::Runtime::DFA->unpack_rle([
<dfa.javaCompressedEOT; separator=", "> ]);
Readonly my $DFA<dfa.decisionNumber>_eof => ANTLR::Runtime::DFA->unpack_rle([
<dfa.javaCompressedEOF; separator=", "> ]);
Readonly my $DFA<dfa.decisionNumber>_min => ANTLR::Runtime::DFA->unpack_rle([
<dfa.javaCompressedMin; separator=", "> ]);
Readonly
 my $DFA<dfa.decisionNumber>_max => ANTLR::Runtime::DFA->unpack_rle([ <dfa.javaCompressedMax;
separator=", "> ]);
Readonly my $DFA<dfa.decisionNumber>_accept => ANTLR::Runtime::DFA->unpack_rle([
<dfa.javaCompressedAccept; separator=", "> ]);
Readonly my $DFA<dfa.decisionNumber>_special => ANTLR::Runtime::DFA->unpack_rle([
<dfa.javaCompressedSpecial; separator=", "> ]);
Readonly my $DFA<dfa.decisionNumber>_transition => [
<dfa.javaCompressedTransition:{s|ANTLR::Runtime::DFA->unpack_rle([ <s; separator=", "> ])}; separator=", "> ];

{
package <name>::DFA<dfa.decisionNumber>;
use ANTLR::Runtime::Class;

use strict;
use warnings;

extends 'ANTLR::Runtime::DFA';

sub BUILD {
  my $self = shift;
  my $param_ref = __PACKAGE__->unpack_params(@_, {
     spec => [
        {
           name => 'recognizer',
```

```
            isa  => 'ANTLR::Runtime::BaseRecognizer'
        },
      ]
  });

  $self->recognizer($param_ref->{recognizer});
  $self->decision_number(<dfa.decisionNumber>);
   $self->eot($DFA<dfa.decisionNumber>_eot);
  $self->eof($DFA<dfa.decisionNumber>_eof);
  $self->min($DFA<dfa.decisionNumber>_min);
  $self->max($DFA<dfa.decisionNumber>_max);
  $self->accept($DFA<dfa.decisionNumber>_accept);
  $self->special($DFA<dfa.decisionNumber>_special);
  $self->transition($DFA<dfa.decisionNumber>_transition);
}

sub get_description {
  return "<dfa.description>";
}

<@errorMethod()>

<if(dfa.specialStateSTs)>
sub special_state_transition {
  my ($self, $param_ref) = unpack_params(@_, {
      spec => [
          {
              name => 's',
              type => SCALAR,
          },
          {
              name => 'input',
              isa  => 'ANTLR::Runtime::IntStream',
          }
      ]
  });
  my $s = $param_ref->{s};
  my $input = $param_ref->{input};

  switch ($s) {
      <dfa.specialStateSTs:{state |
      case <i0> \{ <! compressed special state numbers 0..n-1 !>
          <state>};
 separator="\n">
      }
  }

<if(backtracking)>
```

```
  if ($self->state->backtracking > 0) {
     $self->state->failed = 1;
     return -1;
  }<\n>
<endif>

  my $nvae =
     ANTLR::Runtime::NoViableAltException->new({
        grammar_decision_description => $self->get_description(),
        decision_number => <dfa.decisionNumber>,
        state_number => $s,
        input => $input,
     });<\n>
  $self->error($nvae);
  $nvae->throw();
  }<\n>
<endif>
}<\n>
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
*  state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
my $input = $self->input;
my $LA<decisionNumber>_<stateNumber> = $input->LA(1);<\n>
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
my $index<decisionNumber>_<stateNumber> = $input->index();
$input->rewind();<\n>
<endif>
s = -1;
<edges; separator="\nels">
<if(semPredState)> <!
 return input cursor to state before we rewound !>
input.seek(index<decisionNumber>_<stateNumber>);<\n>
<endif>
if ( s>=0 ) return s;
break;
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>) {s = <targetStateNumber>;}<\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
```

```
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber>;<\n>
>>


// D F A  E X P R E S S I O N S

andPredicates(left,right) ::= "(<left> && <right>)"

orPredicates(operands) ::= "(<operands; separator=\"||\">)"

notPredicate(pred) ::= "!(<evalPredicate(...)>)"

evalPredicate(pred,description) ::= "<pred>"

evalSynPredicate(pred,description) ::= "<pred>()"

lookaheadTest(atom,k,atomAsInt) ::= "$LA<decisionNumber>_<stateNumber> eq <atom>"

/**
 Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "$self->input->LA(<k>) eq <atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <<
($LA<decisionNumber>_<stateNumber> ge <lower> && $LA<decisionNumber>_<stateNumber> le <upper>)
>>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "($self->input->LA(<k>) ge
<lower> && $self->input->LA(<k>) le <upper>)"

setTest(ranges) ::= "<ranges; separator=\" || \">"

// A T T R I B U T E S

globalAttributeScope(scope) ::= <<
<if(scope.attributes)>
protected static class <scope.name>_scope {
   <scope.attributes:{<it.decl>;}; separator="\n">
}
protected Stack <scope.name>_stack = new Stack();<\n>
<endif>
>>

ruleAttributeScope(scope) ::= <<
```

```
<if(scope.attributes)>
protected static class <scope.name>_scope {
   <scope.attributes:{<it.decl>;}; separator="\n">
}
protected
 Stack <scope.name>_stack = new Stack();<\n>
<endif>
>>

returnType() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor.name>_return
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnType>
<else>
void
<endif>
<endif>
>>

/** Generate the Java type associated with a single or multiple return
*  values.
*/
ruleLabelType(referencedRule) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
<referencedRule.name>_return
<else>
<if(referencedRule.hasSingleReturnValue)>
<referencedRule.singleValueReturnType>
<else>
void
<endif>
<endif>
>>

/** Using a type to init value map, try to init a type; if not in table
*  must be an object, default value is "undef".
*/
initValue(typeName) ::= <<
<if(typeName)>
<perlTypeInitMap.(typeName)>
<else>
undef
<endif>
>>

/** Define a rule label including default value */
```

```
ruleLabelDef(label) ::= <<
my $<label.label.text> = <initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))>;<\n>
>>

/**
 Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
*  subgroups to stick in members.
*/
returnScope(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
{
  package <returnType()>;
  use ANTLR::Runtime::Class;

  extends 'ANTLR::Runtime::<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope';

  <scope.attributes:{public <it.decl>;}; separator="\n">
  <@ruleReturnMembers()>
}
<endif>
>>

parameterScope(scope) ::= <<
<scope.attributes:{$<it.name>}; separator=", ">
>>

parameterAttributeRef(attr) ::= "$<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "$<attr.name> =<expr>;"

scopeAttributeRef(scope,attr,index,negIndex) ::= <<
<if(negIndex)>
((<scope>_scope)<scope>_stack.elementAt(<scope>_stack.size()-<negIndex>-1)).<attr.name>
<else>
<if(index)>
((<scope>_scope)<scope>_stack.elementAt(<index>)).<attr.name>
<else>
((<scope>_scope)<scope>_stack.peek()).<attr.name>
<endif>
<endif>
>>

scopeSetAttributeRef(scope,attr,expr,index,negIndex)
 ::= <<
<if(negIndex)>
((<scope>_scope)<scope>_stack.elementAt(<scope>_stack.size()-<negIndex>-1)).<attr.name> =<expr>;
<else>
<if(index)>
```

((<scope>_scope)<scope>_stack.elementAt(<index>)).<attr.name> =<expr>;
<else>
((<scope>_scope)<scope>_stack.peek()).<attr.name> =<expr>;
<endif>
<endif>
>>

/** $x is either global scope or x is rule with dynamic scope; refers
* to stack itself not top of stack. This is useful for predicates
* like {$function.size()>0 && $function::name.equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
$<scope>.<attr.name>
<else>
$<scope>
<endif>
>>

returnAttributeRef(ruleDescriptor,attr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>
<else>
$<attr.name>
<endif>
>>

returnSetAttributeRef(ruleDescriptor,attr,expr)
 ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name> =<expr>;
<else>
$<attr.name> =<expr>;
<endif>
>>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "$<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"

// not sure the next are the right approach

```
tokenLabelPropertyRef_text(scope,attr) ::= "$<scope>->get_text()"
tokenLabelPropertyRef_type(scope,attr) ::= "<scope>.getType()"
tokenLabelPropertyRef_line(scope,attr) ::= "<scope>.getLine()"
tokenLabelPropertyRef_pos(scope,attr) ::= "<scope>.getCharPositionInLine()"
tokenLabelPropertyRef_channel(scope,attr) ::= "<scope>.getChannel()"
tokenLabelPropertyRef_index(scope,attr) ::= "<scope>.getTokenIndex()"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"

ruleLabelPropertyRef_start(scope,attr) ::= "((<labelType>)<scope>.start)"
ruleLabelPropertyRef_stop(scope,attr) ::= "((<labelType>)<scope>.stop)"
ruleLabelPropertyRef_tree(scope,attr) ::= "((<ASTLabelType>)<scope>.tree)"
ruleLabelPropertyRef_text(scope,attr)
 ::= <<
<if(TREE_PARSER)>
input.getTokenStream().toString(
 input.getTreeAdaptor().getTokenStartIndex(<scope>.start),
 input.getTreeAdaptor().getTokenStopIndex(<scope>.start))
<else>
substr($self->input, $<scope>->start, $<scope>->stop)
<endif>
>>

ruleLabelPropertyRef_st(scope,attr) ::= "<scope>.st"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "$<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::= "<scope>.getType()"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "<scope>.getLine()"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "<scope>.getCharPositionInLine()"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "<scope>.getChannel()"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "<scope>.getTokenIndex()"
lexerRuleLabelPropertyRef_text(scope,attr) ::= "<scope>.getText()"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "((<labelType>)retval.start)"
rulePropertyRef_stop(scope,attr)
 ::= "((<labelType>)retval.stop)"
rulePropertyRef_tree(scope,attr) ::= "((<ASTLabelType>)retval.tree)"
rulePropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
input.getTokenStream().toString(
 input.getTreeAdaptor().getTokenStartIndex(retval.start),
 input.getTreeAdaptor().getTokenStopIndex(retval.start))
<else>
input.toString(retval.start,input.LT(-1))
<endif>
>>
```

```
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "getText()"
lexerRulePropertyRef_type(scope,attr) ::= "$_type"
lexerRulePropertyRef_line(scope,attr) ::= "tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "$_channel"
lexerRulePropertyRef_start(scope,attr) ::= "tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(getCharIndex()-1)"
lexerRulePropertyRef_self(scope,attr)
 ::= "$self"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree =<expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st =<expr>;"


/** How to execute an action */
execAction(action) ::= <<
<if(backtracking)>
<if(actions.(actionScope).synpredgate)>
if ( <actions.(actionScope).synpredgate> ) {
 <action>
}
<else>
if ( backtracking==0 ) {
 <action>
}
<endif>
<else>
<action>
<endif>
>>

// M I S C (properties, etc...)

bitset(name, words64) ::= <<
Readonly my $<name> => ANTLR::Runtime::BitSet->new({ words64 => [ <words64:{'<it>'};separator=", "> ]
});<\n>
>>

codeFileExtension() ::= ".pm"

true() ::= "1"
false() ::= "0"
```

Found in path(s):
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/Perl5/Perl5.stg
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*/

dfa(decisionRanks,states,edges,rankdir,startState,useBox) ::= <<
digraph NFA {
<if(rankdir)>rankdir=<rankdir>;<endif>
<decisionRanks; separator="\n">
<states; separator="\n">
<edges; separator="\n">
}
>>

nfa(decisionRanks,states,edges,rankdir,startState) ::= <<
digraph NFA {
```

```
rankdir=LR;
<decisionRanks; separator="\n">
<states;
 separator="\n">
<edges; separator="\n">
}
>>

decision-rank(states) ::= <<
{rank=same; rankdir=TB; <states; separator="; ">}
>>

edge(src,target,label,arrowhead) ::= <<
<src> -> <target> [fontsize=11, fontname="Courier", arrowsize=.7, label = "<label>"<if(arrowhead)>, arrowhead =
<arrowhead><endif>];
>>

action-edge(src,target,label,arrowhead) ::= <<
<src> -> <target> [fontsize=11, fontname="Courier", arrowsize=.7, label = "<label>"<if(arrowhead)>, arrowhead =
<arrowhead><endif>];
>>

epsilon-edge(src,target,label,arrowhead) ::= <<
<src> -> <target> [fontname="Times-Italic", label = "e"];
>>

state(name,useBox) ::= <<
node [fontsize=11, shape = <if(useBox)>box<else>circle, fixedsize=true, width=.4<endif>]; <name>
>>

stopstate(name,useBox) ::= <<
node [fontsize=11, shape = <if(useBox)>polygon,sides=4,peripheries=2<else>doublecircle, fixedsize=true,
width=.6<endif>]; <name>
>>

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* /antlr-3-5-1-sources-1-jar/org/antlr/tool/templates/dot/dot.stg
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```

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*/

/** Templates for building ASTs during normal parsing.
*
*  Deal with many combinations.  Dimensions are:
*  Auto build or rewrite
*    no label, label, list label  (label/no-label handled together)
*    child, root
*    token, set, rule, wildcard
*
*  The situation is not too bad as rewrite (->) usage makes ^ and !
*  invalid.
 There is no huge explosion of combinations.
*/

@rule.setErrorReturnValue() ::= <<
retval.Tree = (<ASTLabelType>)adaptor.ErrorNode(input, retval.Start, input.LT(-1), re);
<! System.out.WriteLine("<ruleName> returns "+((CommonTree)retval.tree).toStringTree()); !>
>>

// TOKEN AST STUFF

/** ID and output=AST */
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <%
<super.tokenRef(...)>
<if(!ruleDescriptor.isSynPred)>
```

```
<if(backtracking)><\n>if (state.backtracking == 0) {<endif>
<\n><label>_tree = <createNodeFromToken(...)>;
<\n>adaptor.AddChild(root_0, <label>_tree);
<if(backtracking)><\n>}<endif>
<endif>
%>

/** ID! and output=AST (same as plain tokenRef) */
tokenRefBang(token,label,elementIndex,terminalOptions={}) ::= "<super.tokenRef(...)>"

/** ID^ and output=AST */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <%
<super.tokenRef(...)>
<if(!ruleDescriptor.isSynPred)>
<if(backtracking)><\n>if (<actions.(actionScope).synpredgate>) {<endif>
<\n><label>_tree =
 <createNodeFromToken(...)>;
<\n>root_0 = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_0);
<if(backtracking)><\n>}<endif>
<endif>
%>

/** ids+=ID! and output=AST */
tokenRefBangAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefRuleRoot(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

// SET AST

// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code.  I don't use the region stuff because I need to pass
// different chunks depending
 on the operator.  I don't like making
// the template name have the operator as the number of templates gets
```

```
// large but this is the most flexible--this is as opposed to having
// the code generator call matchSet then add root code or ruleroot code
// plus list label plus ...  The combinations might require complicated
// rather than just added on code.  Investigate that refactoring when
// I have more time.

matchSet(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <<
<super.matchSet(postmatchCode={<if(!ruleDescriptor.isSynPred)><if(backtracking)>if
(<actions.(actionScope).synpredgate>) <endif>adaptor.AddChild(root_0, <createNodeFromToken(...)>);<endif>},
...)>
>>

matchRuleBlockSet(s,label,elementIndex,postmatchCode,treeLevel="0",terminalOptions={}) ::= <<
<matchSet(...)>
>>

matchSetBang(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= "<super.matchSet(...)>"

// note there is no matchSetTrack because -> rewrites force sets to be
// plain old blocks of alts:
 (A|B|...|C)

matchSetRuleRoot(s,label,elementIndex,debug,terminalOptions={}) ::= <<
<if(label)>
<label>=(<labelType>)input.LT(1);
<endif>
<super.matchSet(postmatchCode={<if(!ruleDescriptor.isSynPred)><if(backtracking)>if
(<actions.(actionScope).synpredgate>) <endif>root_0 =
(<ASTLabelType>)adaptor.BecomeRoot(<createNodeFromToken(...)>, root_0);<endif>}, ...)>
>>

// RULE REF AST

/** rule when output=AST */
ruleRef(rule,label,elementIndex,args,scope) ::= <%
<super.ruleRef(...)>
<if(!ruleDescriptor.isSynPred)>
<\n><if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>adaptor.AddChild(root_0, <label>.Tree);
<endif>
%>

/** rule! is same as normal rule ref */
ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)>"

/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>root_0 =
```

```
(<ASTLabelType>)adaptor.BecomeRoot(<label>.Tree, root_0);
>>

/** x+=rule when
 output=AST */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

/** x+=rule! when output=AST is a rule ref with list addition */
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefBang(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

/** x+=rule^ */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

// WILDCARD AST

wildcard(token,label,elementIndex,terminalOptions={}) ::= <<
<super.wildcard(...)>
<if(!ruleDescriptor.isSynPred)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<label>_tree = (<ASTLabelType>)adaptor.Create(<label>);
adaptor.AddChild(root_0, <label>_tree);
<if(backtracking)>}<endif>
<endif>
>>

wildcardBang(label,elementIndex) ::= "<super.wildcard(token=[],...)>"

wildcardRuleRoot(token,label,elementIndex,terminalOptions={})
 ::= <<
<super.wildcard(...)>
<if(!ruleDescriptor.isSynPred)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<label>_tree = (<ASTLabelType>)adaptor.Create(<label>);
root_0 = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_0);
<if(backtracking)>}<endif>
<endif>
>>

createNodeFromToken(label,terminalOptions={}) ::= <%
```

<if(terminalOptions.node)>
new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.text)>,<terminalOptions.text; format="string"><endif>)
<else>
(<ASTLabelType>)adaptor.Create(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.text)>,<terminalOptions.text; format="string"><endif>)
<endif>
%>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
retval.Tree = (<ASTLabelType>)adaptor.RulePostProcessing(root_0);
adaptor.SetTokenBoundaries(retval.Tree, retval.Start, retval.Stop);
<if(backtracking)>}<endif>
>>

Found
in path(s):
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/CSharp3/ASTParser.stg
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*/
/** Template subgroup to add template rewrite output
*  If debugging, then you'll also get STDbg.stg loaded.
*/

@outputFile.imports() ::= <<
<@super.imports()>
using Antlr3.ST;
using Antlr3.ST.Language;
>>

@genericParser.members() ::= <<
<@super.members()>
private StringTemplateGroup _templateGroup = new StringTemplateGroup("<name>Templates",
 typeof(AngleBracketTemplateLexer) );

public StringTemplateGroup TemplateGroup
{
 get { return _templateGroup; }
 set { _templateGroup = value; }
}
>>

ruleReturnBaseType() ::= <%
Template<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope\<StringTemplate, <labelType>>
%>

/** x+=rule when output=template */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabelElem(elem={<label>.Template},elemType="StringTemplate",...)>
>>

rewriteTemplate(alts) ::= <<

// TEMPLATE REWRITE
<if(backtracking)>
if (<actions.(actionScope).synpredgate>)
{
 <alts:rewriteTemplateAlt(); separator="else ">
 <if(rewriteMode)><replaceTextInLine()><endif>
}
```

```
<else>
<alts:rewriteTemplateAlt(); separator="else ">
<if(rewriteMode)><replaceTextInLine()><endif>
<endif>
>>

replaceTextInLine() ::= <<
<if(TREE_PARSER)>
((TokenRewriteStream)input.TokenStream).Replace(
 input.TreeAdaptor.GetTokenStartIndex(retval.Start),
 input.TreeAdaptor.GetTokenStopIndex(retval.Start),
 retval.Template);
<else>
((TokenRewriteStream)input).Replace(
 retval.Start.TokenIndex,
 input.LT(-1).TokenIndex,
 retval.Template);
<endif>
>>

rewriteTemplateAlt(it)
 ::= <<
// <it.description>
<if(it.pred)>
if (<it.pred>)
{
 retval.Template = <it.alt>;
}<\n>
<else>
{
 retval.Template = <it.alt>;
}<\n>
<endif>
>>

rewriteEmptyTemplate(alts) ::= <<
null;
>>

/** Invoke a template with a set of attribute name/value pairs.
*  Set the value of the rule's template *after* having set
*  the attributes because the rule's template might be used as
*  an attribute to build a bigger template; you get a self-embedded
*  template.
*/
rewriteExternalTemplate(name,args) ::= <%
TemplateGroup.GetInstanceOf("<name>"<optionalArguments(args)>)
%>
```

```
/** expr is a string expression that says what template to load */
rewriteIndirectTemplate(expr,args) ::= <%
TemplateGroup.GetInstanceOf(<expr><optionalArguments(args)>)
%>

/** Invoke an inline template with a set of attribute name/value pairs */
rewriteInlineTemplate(args,
 template) ::= <%
new StringTemplate(TemplateGroup, "<template>"<optionalArguments(args)>)
%>

optionalArguments(args) ::= <<
<if(args)>,
 new Dictionary\<string, object>() { <args:optionalArgument(); separator=", "> }
<endif>
>>

optionalArgument(it) ::= <<
{"<it.name>", <it.value>}
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
<action>
>>

/** An action has %st.attrName=expr; or %{st}.attrName=expr; */
actionSetAttribute(st,attrName,expr) ::= <<
(<st>).SetAttribute("<attrName>",<expr>);
>>

/** Translate %{stringExpr} */
actionStringConstructor(stringExpr) ::= <<
new StringTemplate(TemplateGroup,<stringExpr>)
>>
```

Found in path(s):
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/CSharp3/ST.stg
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```
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*/
group AST;

@outputFile.imports() ::= <<
<@super.imports()>
>>

@genericParser.members() ::= <<
<@super.members()>
<parserMembers()>
>>

/** Add an adaptor property that knows how to build trees */
parserMembers() ::= <<
<!protected TreeAdaptor adaptor = new CommonTreeAdaptor();<\n>!>
setTreeAdaptor: function(adaptor) {
  this.adaptor = adaptor;
  <grammar.directDelegates:{g|<g:delegateName()>.setTreeAdaptor(this.adaptor);}>
},
getTreeAdaptor: function() {
  return this.adaptor;
},
>>

@returnScope.ruleReturnMembers()
 ::= <<
getTree: function() { return this.tree; }
>>

```
/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
var root_0 = null;<\n>
>>

ruleLabelDefs() ::= <<
<super.ruleLabelDefs()>
<ruleDescriptor.tokenLabels:{var <it.label.text>_tree=null;}; separator="\n">
<ruleDescriptor.tokenListLabels:{var <it.label.text>_tree=null;}; separator="\n">
<ruleDescriptor.allTokenRefsInAltsWithRewrites
  :{var stream_<it>=new org.antlr.runtime.tree.RewriteRuleTokenStream(this.adaptor,"token <it>");};
separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites
  :{var stream_<it>=new org.antlr.runtime.tree.RewriteRuleSubtreeStream(this.adaptor,"rule <it>");};
separator="\n">
>>

/** When doing auto AST construction, we must define some variables;
*  These should be turned off if doing rewrites.  This must be a "mode"
*  as a rule could have both rewrite and AST within the same alternative
*  block.
*/
@alt.declarations()
 ::= <<
<if(autoAST)>
<if(outerAlt)>
<if(!rewriteMode)>
root_0 = this.adaptor.nil();<\n>
<endif>
<endif>
<endif>
>>

// T r a c k i n g  R u l e  E l e m e n t s

/** ID and track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<token>.add(<label>);<\n>
>>

/** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
*  to the tracking list stream_ID for use in the rewrite.
*/
tokenRefTrackAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefTrack(...)>
```

```
<listLabel(elem=label,...)>
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<token>.add(<label>);<\n>
>>

/** Match ^(label+=TOKEN ...) track for rewrite
 */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefRuleRootTrack(...)>
<listLabel(elem=label,...)>
>>

wildcardTrack(label,elementIndex) ::= <<
<super.wildcard(...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<rule.name>.add(<label>.getTree());
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(...)>
<listLabel(elem=label+".getTree()",...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<rule>.add(<label>.getTree());
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)>
<listLabel(elem=label+".getTree()",...)>
>>

//
 R e w r i t e

rewriteCode(
```

```
 alts, description,
 referencedElementsDeep, // ALL referenced elements to right of ->
 referencedTokenLabels,
 referencedTokenListLabels,
 referencedRuleLabels,
 referencedRuleListLabels,
   referencedWildcardLabels,
   referencedWildcardListLabels,
 rewriteBlockLevel, enclosingTreeLevel, treeLevel) ::=
<<

// AST REWRITE
// elements: <referencedElementsDeep; separator=", ">
// token labels: <referencedTokenLabels; separator=", ">
// rule labels: <referencedRuleLabels; separator=", ">
// token list labels: <referencedTokenListLabels; separator=", ">
// rule list labels: <referencedRuleListLabels; separator=", ">
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {<\n>
<endif>
<prevRuleRootRef()>.tree = root_0;
<rewriteCodeLabels()>
root_0 = this.adaptor.nil();
<alts:rewriteAlt(); separator="else ">
<! if tree parser and rewrite=true !>
<if(TREE_PARSER)>
<if(rewriteMode)>
<prevRuleRootRef()>.tree
 = this.adaptor.rulePostProcessing(root_0);
this.input.replaceChildren(this.adaptor.getParent(retval.start),
                  this.adaptor.getChildIndex(retval.start),
                  this.adaptor.getChildIndex(_last),
                  retval.tree);
<endif>
<endif>
<! if parser or tree-parser && rewrite!=true, we need to set result !>
<if(!TREE_PARSER)>
<prevRuleRootRef()>.tree = root_0;
<else>
<if(!rewriteMode)>
<prevRuleRootRef()>.tree = root_0;
<endif>
<endif>
<if(backtracking)>
}
<endif>
>>
```

```
rewriteCodeLabels() ::= <<
<referencedTokenLabels
  :{var stream_<it>=new org.antlr.runtime.tree.RewriteRule<rewriteElementType>Stream(this.adaptor,"token
<it>",<it>);};
  separator="\n"
>
<referencedTokenListLabels
  :{var stream_<it>=new org.antlr.runtime.tree.RewriteRule<rewriteElementType>Stream(this.adaptor,"token
<it>", list_<it>);};
  separator="\n"
>
<referencedWildcardLabels
  :{var stream_<it>=new org.antlr.runtime.tree.RewriteRuleSubtreeStream(this.adaptor,"wildcard
 <it>",<it>);};
  separator="\n"
>
<referencedWildcardListLabels
  :{var stream_<it>=new org.antlr.runtime.tree.RewriteRuleSubtreeStream(this.adaptor,"wildcard <it>",list_<it>);};
  separator="\n"
>
<referencedRuleLabels
  :{var stream_<it>=new org.antlr.runtime.tree.RewriteRuleSubtreeStream(this.adaptor,"token
<it>",<it>!=null?<it>.tree:null);};
  separator="\n"
>
<referencedRuleListLabels
  :{var stream_<it>=new org.antlr.runtime.tree.RewriteRuleSubtreeStream(this.adaptor,"token <it>",list_<it>);};
  separator="\n"
>
>>

/** Generate code for an optional rewrite block; note it uses the deep ref'd element
 *  list rather shallow like other blocks.
 */
rewriteOptionalBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
if ( <referencedElementsDeep:{el | stream_<el>.hasNext()}; separator="||"> ) {
  <alt>
}
<referencedElementsDeep:{el
 | stream_<el>.reset();<\n>}>
>>
```

```
rewriteClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
while ( <referencedElements:{el | stream_<el>.hasNext()}; separator="||"> ) {
   <alt>
}
<referencedElements:{el | stream_<el>.reset();<\n>}>
>>

rewritePositiveClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
if ( !(<referencedElements:{el | stream_<el>.hasNext()}; separator="||">) ) {
   throw new org.antlr.runtime.tree.RewriteEarlyExitException();
}
while ( <referencedElements:{el | stream_<el>.hasNext()}; separator="||"> ) {
   <alt>
}
<referencedElements:{el | stream_<el>.reset();<\n>}>
>>

rewriteAlt(a) ::= <<
// <a.description>
<if(a.pred)>
if (<a.pred>) {
   <a.alt>
}<\n>
<else>
{
   <a.alt>
}<\n>
<endif>
>>

/**
 For empty rewrites: "r : ... -> ;" */
rewriteEmptyAlt() ::= "root_0 = null;"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
{
```

```
var root_<treeLevel> = this.adaptor.nil();
<root:rewriteElement()>
<children:rewriteElement()>
this.adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>);
}<\n>
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>"

rewriteElement(e) ::= <<
<@pregen()>
<e.el>
>>

/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,terminalOptions,args) ::= <<
this.adaptor.addChild(root_<treeLevel>, <createRewriteNodeFromElement(...)>);<\n>
>>

/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
this.adaptor.addChild(root_<treeLevel>, stream_<label>.nextNode());<\n>
>>

/** Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
this.adaptor.addChild(root_<treeLevel>, stream_<label>.nextNode());<\n>
>>

/**
 Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = this.adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>);<\n>
>>

/** Gen ^($label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^(ID ...) or ^(ID[args] ...) */
rewriteTokenRefRoot(token,elementIndex,terminalOptions,args) ::= <<
root_<treeLevel> = this.adaptor.becomeRoot(<createRewriteNodeFromElement(...)>, root_<treeLevel>);<\n>
>>

rewriteImaginaryTokenRef(args,token,terminalOptions,elementIndex) ::= <<
this.adaptor.addChild(root_<treeLevel>, <createImaginaryNode(tokenType=token, ...)>);<\n>
>>

rewriteImaginaryTokenRefRoot(args,token,terminalOptions,elementIndex) ::= <<
```

```
root_<treeLevel> = this.adaptor.becomeRoot(<createImaginaryNode(tokenType=token, ...)>,
root_<treeLevel>);<\n>
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
root_0 = <action>;<\n>
>>

/** What is the name of the previous value of this
 rule's root tree?  This
*  let's us refer to $rule to mean previous value.  I am reusing the
*  variable 'tree' sitting in retval struct to hold the value of root_0 right
*  before I set it during rewrites.  The assign will be to retval.tree.
*/
prevRuleRootRef() ::= "retval"

rewriteRuleRef(rule) ::= <<
this.adaptor.addChild(root_<treeLevel>, stream_<rule>.nextTree());<\n>
>>

rewriteRuleRefRoot(rule) ::= <<
root_<treeLevel> = this.adaptor.becomeRoot(stream_<rule>.nextNode(), root_<treeLevel>);<\n>
>>

rewriteNodeAction(action) ::= <<
this.adaptor.addChild(root_<treeLevel>, <action>);<\n>
>>

rewriteNodeActionRoot(action) ::= <<
root_<treeLevel> = this.adaptor.becomeRoot(<action>, root_<treeLevel>);<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
this.adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
this.adaptor.addChild(root_<treeLevel>,
 stream_<label>.nextTree());<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
root_<treeLevel> = this.adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>);<\n>
>>
```

```
/** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label) ::= <<
root_<treeLevel> = this.adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>);<\n>
>>

rewriteWildcardLabelRef(label) ::= <<
this.adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());<\n>
>>

createImaginaryNode(tokenType,terminalOptions,args) ::= <<
<if(terminalOptions.node)>
<! new MethodNode(IDLabel, args) !>
new <terminalOptions.node>(<tokenType><if(args)>, <args; separator=", "><endif>)
<else>
this.adaptor.create(<tokenType>, <args; separator=", "><if(!args)>"<tokenType>"<endif>)
<endif>
>>

createRewriteNodeFromElement(token,terminalOptions,args) ::= <<
<if(terminalOptions.node)>
new <terminalOptions.node>(stream_<token>.nextToken()<if(args)>,
 <args; separator=", "><endif>)
<else>
<if(args)> <! must create new node from old !>
this.adaptor.create(<token>, <args; separator=", ">)
<else>
stream_<token>.nextNode()
<endif>
<endif>
>>
```

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* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/JavaScript/AST.stg
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*/
/** Template overrides to add debugging to normal C output;
* If ASTs are built, then you'll also get ASTDbg.stg loaded.
*/
@genericParser.members() ::= <<
<if(grammar.grammarIsRoot)>
const char *
ruleNames[] =
 {
  "invalidRule", <grammar.allImportedRules:{rST | "<rST.name>"}; wrap="\n ", separator=", ">
 };<\n>
<endif>
<if(grammar.grammarIsRoot)> <! grammar imports other grammar(s) !>
static ANTLR3_UINT32
 ruleLevel = 0;
static ANTLR3_UINT32 getRuleLevel()
{
 return ruleLevel;
}
static void incRuleLevel()
{
 ruleLevel++;
}
static void decRuleLevel()
{
 ruleLevel--;
}
<else> <! imported grammar !>
static ANTLR3_UINT32
getRuleLevel()

```
{
 return <grammar.delegators:{g| <g:delegateName()>}>->getRuleLevel();
}
static void incRuleLevel()
{
 <grammar.delegators:{g| <g:delegateName()>}>->incRuleLevel();
}
static void
decRuleLevel()
{
 <grammar.delegators:{g| <g:delegateName()>}>.decRuleLevel();
}
<endif>
<if(profile)>
// Profiling not yet implemented for C target
//
<endif>
<if(grammar.grammarIsRoot)>
<ctorForPredefinedListener()>
<else>
<ctorForDelegateGrammar()>
<endif>

static ANTLR3_BOOLEAN
evalPredicate(p<name> ctx, ANTLR3_BOOLEAN result, const char * predicate)
{
  DBG->semanticPredicate(DBG, result, predicate);
  return result;
}<\n>
>>

@genericParser.debugStuff() ::= <<
<if(grammar.grammarIsRoot)>
<createListenerAndHandshake()>
<endif>
>>

ctorForProfilingRootGrammar() ::=
 <<
>>

/** Basically we don't want to set any dbg listeners as root will have it. */
ctorForDelegateGrammar() ::= <<

>>

ctorForPredefinedListener() ::= <<
```

```
>>

createListenerAndHandshake() ::= <<
{
 // DEBUG MODE code
 //
 pANTLR3_DEBUG_EVENT_LISTENER  proxy;
 proxy = antlr3DebugListenerNew();
 proxy->grammarFileName = INPUT->tokenSource->strFactory->newStr8(INPUT->tokenSource->strFactory,
(pANTLR3_UINT8)ctx->getGrammarFileName());

<if(TREE_PARSER)>
 proxy->adaptor = ADAPTOR;
<endif>
 PARSER->setDebugListener(PARSER, proxy);

 // Try to connect to the debugger (waits forever for a connection)
 //
 proxy->handshake(proxy);

 // End DEBUG MODE code
 //
}
>>


@rule.preamble() ::= <<
if ( getRuleLevel()==0 )
{
 DBG->commence(DBG);
}
DBG->enterRule(DBG, getGrammarFileName(), (const char *)"<ruleName>");
incRuleLevel();
DBG->location(DBG, <ruleDescriptor.tree.line>, <ruleDescriptor.tree.column>);<\n>
>>

@rule.postamble() ::= <<
DBG->location(DBG, <ruleDescriptor.EORNode.line>, <ruleDescriptor.EORNode.column>);<\n>
DBG->exitRule(DBG,
 getGrammarFileName(), (const char *)"<ruleName>");
decRuleLevel();
if ( getRuleLevel()==0 )
{
 DBG->terminate(DBG);
}
<\n>
>>
```

```
@checkRuleBacktrackFailure.debugClean() ::= <<
DBG->exitRule(DBG, getGrammarFileName(), (const char *)"<ruleName>");
decRuleLevel();
>>

@synpred.start() ::= "DBG->beginBacktrack(DBG, BACKTRACKING);"

@synpred.stop() ::= "DBG->endBacktrack(DBG, BACKTRACKING, success);"

// Common debug event triggers used by region overrides below

enterSubRule() ::=
  "DBG->enterSubRule(DBG, <decisionNumber>);<\n>"

exitSubRule() ::=
  "DBG->exitSubRule(DBG, <decisionNumber>);<\n>"

enterDecision() ::=
  "DBG->enterDecision(DBG, <decisionNumber>);<\n>"

exitDecision() ::=
  "DBG->exitDecision(DBG, <decisionNumber>);<\n>"

enterAlt(n) ::= "DBG->enterAlt(DBG, <n>);<\n>"

// Region overrides that tell various constructs to add debugging triggers

@block.predecision() ::= "<enterSubRule()><enterDecision()>"

@block.postdecision()
 ::= "<exitDecision()>"

@block.postbranch() ::= "<exitSubRule()>"

@ruleBlock.predecision() ::= "<enterDecision()>"

@ruleBlock.postdecision() ::= "<exitDecision()>"

@ruleBlockSingleAlt.prealt() ::= "<enterAlt(n=\"1\")>"

@blockSingleAlt.prealt() ::= "<enterAlt(n=\"1\")>"

@positiveClosureBlock.preloop() ::= "<enterSubRule()>"

@positiveClosureBlock.postloop() ::= "<exitSubRule()>"

@positiveClosureBlock.predecision() ::= "<enterDecision()>"
```

```
@positiveClosureBlock.postdecision() ::= "<exitDecision()>"

@positiveClosureBlock.earlyExitException() ::=
  "DBG->recognitionException(DBG, EXCEPTION);<\n>"

@closureBlock.preloop() ::= "<enterSubRule()>"

@closureBlock.postloop() ::= "<exitSubRule()>"

@closureBlock.predecision() ::= "<enterDecision()>"

@closureBlock.postdecision() ::= "<exitDecision()>"

@altSwitchCase.prealt() ::= "<enterAlt(altNum)>"

@element.prematch() ::=
  "DBG->location(DBG, <e.line>, <e.pos>);" // e is arg of element

@matchSet.mismatchedSetException() ::=
   "DBG->recognitionException(DBG, EXCEPTION);"

@newNVException.noViableAltException() ::= "DBG->recognitionException(DBG, EXCEPTION);"

dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = cdfa<decisionNumber>.predict(ctx, RECOGNIZER, ISTREAM,
&cdfa<decisionNumber>);
if  (HASEXCEPTION())
{
 DBG->recognitionException(DBG, EXCEPTION);
  goto rule<ruleDescriptor.name>Ex;
}
<checkRuleBacktrackFailure()>
>>

@cyclicDFA.errorMethod() ::= <<
//static void
//dfaError(p<name> ctx)
//{
//    DBG->recognitionException(DBG, EXCEPTION);
//}
>>

/** Force predicate validation to trigger an event */
evalPredicate(pred,description) ::= <<
evalPredicate(ctx, <pred>, (const char *)"<description>")
>>
```

Found in path(s):

* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/C/Dbg.stg
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*/
/** ANTLR's code generator.
*
*  Generate recognizers derived from grammars.  Language independence
*  achieved through the use of STGroup objects.  All output
*  strings are completely encapsulated in the group files such as Java.stg.
*  Some computations are done that are unused by a particular language.
*  This generator just computes and sets the values into the templates;
*  the templates are free
 to use or not use the information.
*
*  To make a new code generation target, define X.stg for language X
*  by copying from existing Y.stg most closely releated to your language;
*  e.g., to do CSharp.stg copy Java.stg.  The template group file has a
*  bunch of templates that are needed by the code generator.  You can add
*  a new target w/o even recompiling ANTLR itself.  The language=X option
*  in a grammar file dictates which templates get loaded/used.
*
```

* Some language like C need both parser files and header files. Java needs
* to have a separate file for the cyclic DFA as ANTLR generates bytecodes
* directly (which cannot be in the generated parser Java file). To facilitate
* this,
*
* cyclic can be in same file, but header, output must be searpate. recognizer
* is in outptufile.
*/

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* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/CodeGenerator.java
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*/

/** Templates for building ASTs during tree parsing.
*

```
*  Deal with many combinations.  Dimensions are:
*  Auto build or rewrite
*    no label, label, list label  (label/no-label handled together)
*    child, root
*    token, set, rule, wildcard
*
*  Each combination has its own template except that label/no label
*  is combined
 into tokenRef, ruleRef, ...
*/

/** Add a variable to track last element matched */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
<if(!ruleDescriptor.isSynPred)>
<ASTLabelType> _first_0 = default(<ASTLabelType>);
<ASTLabelType> _last = default(<ASTLabelType>);
<endif>
>>

/** What to emit when there is no rewrite rule.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel=false, treeLevel=false) ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(rewriteMode)>
retval.Tree = (<ASTLabelType>)_first_0;
if (adaptor.GetParent(retval.Tree)!=null && adaptor.IsNil(adaptor.GetParent(retval.Tree)))
 retval.Tree = (<ASTLabelType>)adaptor.GetParent(retval.Tree);
<endif>
<if(backtracking)>}<endif>
<endif>
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
   enclosingTreeLevel, treeLevel) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last
 = (<ASTLabelType>)input.LT(1);
{
<ASTLabelType> _save_last_<treeLevel> = _last;
<ASTLabelType> _first_<treeLevel> = default(<ASTLabelType>);
<if(!rewriteMode)>
<ASTLabelType> root_<treeLevel> = (<ASTLabelType>)adaptor.Nil();
```

```
<endif>
<root:element()>
<if(rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
<if(root.el.rule)>
if (_first_<enclosingTreeLevel> == null) _first_<enclosingTreeLevel> = <root.el.label>.Tree;
<else>
if (_first_<enclosingTreeLevel> == null) _first_<enclosingTreeLevel> = <root.el.label>;
<endif>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if (input.LA(1) == TokenTypes.Down) {
 Match(input, TokenTypes.Down, null); <checkRuleBacktrackFailure()>
 <children:element()>
 Match(input, TokenTypes.Up, null); <checkRuleBacktrackFailure()>
}
<else>
Match(input, TokenTypes.Down, null); <checkRuleBacktrackFailure()>
<children:element()>
Match(input, TokenTypes.Up, null); <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
adaptor.AddChild(root_<enclosingTreeLevel>,
 root_<treeLevel>);
<endif>
_last = _save_last_<treeLevel>;
}
<else>
<super.tree(...)>
<endif>
>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
*  setting of _last
*/
tokenRefBang(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<else>
<super.tokenRefBang(...)>
<endif>
>>

/** ID auto construct */
```

```
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(terminalOptions.node)>
<label>_tree = new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text; format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(termin
alOptions.text)>,<terminalOptions.text;
 format="string"><endif>);
<endif><\n>
adaptor.AddChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
if (_first_<treeLevel> == null) _first_<treeLevel> = <label>;
<endif>
<else>
<super.tokenRef(...)>
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
<tokenRef(...)>
<listLabelElem(elem=label,...)>
<else>
<super.tokenRefAndListLabel(...)>
<endif>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(terminalOptions.node)>
<label>_tree = new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text;
```

```
 format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.text)>,<terminalOptions.text; format="string"><endif>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>}<endif>
<endif>
<else>
<super.tokenRefRuleRoot(...)>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
<tokenRefRuleRoot(...)>
<listLabelElem(elem=label,...)>
<else>
<super.tokenRefRuleRootAndListLabel(...)>
<endif>
>>

/** Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.wildcard(...)>
<if(!rewriteMode)>
<if(backtracking)>if
 (<actions.(actionScope).synpredgate>) {<endif>
<label>_tree = (<ASTLabelType>)adaptor.DupTree(<label>);
adaptor.AddChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
if (_first_<treeLevel> == null) _first_<treeLevel> = <label>;
<endif>
<else>
<super.wildcard(...)>
<endif>
>>

// SET AST

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
<if(!ruleDescriptor.isSynPred)>
```

```
_last = (<ASTLabelType>)input.LT(1);
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(terminalOptions.node)>
<label>_tree = new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text; format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(termin
alOptions.text)>,<terminalOptions.text;
 format="string"><endif>);
<endif><\n>
adaptor.AddChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
<else>
<super.matchSet(...)>
<endif>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
<if(!ruleDescriptor.isSynPred)>
<matchSet(...)>
<noRewrite(...)> <! set return tree !>
<else>
<super.matchRuleBlockSet(...)>
<endif>
>>

matchSetBang(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.matchSet(...)>
<else>
<super.matchSetBang(...)>
<endif>
>>

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
<if(!ruleDescriptor.isSynPred)>
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(terminalOptions.node)>
```

```
<label>_tree = new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text;
 format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(termin
alOptions.text)>,<terminalOptions.text; format="string"><endif>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
<else>
<super.matchSetRuleRoot(...)>
<endif>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
<if(!rewriteMode)>
adaptor.AddChild(root_<treeLevel>, <label>.Tree);
<else> <! rewrite mode !>
if (_first_<treeLevel> == null) _first_<treeLevel> = <label>.Tree;
<endif>
<else>
<super.ruleRef(...)>
<endif>
>>

/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope)
 ::= <<
<if(!ruleDescriptor.isSynPred)>
<ruleRef(...)>
<listLabelElem(elem={<label>.Tree},...)>
<else>
<super.ruleRefAndListLabel(...)>
<endif>
>>
```

```
/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>root_<treeLevel> =
(<ASTLabelType>)adaptor.BecomeRoot(<label>.Tree, root_<treeLevel>);
<endif>
<else>
<super.ruleRefRuleRoot(...)>
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
<ruleRefRuleRoot(...)>
<listLabelElem(elem={<label>.Tree},...)>
<else>
<super.ruleRefRuleRootAndListLabel(...)>
<endif>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefTrack(...)>
>>

/**
 x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefTrackAndListLabel(...)>
<else>
<super.ruleRefTrackAndListLabel(...)>
<endif>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefRootTrack(...)>
<else>
<super.ruleRefRuleRootTrack(...)>
```

```
<endif>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefRuleRootTrackAndListLabel(...)>
<else>
<super.ruleRefRuleRootTrackAndListLabel(...)>
<endif>
>>

/** Streams for token refs are tree nodes now; override to
*  change NextToken to NextNode.
*/
createRewriteNodeFromElement(token,terminalOptions,args)
 ::= <%
<if(terminalOptions.node)>
new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif>stream_<token>.NextNode())
<else>
stream_<token>.NextNode()
<endif>
%>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(!ruleDescriptor.isSynPred)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
retval.Tree = (<ASTLabelType>)adaptor.RulePostProcessing(root_0);
<if(backtracking)>}<endif>
<endif>
<endif>
>>
```

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* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/CSharp3/ASTTreeParser.stg
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*/
/** Template subgroup to add template rewrite output
* If debugging, then you'll also get STDbg.stg loaded.
*/

@outputFile.imports() ::= <<
<@super.imports()>
import org.antlr.stringtemplate.*;
import org.antlr.stringtemplate.language.*;
import java.util.HashMap;
>>

/** Add this to each rule's return value struct */
@returnScope.ruleReturnMembers() ::= <<
public StringTemplate st;
public Object getTemplate() { return st; }
public String toString() { return st==null?null:st.toString();
 }
>>

@genericParser.members() ::= <<
<@super.members()>
 protected StringTemplateGroup templateLib =
   new StringTemplateGroup("<name>Templates", AngleBracketTemplateLexer.class);

 public void setTemplateLib(StringTemplateGroup templateLib) {
   this.templateLib = templateLib;
 }

```
 public StringTemplateGroup getTemplateLib() {
  return templateLib;
 }
 /** allows convenient multi-value initialization:
  *  "new STAttrMap().put(...).put(...)"
  */
 @SuppressWarnings("serial")
 public static class STAttrMap extends HashMap\<String, Object> {
  public STAttrMap put(String attrName, Object value) {
   super.put(attrName, value);
   return this;
  }
 }
>>

/** x+=rule when output=template */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(rule,label,elementIndex,args,scope)>
<listLabel(label, {<label>.getTemplate()})>
>>

rewriteTemplate(alts) ::= <<

// TEMPLATE REWRITE
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {
 <alts:rewriteTemplateAlt();
 separator="else ">
 <if(rewriteMode)><replaceTextInLine()><endif>
}
<else>
<alts:rewriteTemplateAlt(); separator="else ">
<if(rewriteMode)><replaceTextInLine()><endif>
<endif>
>>

replaceTextInLine() ::= <<
<if(TREE_PARSER)>
((TokenRewriteStream)input.getTokenStream()).replace(
 input.getTreeAdaptor().getTokenStartIndex(retval.start),
 input.getTreeAdaptor().getTokenStopIndex(retval.start),
 retval.st);
<else>
((TokenRewriteStream)input).replace(
 ((Token)retval.start).getTokenIndex(),
 input.LT(-1).getTokenIndex(),
 retval.st);
<endif>
```

```
>>

rewriteTemplateAlt(alt) ::= <<
// <alt.description>
<if(alt.pred)>
if (<alt.pred>) {
 retval.st = <alt.alt>;
}<\n>
<else>
{
 retval.st = <alt.alt>;
}<\n>
<endif>
>>

rewriteEmptyTemplate(alts) ::= <<
null;
>>

/** Invoke a template with a set of attribute name/value pairs.
*  Set the value of the rule's template *after* having set
*  the attributes because the rule's template might be used as
*  an attribute to build a bigger template;
 you get a self-embedded
*  template.
*/
rewriteExternalTemplate(name,args) ::= <%
templateLib.getInstanceOf("<name>"<if(args)>,
 new STAttrMap()<args:{a | .put("<a.name>", <a.value>)}>
 <endif>)
%>

/** expr is a string expression that says what template to load */
rewriteIndirectTemplate(expr,args) ::= <%
templateLib.getInstanceOf(<expr><if(args)>,
 new STAttrMap()<args:{a | .put("<a.name>", <a.value>)}>
 <endif>)
%>

/** Invoke an inline template with a set of attribute name/value pairs */
rewriteInlineTemplate(args, template) ::= <%
new StringTemplate(templateLib, "<template>"<if(args)>,
 new STAttrMap()<args:{a | .put("<a.name>", <a.value>)}>
 <endif>)
%>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
```

<action>
>>

/** An action has %st.attrName=expr; or %{st}.attrName=expr; */
actionSetAttribute(st,attrName,expr) ::= <<
(<st>).setAttribute("<attrName>",<expr>);
>>

/** Translate %{stringExpr} */
actionStringConstructor(stringExpr) ::= <<
new StringTemplate(templateLib,<stringExpr>)
>>

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* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/Java/ST.stg
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*/

```
/** Templates for building ASTs during tree parsing.
*
*  Deal with many combinations.  Dimensions are:
*  Auto build or rewrite
*    no label, label, list label  (label/no-label handled together)
*    child, root
*    token, set, rule, wildcard
*
*  Each combination has its own template except that label/no label
*  is combined into tokenRef, ruleRef, ...
*/
group ASTTreeParser;

/** Add a variable to track last element matched */
ruleDeclarations()
 ::= <<
<super.ruleDeclarations()>
<ASTLabelType> _first_0 = null;
<ASTLabelType> _last = null;<\n>
>>

/** What to emit when there is no rewrite rule.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
<if(backtracking)>if ( state.backtracking==0 ) {<endif>
<if(rewriteMode)>
retval.tree = (<ASTLabelType>)_first_0;
if ( adaptor.getParent(retval.tree)!=null && adaptor.isNil( adaptor.getParent(retval.tree) ) )
  retval.tree = (<ASTLabelType>)adaptor.getParent(retval.tree);
<endif>
<if(backtracking)>}<endif>
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
   enclosingTreeLevel, treeLevel) ::= <<
_last = (<ASTLabelType>)input.LT(1);
{
<ASTLabelType> _save_last_<treeLevel> = _last;
<ASTLabelType> _first_<treeLevel> = null;
<if(!rewriteMode)>
<ASTLabelType> root_<treeLevel> = (<ASTLabelType>)adaptor.nil();
<endif>
<root:element()>
<if(rewriteMode)>
```

```
<if(backtracking)>if
 ( state.backtracking==0 )<endif>
<if(root.el.rule)>
if ( _first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> = <root.el.label>.tree;
<else>
if ( _first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> = <root.el.label>;
<endif>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( input.LA(1)==Token.DOWN ) {
  match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
  <children:element()>
  match(input, Token.UP, null); <checkRuleBacktrackFailure()>
}
<else>
match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
<children:element()>
match(input, Token.UP, null); <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>);
<endif>
_last = _save_last_<treeLevel>;
}<\n>
>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
*  setting of _last
*/
tokenRefBang(token,label,elementIndex) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
>>

/**
 ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( state.backtracking==0 ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
<else>
<label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
```

```
<endif><\n>
adaptor.addChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if ( state.backtracking==0 )<endif>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if
 ( state.backtracking==0 ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
<else>
<label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>}<endif>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

// SET AST

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.matchSet(..., postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( state.backtracking==0 ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
<else>
```

```
<label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
<endif><\n>
adaptor.addChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<endif>
}
)>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0")
 ::= <<
<matchSet(...)>
<noRewrite()> <! set return tree !>
>>

matchSetBang(s,label,elementIndex,postmatchCode) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.matchSet(...)>
>>

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
<super.matchSet(..., postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( state.backtracking==0 ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
<else>
<label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>}<endif>
<endif>
}
)>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(backtracking)>if ( state.backtracking==0 ) <endif>
<if(!rewriteMode)>
adaptor.addChild(root_<treeLevel>, <label>.getTree());
<else>
 <! rewrite mode !>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>.tree;
```

```
<endif>
>>

/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label+".getTree()",...)>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( state.backtracking==0 ) <endif>root_<treeLevel> =
(<ASTLabelType>)adaptor.becomeRoot(<label>.getTree(), root_<treeLevel>);
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(elem=label+".getTree()",...)>
>>

/** Streams for token refs are tree nodes now; override to
*  change nextToken to nextNode.
*/
createRewriteNodeFromElement(token,terminalOptions,scope) ::= <<
<if(terminalOptions.node)>
new <terminalOptions.node>(stream_<token>.nextNode())
<else>
stream_<token>.nextNode()
<endif>
>>

ruleCleanUp()
 ::= <<
<super.ruleCleanUp()>
<if(!rewriteMode)>
<if(backtracking)>if ( state.backtracking==0 ) {<\n><endif>
retval.tree = (<ASTLabelType>)adaptor.rulePostProcessing(root_0);
<if(backtracking)>}<endif>
<endif>
>>

Found in path(s):
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/Perl5/ASTTreeParser.stg
```

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*/

/** Template overrides to add debugging to AST stuff.  Dynamic inheritance
*  hierarchy is set up as ASTDbg : AST : Dbg : Java by code generator.
*/

parserMembers() ::= <<
 // Implement this function in your helper file to use a custom tree adaptor
 partial void InitializeTreeAdaptor();
 protected DebugTreeAdaptor adaptor;

 public
 ITreeAdaptor TreeAdaptor
 {
  get
```

```
  {
   return adaptor;
  }
  set
  {
<if(grammar.grammarIsRoot)>
   this.adaptor = new DebugTreeAdaptor(dbg,adaptor);
<else>
   this.adaptor = (DebugTreeAdaptor)adaptor; // delegator sends dbg adaptor
<endif><\n>
   <grammar.directDelegates:{g|<g:delegateName()>.TreeAdaptor = this.adaptor;}>
  }
 }<\n>
>>

parserCtorBody() ::= <<
<super.parserCtorBody()>
>>

createListenerAndHandshake() ::= <<
DebugEventSocketProxy proxy = new DebugEventSocketProxy( this, port,
<if(TREE_PARSER)>input.TreeAdaptor<else>adaptor<endif> );
DebugListener = proxy;
<inputStreamType> = new Debug<inputStreamType>( input, proxy );
try
{
 proxy.Handshake();
}
catch ( IOException ioe )
{
 ReportError( ioe );
}
>>

@ctorForRootGrammar.finally() ::= <<
ITreeAdaptor adap = new CommonTreeAdaptor();
TreeAdaptor = adap;
proxy.TreeAdaptor = adap;
>>

@ctorForProfilingRootGrammar.finally() ::=<<
ITreeAdaptor adap = new CommonTreeAdaptor();
TreeAdaptor = adap;
>>

@ctorForPredefinedListener.superClassRef()
 ::= ": base( input, dbg )"
```

```
@ctorForPredefinedListener.finally() ::=<<
<if(grammar.grammarIsRoot)><! don't create new adaptor for delegates !>
ITreeAdaptor adap = new CommonTreeAdaptor();
TreeAdaptor = adap;<\n>
<endif>
>>

//@rewriteElement.pregen() ::= "dbg.Location( <e.line>, <e.pos> );"
```

Found in path(s):
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/CSharp3/ASTDbg.stg
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```

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* /antlr-3-5-1-sources-1-jar/org/antlr/tool/GrammarSerializerFoo.java
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/CompositeGrammar.java
* /antlr-3-5-1-sources-1-jar/org/antlr/misc/MutableInteger.java
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/CSharp2Target.java
* /antlr-3-5-1-sources-1-jar/org/antlr/analysis/DFAState.java

* /antlr-3-5-1-sources-1-jar/org/antlr/analysis/ActionLabel.java
*
 /antlr-3-5-1-sources-1-jar/org/antlr/tool/GrammarSpelunker.java
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/GrammarNonDeterminismMessage.java
* /antlr-3-5-1-sources-1-jar/org/antlr/analysis/AnalysisRecursionOverflowException.java
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/Interpreter.java
* /antlr-3-5-1-sources-1-jar/org/antlr/misc/IntSet.java
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/NameSpaceChecker.java
* /antlr-3-5-1-sources-1-jar/org/antlr/analysis/LookaheadSet.java
* /antlr-3-5-1-sources-1-jar/org/antlr/Tool.java
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/AttributeScope.java
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/RecursionOverflowMessage.java
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/RuleLabelScope.java
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/ErrorManager.java
* /antlr-3-5-1-sources-1-jar/org/antlr/misc/IntervalSet.java
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/Interp.java
* /antlr-3-5-1-sources-1-jar/org/antlr/analysis/SemanticContext.java
* /antlr-3-5-1-sources-1-jar/org/antlr/analysis/State.java
*
 /antlr-3-5-1-sources-1-jar/org/antlr/tool/Grammar.java
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/Perl5Target.java
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/FASerializer.java
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/ActionScriptTarget.java
* /antlr-3-5-1-sources-1-jar/org/antlr/analysis/RuleClosureTransition.java
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/DelphiTarget.java
* /antlr-3-5-1-sources-1-jar/org/antlr/analysis/NFA.java
* /antlr-3-5-1-sources-1-jar/org/antlr/analysis/NFAConfiguration.java
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/RandomPhrase.java
* /antlr-3-5-1-sources-1-jar/org/antlr/analysis/DFA.java
* /antlr-3-5-1-sources-1-jar/org/antlr/misc/BitSet.java
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/ANTLRErrorListener.java
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/Rule.java
* /antlr-3-5-1-sources-1-jar/org/antlr/misc/Utils.java
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/DOTGenerator.java
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/CompositeGrammarTree.java
*
 /antlr-3-5-1-sources-1-jar/org/antlr/analysis/MachineProbe.java
* /antlr-3-5-1-sources-1-jar/org/antlr/analysis/Label.java
* /antlr-3-5-1-sources-1-jar/org/antlr/analysis/NFAContext.java
* /antlr-3-5-1-sources-1-jar/org/antlr/misc/MultiMap.java
* /antlr-3-5-1-sources-1-jar/org/antlr/misc/OrderedHashSet.java
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/JavaScriptTarget.java
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/Target.java
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/GrammarAST.java
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/GrammarReport2.java
* /antlr-3-5-1-sources-1-jar/org/antlr/analysis/NonLLStarDecisionException.java
* /antlr-3-5-1-sources-1-jar/org/antlr/misc/IntArrayList.java
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/ACyclicDFACodeGenerator.java

* /antlr-3-5-1-sources-1-jar/org/antlr/analysis/DecisionProbe.java
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/PythonTarget.java
* /antlr-3-5-1-sources-1-jar/org/antlr/misc/Barrier.java
*
 /antlr-3-5-1-sources-1-jar/org/antlr/analysis/LL1Analyzer.java
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/AssignTokenTypesBehavior.java
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/GrammarReport.java
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/NonRegularDecisionMessage.java
* /antlr-3-5-1-sources-1-jar/org/antlr/analysis/DFAOptimizer.java
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/CppTarget.java
* /antlr-3-5-1-sources-1-jar/org/antlr/analysis/PredicateLabel.java
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/ToolMessage.java
* /antlr-3-5-1-sources-1-jar/org/antlr/analysis/NFAToDFAConverter.java
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/LeftRecursionCyclesMessage.java
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/NFAFactory.java
* /antlr-3-5-1-sources-1-jar/org/antlr/misc/Interval.java
* /antlr-3-5-1-sources-1-jar/org/antlr/analysis/StateCluster.java
* /antlr-3-5-1-sources-1-jar/org/antlr/analysis/LL1DFA.java
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/JavaTarget.java
*
 /antlr-3-5-1-sources-1-jar/org/antlr/tool/GrammarUnreachableAltsMessage.java
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/Python3Target.java
* /antlr-3-5-1-sources-1-jar/org/antlr/analysis/AnalysisTimeoutException.java
* /antlr-3-5-1-sources-1-jar/org/antlr/analysis/NFAConversionThread.java
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/BuildDependencyGenerator.java
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/GrammarSanity.java
* /antlr-3-5-1-sources-1-jar/org/antlr/analysis/Transition.java
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/Attribute.java
* /antlr-3-5-1-sources-1-jar/org/antlr/misc/Graph.java
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/Message.java
* /antlr-3-5-1-sources-1-jar/org/antlr/analysis/NFAState.java
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/GrammarInsufficientPredicatesMessage.java
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/GrammarDanglingStateMessage.java
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/CTarget.java
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/Strip.java
*
 /antlr-3-5-1-sources-1-jar/org/antlr/tool/GrammarSyntaxMessage.java
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/GrammarSemanticsMessage.java
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/GrammarAnalysisAbortedMessage.java
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*/

@outputFile.imports() ::= <<
<@super.imports()>

<if(!TREE_PARSER)>
<! tree parser would already have imported !>
using Antlr.Runtime.Tree;
using RewriteRuleITokenStream = Antlr.Runtime.Tree.RewriteRuleTokenStream;
<endif>
>>

@genericParser.members() ::= <<
<@super.members()>
<parserMembers()>
>>

parserCtorBody() ::= <<
<super.parserCtorBody()>
<treeAdaptorType()>
 treeAdaptor = default(<treeAdaptorType()>);
CreateTreeAdaptor(ref treeAdaptor);
TreeAdaptor = treeAdaptor<if(!actions.(actionScope).treeAdaptorType)> ?? new CommonTreeAdaptor()<endif>;
>>
```

```
/** Add an adaptor property that knows how to build trees */
parserMembers() ::= <<
// Implement this function in your helper file to use a custom tree adaptor
partial void CreateTreeAdaptor(ref <treeAdaptorType()> adaptor);

private <treeAdaptorType()> adaptor;

public <treeAdaptorType()> TreeAdaptor
{
 get
 {
  return adaptor;
 }

 set
 {
  this.adaptor = value;
  <grammar.directDelegates:{g|<g:delegateName()>.TreeAdaptor = this.adaptor;}>
 }
}
>>

treeAdaptorType() ::= <<
<actions.(actionScope).treeAdaptorType; null="ITreeAdaptor">
>>

ruleReturnBaseType() ::= <%
Ast<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope\<<ASTLabelType>, <labelType>>
%>

/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
<ASTLabelType>
 root_0 = default(<ASTLabelType>);<\n>
>>

ruleLabelDefs(ruleDescriptor, labelType, ASTLabelType, rewriteElementType) ::= <%
<super.ruleLabelDefs(...)>
<if(!ruleDescriptor.isSynPred)>
<[ruleDescriptor.tokenLabels,ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
 :{it|<\n><ASTLabelType> <it.label.text>_tree = default(<ASTLabelType>);}>
<ruleDescriptor.tokenListLabels:{it|<\n><ASTLabelType> <it.label.text>_tree = default(<ASTLabelType>);}>
<ruleDescriptor.allTokenRefsInAltsWithRewrites
 :{it|<\n>RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>");}>
<ruleDescriptor.allRuleRefsInAltsWithRewrites
```

```
 :{it|<\n>RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"rule <it>");}>
<endif>
%>

/** When doing auto AST construction, we must define some variables;
*  These should be turned off if doing rewrites.  This must be a "mode"
*  as a rule could have both rewrite and AST within the same
 alternative
*  block.
*/
@alt.declarations() ::= <<
<if(autoAST && outerAlt && !rewriteMode && !ruleDescriptor.isSynPred)>
root_0 = (<ASTLabelType>)adaptor.Nil();
<endif>
>>

// T r a c k i n g  R u l e  E l e m e n t s

/** ID and track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>stream_<token>.Add(<label>);<\n>
>>

/** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
*  to the tracking list stream_ID for use in the rewrite.
*/
tokenRefTrackAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefTrack(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>stream_<token>.Add(<label>);
>>

/**
 Match ^(label+=TOKEN ...) track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefRuleRootTrack(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
```

```
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>stream_<rule.name>.Add(<label>.Tree);
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>stream_<rule>.Add(<label>.Tree);
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope)
 ::= <<
<ruleRefRuleRootTrack(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

// R e w r i t e

rewriteCode(
 alts, description,
 referencedElementsDeep, // ALL referenced elements to right of ->
 referencedTokenLabels,
 referencedTokenListLabels,
 referencedRuleLabels,
 referencedRuleListLabels,
 referencedWildcardLabels,
 referencedWildcardListLabels,
 rewriteBlockLevel, enclosingTreeLevel, treeLevel) ::= <<
<\n>{
// AST REWRITE
// elements: <referencedElementsDeep; separator=", ">
// token labels: <referencedTokenLabels; separator=", ">
// rule labels: <referencedRuleLabels; separator=", ">
// token list labels: <referencedTokenListLabels; separator=", ">
// rule list labels: <referencedRuleListLabels; separator=", ">
// wildcard labels: <[referencedWildcardLabels,referencedWildcardListLabels]; separator=", ">
<if(backtracking)>
if (<actions.(actionScope).synpredgate>) {
<endif>
<prevRuleRootRef()>.Tree = root_0;
<rewriteCodeLabels()>
root_0 = (<ASTLabelType>)adaptor.Nil();
```

```
<alts:rewriteAlt();
 separator="else ">
<! if tree parser and rewrite=true !>
<if(TREE_PARSER&&rewriteMode)>
<prevRuleRootRef()>.Tree = (<ASTLabelType>)adaptor.RulePostProcessing(root_0);
if (<prevRuleRootRef()>.Tree != null)
 input.ReplaceChildren(adaptor.GetParent(retval.Start), adaptor.GetChildIndex(retval.Start),
adaptor.GetChildIndex(_last), retval.Tree);
<endif>
<! if parser or tree-parser && rewrite!=true, we need to set result !>
<if(!TREE_PARSER||!rewriteMode)>
<prevRuleRootRef()>.Tree = root_0;
<endif>
<if(backtracking)>
}
<endif>
}

>>

rewriteCodeLabels() ::= <<
<referencedTokenLabels
 :{it|RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>",<it>);};
 separator="\n"
>
<referencedTokenListLabels
 :{it|RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>", list_<it>);};
 separator="\n"
>
<referencedWildcardLabels
 :{it|RewriteRuleSubtreeStream
 stream_<it>=new RewriteRuleSubtreeStream(adaptor,"wildcard <it>",<it>);};
 separator="\n"
>
<referencedWildcardListLabels
 :{it|RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"wildcard <it>",list_<it>);};
 separator="\n"
>
<referencedRuleLabels
 :{it|RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"rule
<it>",<it>!=null?<it>.Tree:null);};
 separator="\n"
>
<referencedRuleListLabels
 :{it|RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"token <it>",list_<it>);};
 separator="\n"
```

```
>
>>

/** Generate code for an optional rewrite block; note it uses the deep ref'd element
 *  list rather shallow like other blocks.
 */
rewriteOptionalBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
if (<referencedElementsDeep:{el | stream_<el>.HasNext}; separator="||">)
{
 <alt>
}
<referencedElementsDeep:{el
 | stream_<el>.Reset();<\n>}>
>>

rewriteClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
while ( <referencedElements:{el | stream_<el>.HasNext}; separator="||"> )
{
 <alt>
}
<referencedElements:{el | stream_<el>.Reset();<\n>}>
>>

rewritePositiveClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
if (!(<referencedElements:{el | stream_<el>.HasNext}; separator="||">))
{
 throw new RewriteEarlyExitException();
}
while ( <referencedElements:{el | stream_<el>.HasNext}; separator="||"> )
{
 <alt>
```

```
}
<referencedElements:{el | stream_<el>.Reset();<\n>}>
>>

rewriteAlt(a) ::= <<
// <a.description>
<if(a.pred)>
if (<a.pred>)
{
 <a.alt>
}
<else>
{
 <a.alt>
}
<endif>
>>

/** For empty rewrites:
 "r : ... -> ;" */
rewriteEmptyAlt() ::= "root_0 = null;"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
{
<ASTLabelType> root_<treeLevel> = (<ASTLabelType>)adaptor.Nil();
<root:rewriteElement()>
<children:rewriteElement()>
adaptor.AddChild(root_<enclosingTreeLevel>, root_<treeLevel>);
}<\n>
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>"

rewriteElement(e) ::= <%
<@pregen()>
DebugLocation(<e.line>, <e.pos>);<\n>
<e.el>
%>

/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,args,terminalOptions={}) ::= <<
adaptor.AddChild(root_<treeLevel>, <createRewriteNodeFromElement(...)>);<\n>
>>

/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextNode());<\n>
```

```
>>

/** Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextNode());<\n>
>>

/**
 Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<label>.NextNode(), root_<treeLevel>);<\n>
>>

/** Gen ^($label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^(ID ...) or ^(ID[args] ...) */
rewriteTokenRefRoot(token,elementIndex,args,terminalOptions={}) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<createRewriteNodeFromElement(...)>,
root_<treeLevel>);<\n>
>>

rewriteImaginaryTokenRef(args,token,elementIndex,terminalOptions={}) ::= <<
adaptor.AddChild(root_<treeLevel>, <createImaginaryNode(tokenType=token, ...)>);<\n>
>>

rewriteImaginaryTokenRefRoot(args,token,elementIndex,terminalOptions={}) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<createImaginaryNode(tokenType=token, ...)>,
root_<treeLevel>);<\n>
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
root_0 = <action>;<\n>
>>

/** What
 is the name of the previous value of this rule's root tree?  This
*  let's us refer to $rule to mean previous value.  I am reusing the
*  variable 'tree' sitting in retval struct to hold the value of root_0 right
*  before I set it during rewrites.  The assign will be to retval.tree.
*/
prevRuleRootRef() ::= "retval"

rewriteRuleRef(rule) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<rule>.NextTree());<\n>
>>
```

```
rewriteRuleRefRoot(rule) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<rule>.NextNode(), root_<treeLevel>);<\n>
>>

rewriteNodeAction(action) ::= <<
adaptor.AddChild(root_<treeLevel>, <action>);<\n>
>>

rewriteNodeActionRoot(action) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<action>, root_<treeLevel>);<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextTree());<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label)
 ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextTree());<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<label>.NextNode(), root_<treeLevel>);<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<label>.NextNode(), root_<treeLevel>);<\n>
>>

rewriteWildcardLabelRef(label) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextTree());<\n>
>>

createImaginaryNode(tokenType,args,terminalOptions={}) ::= <%
<if(terminalOptions.node)>
<! new MethodNode(IDLabel, args) !>
new <terminalOptions.node>(<tokenType><if(args)>, <args; separator=", "><endif>)
<else>
(<ASTLabelType>)adaptor.Create(<tokenType>, <args; separator=", "><if(!args)>"<tokenType>"<endif>)
<endif>
%>

createRewriteNodeFromElement(token,args,terminalOptions={})
```

::= <%
<if(terminalOptions.node)>
new <terminalOptions.node>(stream_<token>.NextToken()<if(args)>, <args; separator=", "><endif>)
<else>
<if(args)> <! must create new node from old !>
adaptor.Create(<token>, <args; separator=", ">)
<else>
stream_<token>.NextNode()
<endif>
<endif>
%>

Found in path(s):
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/CSharp3/AST.stg
No license file was found, but licenses were detected in source scan.

/*
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*/

@outputFile.imports() ::= <<
<@super.imports()>
<if(!TREE_PARSER)><! tree parser would already have imported !>

```
import org.antlr.runtime.tree.*;<\n>
<endif>
>>

@genericParser.members() ::= <<
<@super.members()>
<parserMembers()>
>>

/** Add an adaptor property that knows how to build trees */
parserMembers() ::= <<
protected var adaptor:TreeAdaptor = new CommonTreeAdaptor();<\n>
override public function set treeAdaptor(adaptor:TreeAdaptor):void {
  this.adaptor = adaptor;

 <grammar.directDelegates:{g|<g:delegateName()>.treeAdaptor = this.adaptor;}>
}
override public function get treeAdaptor():TreeAdaptor {
  return adaptor;
}
>>

@returnScope.ruleReturnMembers() ::= <<
<ASTLabelType> tree;
public function get tree():Object { return tree; }
>>

/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
var root_0:<ASTLabelType> = null;<\n>
>>

ruleLabelDefs() ::= <<
<super.ruleLabelDefs()>
<[ruleDescriptor.tokenLabels,ruleDescriptor.wildcardTreeLabels,
 ruleDescriptor.wildcardTreeListLabels]:{it |var <it.label.text>_tree:<ASTLabelType>=null;}; separator="\n">
<ruleDescriptor.tokenListLabels:{it |var <it.label.text>_tree:<ASTLabelType>=null;}; separator="\n">
<ruleDescriptor.allTokenRefsInAltsWithRewrites
  :{it |var stream_<it>:RewriteRule<rewriteElementType>Stream=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>");}; separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites
  :{it |var stream_<it>:RewriteRuleSubtreeStream=new
 RewriteRuleSubtreeStream(adaptor,"rule <it>");}; separator="\n">
>>

/** When doing auto AST construction, we must define some variables;
*  These should be turned off if doing rewrites.  This must be a "mode"
```

```
*  as a rule could have both rewrite and AST within the same alternative
*  block.
*/
@alt.declarations() ::= <<
<if(autoAST)>
<if(outerAlt)>
<if(!rewriteMode)>
root_0 = <ASTLabelType>(adaptor.nil());<\n>
<endif>
<endif>
<endif>
>>

// T r a c k i n g  R u l e  E l e m e n t s

/** ID and track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<token>.add(<label>);<\n>
>>

/** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
*  to the tracking list stream_ID for use in the rewrite.
*/
tokenRefTrackAndListLabel(token,label,elementIndex,terminalOptions)
 ::= <<
<tokenRefTrack(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<token>.add(<label>);<\n>
>>

/** Match ^(label+=TOKEN ...) track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefRuleRootTrack(...)>
<listLabel(elem=label,...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<rule.name>.add(<label>.tree);
>>
```

```
/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(...)>
<listLabel(label, {<label>.tree})>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope)
 ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<rule>.add(<label>.tree);
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)>
<listLabel(label, {<label>.tree})>
>>

// R e w r i t e

rewriteCode(
 alts, description,
 referencedElementsDeep, // ALL referenced elements to right of ->
 referencedTokenLabels,
 referencedTokenListLabels,
 referencedRuleLabels,
 referencedRuleListLabels,
   referencedWildcardLabels,
   referencedWildcardListLabels,
 rewriteBlockLevel, enclosingTreeLevel, treeLevel) ::=
<<

// AST REWRITE
// elements: <referencedElementsDeep; separator=", ">
// token labels: <referencedTokenLabels; separator=", ">
// rule labels: <referencedRuleLabels; separator=", ">
// token list labels: <referencedTokenListLabels; separator=", ">
// rule list labels: <referencedRuleListLabels; separator=", ">
// wildcard labels: <[referencedWildcardLabels,referencedWildcardListLabels];
 separator=", ">
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {<\n>
<endif>
<prevRuleRootRef()>.tree = root_0;
<rewriteCodeLabels()>
root_0 = <ASTLabelType>(adaptor.nil());
<alts:rewriteAlt(); separator="else ">
```

```
<! if tree parser and rewrite=true !>
<if(TREE_PARSER)>
<if(rewriteMode)>
<prevRuleRootRef()>.tree = <ASTLabelType>(adaptor.rulePostProcessing(root_0));
input.replaceChildren(adaptor.getParent(retval.start),
                      adaptor.getChildIndex(retval.start),
                      adaptor.getChildIndex(_last),
                      retval.tree);
<endif>
<endif>
<! if parser or tree-parser && rewrite!=true, we need to set result !>
<if(!TREE_PARSER)>
<prevRuleRootRef()>.tree = root_0;
<else>
<if(!rewriteMode)>
<prevRuleRootRef()>.tree = root_0;
<endif>
<endif>
<if(backtracking)>
}
<endif>
>>

rewriteCodeLabels() ::= <<
<referencedTokenLabels
  :{it |var stream_<it>:RewriteRule<rewriteElementType>Stream=new
RewriteRule<rewriteElementType>Stream(adaptor,"token
 <it>",<it>);};
  separator="\n"
>
<referencedTokenListLabels
  :{it |var stream_<it>:RewriteRule<rewriteElementType>Stream=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>", list_<it>);};
  separator="\n"
>
<referencedWildcardLabels
  :{it |var  stream_<it>:RewriteRuleSubtreeStream=new RewriteRuleSubtreeStream(adaptor,"wildcard
<it>",<it>);};
  separator="\n"
>
<referencedWildcardListLabels
  :{it |var stream_<it>:RewriteRuleSubtreeStream=new RewriteRuleSubtreeStream(adaptor,"wildcard
<it>",list_<it>);};
  separator="\n"
>
<referencedRuleLabels
  :{it |var stream_<it>:RewriteRuleSubtreeStream=new RewriteRuleSubtreeStream(adaptor,"rule
<it>",<it>!=null?<it>.tree:null);};
```

```
  separator="\n"
>
<referencedRuleListLabels
  :{it |var stream_<it>:RewriteRuleSubtreeStream=new RewriteRuleSubtreeStream(adaptor,"token
<it>",list_<it>);};
  separator="\n"
>
>>

/** Generate code for an optional rewrite block; note
 it uses the deep ref'd element
 *  list rather shallow like other blocks.
 */
rewriteOptionalBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
if ( <referencedElementsDeep:{el | stream_<el>.hasNext}; separator="||"> ) {
  <alt>
}
<referencedElementsDeep:{el | stream_<el>.reset();<\n>}>
>>

rewriteClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
while ( <referencedElements:{el | stream_<el>.hasNext}; separator="||"> ) {
  <alt>
}
<referencedElements:{el | stream_<el>.reset();<\n>}>
>>

rewritePositiveClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
if ( !(<referencedElements:{el
 | stream_<el>.hasNext}; separator="||">) ) {
  throw new RewriteEarlyExitException();
```

```
}
while ( <referencedElements:{el | stream_<el>.hasNext}; separator="||"> ) {
  <alt>
}
<referencedElements:{el | stream_<el>.reset();<\n>}>
>>

rewriteAlt(a) ::= <<
// <a.description>
<if(a.pred)>
if (<a.pred>) {
  <a.alt>
}<\n>
<else>
{
  <a.alt>
}<\n>
<endif>
>>

/** For empty rewrites: "r : ... -> ;" */
rewriteEmptyAlt() ::= "root_0 = null;"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
{
var root_<treeLevel>:<ASTLabelType> = <ASTLabelType>(adaptor.nil());
<root:rewriteElement()>
<children:rewriteElement()>
adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>);
}<\n>
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>"

rewriteElement(e) ::= <<
<@pregen()>
<e.el>
>>

/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,terminalOptions,args) ::= <<
adaptor.addChild(root_<treeLevel>, <createRewriteNodeFromElement(...)>);<\n>
>>

/**
 Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
```

```
adaptor.addChild(root_<treeLevel>, stream_<label>.nextNode());<\n>
>>

/** Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextNode());<\n>
>>

/** Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>));<\n>
>>

/** Gen ^($label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^(ID ...) or ^(ID[args] ...) */
rewriteTokenRefRoot(token,elementIndex,terminalOptions,args) ::= <<
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(<createRewriteNodeFromElement(...)>,
root_<treeLevel>));<\n>
>>

rewriteImaginaryTokenRef(args,token,terminalOptions,elementIndex) ::= <<
adaptor.addChild(root_<treeLevel>,
 <createImaginaryNode(token,terminalOptions,args)>);<\n>
>>

rewriteImaginaryTokenRefRoot(args,token,terminalOptions,elementIndex) ::= <<
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(<createImaginaryNode(token,terminalOptions,args)>,
root_<treeLevel>));<\n>
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
root_0 = <action>;<\n>
>>

/** What is the name of the previous value of this rule's root tree?  This
*  let's us refer to $rule to mean previous value.  I am reusing the
*  variable 'tree' sitting in retval struct to hold the value of root_0 right
*  before I set it during rewrites.  The assign will be to retval.tree.
*/
prevRuleRootRef() ::= "retval"

rewriteRuleRef(rule) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<rule>.nextTree());<\n>
>>
```

```
rewriteRuleRefRoot(rule) ::= <<
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(stream_<rule>.nextNode(), root_<treeLevel>));<\n>
>>

rewriteNodeAction(action) ::= <<
adaptor.addChild(root_<treeLevel>, <action>);<\n>
>>

rewriteNodeActionRoot(action)
 ::= <<
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(<action>, root_<treeLevel>));<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>));<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label) ::= <<
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>));<\n>
>>

rewriteWildcardLabelRef(label) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());<\n>
>>


createImaginaryNode(tokenType,terminalOptions,args)
 ::= <<
<if(terminalOptions.node)>
<! new MethodNode(IDLabel, args) !>
new <terminalOptions.node>(<tokenType><if(args)>, <args; separator=", "><endif>)
<else>
<ASTLabelType>(adaptor.create(<tokenType>, <args; separator=", "><if(!args)>"<tokenType>"<endif>))
<endif>
>>
```

createRewriteNodeFromElement(token,terminalOptions,args) ::= <<
<if(terminalOptions.node)>
new <terminalOptions.node>(stream_<token>.nextToken()<if(args)>, <args; separator=", "><endif>)
<else>
<if(args)> <! must create new node from old !>
adaptor.create(<token>, <args; separator=", ">)
<else>
stream_<token>.nextNode()
<endif>
<endif>
>>

Found in path(s):
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/ActionScript/AST.stg
No license file was found, but licenses were detected in source scan.

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*/

```
/** Templates for building ASTs during normal parsing.
*
*  Deal with many combinations.  Dimensions are:
*  Auto build or rewrite
*    no label, label, list label  (label/no-label handled together)
*    child, root
*    token, set, rule, wildcard
*
*  The situation is not too bad as rewrite (->) usage makes ^ and !
*  invalid. There is no huge explosion of combinations.
*/

@rule.setErrorReturnValue()
 ::= <<
retval.tree = (<ASTLabelType>)(ADAPTOR->errorNode(ADAPTOR, INPUT, retval.start, LT(-1), EXCEPTION));
>>

// TOKEN AST STUFF

/** ID and output=AST */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<super.tokenRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = (<ASTLabelType>)(ADAPTOR->create(ADAPTOR, <label>));
ADAPTOR->addChild(ADAPTOR, root_0, <label>_tree);
<if(backtracking)>}<endif>
>>

/** ID! and output=AST (same as plain tokenRef) */
tokenRefBang(token,label,elementIndex,terminalOptions) ::= "<super.tokenRef(...)>"

/** ID^ and output=AST */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
<super.tokenRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = <createNodeFromToken(...)>;
root_0 = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, <label>_tree, root_0));
<if(backtracking)>}<endif>
>>

/** ids+=ID! and output=AST */
tokenRefBangAndListLabel(token,label,elementIndex,terminalOptions)
 ::= <<
<tokenRefBang(...)>
<listLabel(elem=label,...)>
>>
```

```
/** label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>


/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,terminalOptions,elementIndex) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

// SET AST

// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code.  I don't use the region stuff because I need to pass
// different chunks depending on the operator.  I don't like making
// the template name have the operator as the number of templates gets
// large but this is the most flexible--this is as opposed to having
// the code generator call matchSet then add root code or ruleroot code
// plus list label plus
 ...  The combinations might require complicated
// rather than just added on code.  Investigate that refactoring when
// I have more time.

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
<super.matchSet(postmatchCode={<if(backtracking)>if ( <actions.(actionScope).synpredgate> )
<endif>ADAPTOR->addChild(ADAPTOR, root_0, <createNodeFromToken(...)>);},...)>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
<matchSet(...)>
>>

matchSetBang(s,label,elementIndex,terminalOptions,postmatchCode) ::= "<super.matchSet(...)>"

// note there is no matchSetTrack because -> rewrites force sets to be
// plain old blocks of alts: (A|B|...|C)

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
<if(label)>
<label>=(<labelType>)LT(1);<\n>
<endif>
<super.matchSet(postmatchCode={<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>root_0 =
(<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, <createNodeFromToken(...)>,
```

root_0));},...)>
>>

// RULE REF AST

/** rule when output=AST */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>ADAPTOR->addChild(ADAPTOR, root_0,
<label>.tree);
>>

/** rule! is same as normal rule ref */
ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)>"

/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>root_0 = (<ASTLabelType>)(ADAPTOR-
>becomeRoot(ADAPTOR, <label>.tree, root_0));
>>

/** x+=rule when output=AST */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabelAST(...)>
>>

/** x+=rule! when output=AST is a rule ref with list addition */
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefBang(...)>
<listLabelAST(...)>
>>

/** x+=rule^ */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope)
 ::= <<
<ruleRefRuleRoot(...)>
<listLabelAST(...)>
>>

// WILDCARD AST

wildcard(token,label,elementIndex,terminalOptions) ::= <<
<super.wildcard(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<label>_tree = (<ASTLabelType>)(ADAPTOR->create(ADAPTOR, <label>));
ADAPTOR->addChild(ADAPTOR, root_0, <label>_tree);

```
<if(backtracking)>}<endif>
>>

wildcardBang(token,label,elementIndex,terminalOptions) ::= "<super.wildcard(...)>"

wildcardRuleRoot(label,elementIndex) ::= <<
<super.wildcard(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = (<ASTLabelType>)(ADAPTOR->create(ADAPTOR, <label>));
root_0 = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, <label>_tree, root_0));
<if(backtracking)>}<endif>
>>

createNodeFromToken(label,terminalOptions) ::= <<
<if(terminalOptions.node)>
<terminalOptions.node>New(<label>) <! new MethodNode(IDLabel) !>
<else>
(<ASTLabelType>)(ADAPTOR->create(ADAPTOR, <label>))
<endif>
>>

ruleCleanUp()
 ::= <<
<super.ruleCleanUp()>
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> )
{<\n>
<endif>
<if(!ruleDescriptor.isSynPred)>
 retval.stop = LT(-1);<\n>
<endif>
 retval.tree = (<ASTLabelType>)(ADAPTOR->rulePostProcessing(ADAPTOR, root_0));
 ADAPTOR->setTokenBoundaries(ADAPTOR, retval.tree, retval.start, retval.stop);
   <ruleDescriptor.allTokenRefsInAltsWithRewrites
   :{it | if (stream_<it> != NULL) stream_<it>->free(stream_<it>);}; separator="\n">
   <ruleDescriptor.allRuleRefsInAltsWithRewrites
   :{it | if (stream_<it> != NULL) stream_<it>->free(stream_<it>);}; separator="\n">
<if(backtracking)>
}<\n>
<endif>
>>

Found in path(s):
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/C/ASTParser.stg
No license file was found, but licenses were detected in source scan.

/*
[The "BSD license"]
```

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*/
```
/** Template overrides to add debugging to normal Java output;
*  If ASTs are built, then you'll also get ASTDbg.stg loaded.
*/
@outputFile.imports() ::= <<
<@super.imports()>
import org.antlr.runtime.debug.*;
import java.io.IOException;
>>

@genericParser.members() ::= <<
<if(grammar.grammarIsRoot)>
 public static final String[] ruleNames = new String[] {
  "invalidRule", <grammar.allImportedRules:{rST | "<rST.name>"}; wrap="\n\t\t", separator=", ">
 };<\n>
<endif>
 public static
 final boolean[] decisionCanBacktrack = new boolean[] {
  false, // invalid decision
  <grammar.decisions:{d | <d.dfa.hasSynPred; null="false">}; wrap="\n    ", separator=", ">
 };<\n>
<if(grammar.grammarIsRoot)> <! grammar imports other grammar(s) !>
 public int ruleLevel = 0;
```

```
 public int getRuleLevel() { return ruleLevel; }
 public void incRuleLevel() { ruleLevel++; }
 public void decRuleLevel() { ruleLevel--; }
<if(profile)>
 <ctorForProfilingRootGrammar()>
<else>
 <ctorForRootGrammar()>
<endif>
 <ctorForPredefinedListener()>
<else><! imported grammar !>
 public int getRuleLevel() { return <grammar.delegators:{g| <g:delegateName()>}>.getRuleLevel(); }
 public void incRuleLevel() { <grammar.delegators:{g| <g:delegateName()>}>.incRuleLevel(); }
 public void decRuleLevel() { <grammar.delegators:{g| <g:delegateName()>}>.decRuleLevel(); }
 <ctorForDelegateGrammar()>
<endif>
<if(profile)>
 public boolean alreadyParsedRule(IntStream input, int ruleIndex) {
  int stopIndex = getRuleMemoization(ruleIndex,
 input.index());
  ((Profiler)dbg).examineRuleMemoization(input, ruleIndex, stopIndex,
<grammar.composite.rootGrammar.recognizerName>.ruleNames[ruleIndex]);
  return super.alreadyParsedRule(input, ruleIndex);
 }

 @Override
 public void memoize(IntStream input,
     int ruleIndex,
     int ruleStartIndex)
 {
  ((Profiler)dbg).memoize(input, ruleIndex, ruleStartIndex,
<grammar.composite.rootGrammar.recognizerName>.ruleNames[ruleIndex]);
  super.memoize(input, ruleIndex, ruleStartIndex);
 }<\n>
<endif>
 protected boolean evalPredicate(boolean result, String predicate) {
  dbg.semanticPredicate(result, predicate);
  return result;
 }<\n>
>>

ctorForRootGrammar() ::= <<
<! bug: can't use <@super.members()> cut-n-paste instead !>
<! Same except we add port number and profile stuff if root grammar !>
public <name>(<inputStreamType> input) {
 this(input, DebugEventSocketProxy.DEFAULT_DEBUGGER_PORT, new RecognizerSharedState());
}
public <name>(<inputStreamType> input, int port,
```

```
 RecognizerSharedState state) {
 super(input, state);
 <parserCtorBody()>
 <createListenerAndHandshake()>
 <grammar.directDelegates:{g|<g:delegateName()> = new <g.recognizerName>(input, dbg, this.state,
this<grammar.delegators:{g|, <g:delegateName()>}>);}; separator="\n">
 <@finally()>
}<\n>
>>

ctorForProfilingRootGrammar() ::= <<
<! bug: can't use <@super.members()> cut-n-paste instead !>
public <name>(<inputStreamType> input) {
 this(input, new Profiler(null), new RecognizerSharedState());
}
public <name>(<inputStreamType> input, DebugEventListener dbg, RecognizerSharedState state) {
 super(input, dbg, state);
 Profiler p = (Profiler)dbg;
 p.setParser(this);
 <parserCtorBody()>
 <grammar.directDelegates:
  {g|<g:delegateName()> = new <g.recognizerName>(input, dbg, this.state, this<grammar.delegators:{g|,
<g:delegateName()>}>);}; separator="\n">
 <@finally()>
}
<\n>
>>

/** Basically we don't want to set any dbg listeners are root will have it. */
ctorForDelegateGrammar() ::= <<
public
 <name>(<inputStreamType> input, DebugEventListener dbg, RecognizerSharedState
state<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>) {
 super(input, dbg, state);
 <parserCtorBody()>
 <grammar.directDelegates:
  {g|<g:delegateName()> = new <g.recognizerName>(input, this, this.state<grammar.delegators:{g|,
<g:delegateName()>}>);}; separator="\n">
}<\n>
>>

ctorForPredefinedListener() ::= <<
public <name>(<inputStreamType> input, DebugEventListener dbg) {
 <@superClassRef>super(input, dbg, new RecognizerSharedState());<@end>
<if(profile)>
 Profiler p = (Profiler)dbg;
 p.setParser(this);
<endif>
```

```
 <parserCtorBody()>
 <grammar.directDelegates:{g|<g:delegateName()> = new <g.recognizerName>(input, dbg, this.state,
this<grammar.delegators:{g|, <g:delegateName()>}>);}; separator="\n">
 <@finally()>
}<\n>
>>

createListenerAndHandshake() ::= <<
<if(TREE_PARSER)>
DebugEventSocketProxy proxy =
 new DebugEventSocketProxy(this, port, input.getTreeAdaptor());<\n>
<else>
DebugEventSocketProxy
 proxy =
 new DebugEventSocketProxy(this, port, null);<\n>
<endif>
setDebugListener(proxy);
try {
 proxy.handshake();
}
catch (IOException ioe) {
 reportError(ioe);
}
>>

@genericParser.superClassName() ::= "Debug<@super.superClassName()>"

@rule.preamble() ::= <<
try { dbg.enterRule(getGrammarFileName(), "<ruleName>");
if ( getRuleLevel()==0 ) {dbg.commence();}
incRuleLevel();
dbg.location(<ruleDescriptor.tree.line>, <ruleDescriptor.tree.charPositionInLine>);<\n>
>>

@rule.postamble() ::= <<
dbg.location(<ruleDescriptor.EORNode.line>, <ruleDescriptor.EORNode.charPositionInLine>);<\n>
}
finally {
 dbg.exitRule(getGrammarFileName(), "<ruleName>");
 decRuleLevel();
 if ( getRuleLevel()==0 ) {dbg.terminate();}
}<\n>
>>

@synpred.start() ::= "dbg.beginBacktrack(state.backtracking);"

@synpred.stop() ::= "dbg.endBacktrack(state.backtracking, success);"
```

```
// Common debug event triggers used by region overrides below

enterSubRule() ::=
 "try { dbg.enterSubRule(<decisionNumber>);<\n>"

exitSubRule()
 ::=
 "} finally {dbg.exitSubRule(<decisionNumber>);}<\n>"

enterDecision() ::=
 "try { dbg.enterDecision(<decisionNumber>, decisionCanBacktrack[<decisionNumber>]);<\n>"

exitDecision() ::=
 "} finally {dbg.exitDecision(<decisionNumber>);}<\n>"

enterAlt(n) ::= "dbg.enterAlt(<n>);<\n>"

// Region overrides that tell various constructs to add debugging triggers

@block.predecision() ::= "<enterSubRule()><enterDecision()>"

@block.postdecision() ::= "<exitDecision()>"

@block.postbranch() ::= "<exitSubRule()>"

@ruleBlock.predecision() ::= "<enterDecision()>"

@ruleBlock.postdecision() ::= "<exitDecision()>"

@ruleBlockSingleAlt.prealt() ::= "<enterAlt(n=\"1\")>"

@blockSingleAlt.prealt() ::= "<enterAlt(n=\"1\")>"

@positiveClosureBlock.preloop() ::= "<enterSubRule()>"

@positiveClosureBlock.postloop() ::= "<exitSubRule()>"

@positiveClosureBlock.predecision() ::= "<enterDecision()>"

@positiveClosureBlock.postdecision() ::= "<exitDecision()>"

@positiveClosureBlock.earlyExitException()
 ::=
 "dbg.recognitionException(eee);<\n>"

@closureBlock.preloop() ::= "<enterSubRule()>"

@closureBlock.postloop() ::= "<exitSubRule()>"
```

```
@closureBlock.predecision() ::= "<enterDecision()>"

@closureBlock.postdecision() ::= "<exitDecision()>"

@altSwitchCase.prealt() ::= "<enterAlt(altNum)>" // altNum is arg of altSwitchCase

@element.prematch() ::=
 "dbg.location(<e.line>,<e.pos>);" // e is arg of element

@matchSet.mismatchedSetException() ::=
 "dbg.recognitionException(mse);"

@dfaState.noViableAltException() ::= "dbg.recognitionException(nvae);"

@dfaStateSwitch.noViableAltException() ::= "dbg.recognitionException(nvae);"

dfaDecision(decisionNumber,description) ::= <<
try {
 isCyclicDecision = true;
 <super.dfaDecision(...)>
}
catch (NoViableAltException nvae) {
 dbg.recognitionException(nvae);
 throw nvae;
}
>>

@cyclicDFA.errorMethod() ::= <<
public void error(NoViableAltException nvae) {
 dbg.recognitionException(nvae);
}
>>

/** Force predicate validation to
 trigger an event */
evalPredicate(pred,description) ::= <<
evalPredicate(<pred>,"<description>")
>>
```

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* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/Java/Dbg.stg
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* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/Java/ASTParser.stg
* /antlr-3-5-1-sources-1-jar/org/antlr/tool/serialize.g
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/Python3/Dbg.stg
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/Python/Dbg.stg
*
/antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/ActionScript/ASTParser.stg
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*/

/*

```
*  Template group file for the Objective C code generator.
*  Heavily based on Java.stg
*
*  Written by Kay Roepke <kroepke(at)classdump.org>
*  Modified by Alan Condit <acondit(at)ipns.com>
*
*  This file is part of ANTLR and subject to the same license as ANTLR itself.
*/

objcTypeInitMap ::= [
  "int"          : "0",             // Integers     start out being 0
  "long"         : "0",             // Longs        start out being 0
  "float"
       : "0.0",           // Floats       start out being 0
  "double"       : "0.0",           // Doubles      start out being 0
  "BOOL"         : "NO",            // Booleans     start out being Antlr ObjC for false
  "byte"         : "0",             // Bytes        start out being 0
  "short"        : "0",             // Shorts       start out being 0
  "char"         : "0",             // Chars        start out being 0
  "id"           : "nil",           // ids          start out being nil
  default        : "nil"            // anything other than an atomic type
]

// System.Boolean.ToString() returns "True" and "False", but the proper C# literals are "true" and "false"
// The Java version of Boolean returns "true" and "false", so they map to themselves here.
booleanLiteral ::= [
 "True":"true",
 "False":"false",
 "true":"YES",
 "false":"NO",
 default:"NO"
]


className() ::= "<name><!<if(LEXER)>Lexer<else><if(TREE_PARSER)>Tree<endif>Parser<endif>!>"
leadIn(type)
 ::=
<<
/** \file
*  This <type> file was generated by $ANTLR version <ANTLRVersion>
*
*     -  From the grammar source file : <fileName>
*     -                          On : <generatedTimestamp>
<if(LEXER)>
*     -                for the lexer : <name>Lexer
<endif>
<if(PARSER)>
*     -               for the parser : <name>Parser
```

```
<endif>
<if(TREE_PARSER)>
*     -          for the tree parser : <name>TreeParser
<endif>
*
* Editing it, at least manually, is not wise.
*
* ObjC language generator and runtime by Alan Condit, acondit|hereisanat|ipns|dotgoeshere|com.
*
*
>>

/** The overall file structure of a recognizer; stores methods for rules
*  and cyclic DFAs plus support code.
*/
outputFile( LEXER,
        PARSER,
        TREE_PARSER,
        actionScope,
        actions,
        docComment,
        recognizer,
        name,
        tokens,
        tokenNames,
        rules,
        cyclicDFAs,
        bitsets,
         buildTemplate,
        buildAST,
        rewriteMode,
        profile,
        backtracking,
        synpreds,
        memoize,
        numRules,
        fileName,
        ANTLRVersion,
        generatedTimestamp,
        trace,
        scopes,
        superClass,
        literals
        ) ::=
<<
<leadIn("OBJC source")>
*/
// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>
```

```
<! <if(actions.(actionScope).header)>
/* ============================================================================
* This is what the grammar programmer asked us to put at the top of every file.
*/
<actions.(actionScope).header>
/* End of Header action.
* ============================================================================
*/
<endif> !>

/* -----------------------------------------
* Include the ANTLR3 generated header file.
*/
#import "<name><!<if(LEXER)>Lexer<else><if(TREE_PARSER)>Tree<endif>Parser<endif>!>.h"
<actions.(actionScope).postinclude>
/*
 ----------------------------------------- */

<docComment>

<if(literals)>
/** String literals used by <name> that we must do things like MATCHS() with.
*  C will normally just lay down 8 bit characters, and you can use L"xxx" to
*  get wchar_t, but wchar_t is 16 bits on Windows, which is not UTF32 and so
*  we perform this little trick of defining the literals as arrays of UINT32
*  and passing in the address of these.
*/
<literals:{it | static ANTLR3_UCHAR  lit_<i>[]  = <it>;}; separator="\n">

<endif>

/* ============================================================================ */
/* ============================================================================
* Start of recognizer
*/
<recognizer>
>>
headerFileExtension() ::= ".h"

headerFile( LEXER,
        PARSER,
        TREE_PARSER,
        actionScope,
        actions,
        docComment,
        recognizer,
        name,
```

```
        tokens,

    tokenNames,
        rules,
        cyclicDFAs,
        bitsets,
        buildTemplate,
        buildAST,
        rewriteMode,
        profile,
        backtracking,
        synpreds,
        memoize,
        numRules,
        fileName,
        ANTLRVersion,
        generatedTimestamp,
        trace,
        scopes,
        superClass,
        literals
       ) ::=
<<
// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>

<@imports>
<actions.(actionScope).preincludes>
/* ============================================================================
* Standard antlr OBJC runtime definitions
*/
#import \<Cocoa/Cocoa.h>
#import \<ANTLR/ANTLR.h>
/* End of standard antlr3 runtime definitions
* ============================================================================
*/
<actions.(actionScope).includes>
<@end>

<if(LEXER)>
<lexerHeaderFile(...)>
<endif>
<if(PARSER)>
<parserHeaderFile(...)>
<endif>
<if(TREE_PARSER)>
<treeParserHeaderFile(...)>
<endif>
<docComment>
```

```
>>

lexerHeaderFile(
 LEXER,
        PARSER,
        TREE_PARSER,
        actionScope,
        actions,
        docComment,
        recognizer,
        name,
        tokens,
        tokenNames,
        rules,
        cyclicDFAs,
        bitsets,
        buildTemplate,
        profile,
        backtracking,
        synpreds,
        memoize,
        numRules,
        fileName,
        ANTLRVersion,
        generatedTimestamp,
        trace,
        scopes,
        superClass="Lexer"
        ) ::=
<<

<if(actions.(actionScope).header)>
/* ============================================================================
* This is what the grammar programmer asked us to put at the top of every file.
*/
<actions.(actionScope).header>
/* End of Header action.
* ============================================================================
 */
<endif>

/* Start cyclicDFAInterface */
<cyclicDFAs:cyclicDFAInterface()>

#pragma mark Rule return scopes Interface start
<rules:{rule |
<rule.ruleDescriptor:{ruleDescriptor | <returnScopeInterface(scope=ruleDescriptor.returnScope)>}>}>
#pragma mark Rule return scopes Interface end
```

```
#pragma mark Tokens
#ifndef TOKENLISTAlreadyDefined
#define TOKENLISTAlreadyDefined 1
#ifdef EOF
#undef EOF
#endif
<tokens:{it | #define <it.name> <it.type>}; separator="\n">
#endif
/* interface lexer class */
@interface <className()> <@superClassName>: <superClass><@end> { // line 283
<cyclicDFAs:{dfa | DFA<dfa.decisionNumber> *dfa<dfa.decisionNumber>;}; separator="\n">
<synpreds:{pred | SEL <pred>Selector;}; separator="\n">
/* ObjC start of actions.lexer.memVars */
<actions.lexer.memVars>
/* ObjC end of actions.lexer.memVars */
}
+ (void) initialize;
+ (<className()> *)new<className()>WithCharStream:(id\<CharStream>)anInput;
/* ObjC start actions.lexer.methodsDecl */
<actions.lexer.methodsDecl>
/* ObjC
 end actions.lexer.methodsDecl */
<rules:{rule |
- (<rule.ruleDescriptor:{ruleDescriptor|<returnType()>}>)
<if(!rule.ruleDescriptor.isSynPred)>m<rule.ruleName><else><rule.ruleName>_fragment<endif>
<if(rule.ruleDescriptor.parameterScope)><rule.ruleDescriptor.parameterScope:parameterScope()><endif>; };
separator="\n"><\n>
@end /* end of <className()> interface */<\n>
>>

headerReturnScope(ruleDescriptor) ::= "<returnScopeInterface(...)>"
headerReturnType(ruleDescriptor) ::= <<
<if(LEXER)>
<if(!r.ruleDescriptor.isSynPred)>
void
<else>
<ruleDescriptor:returnType()>
<endif>
<else>
<ruleDescriptor:returnType()>
<endif>
>>
// Produce the lexer output
lexer(  grammar,
      name,
      tokens,
      scopes,
      rules,
```

```
    numRules,
    filterMode,
    labelType="CommonToken",
    superClass="Lexer"
    ) ::= <<
<cyclicDFAs:cyclicDFA()>

/** As per Terence: No returns for lexer rules! */
<!
#pragma mark Rule return scopes start
<rules:{rule | <rule.ruleDescriptor:{ruleDescriptor
|
<returnScopeImplementation(scope=ruleDescriptor.returnScope)>}>
}>
#pragma mark Rule return scopes end
!>
@implementation <grammar.recognizerName> // line 330

+ (void) initialize
{
  [BaseRecognizer setGrammarFileName:@"<fileName>"];
}

+ (NSString *) tokenNameForType:(NSInteger)aTokenType
{
  return [[self getTokenNames] objectAtIndex:aTokenType];
}

+ (<grammar.recognizerName> *)new<grammar.recognizerName>WithCharStream:(id\<CharStream>)anInput
{
  return [[<grammar.recognizerName> alloc] initWithCharStream:anInput];
}

- (id) initWithCharStream:(id\<CharStream>)anInput
{
  self = [super initWithCharStream:anInput State:[RecognizerSharedState
newRecognizerSharedStateWithRuleLen:<numRules>+1]];
  if ( self != nil ) {
<if(memoize)>
    if ( state.ruleMemo == nil ) {
        state.ruleMemo = [[RuleStack newRuleStackWithSize:<numRules>+1] retain];
    }
    if ( [state.ruleMemo count] == 0 ) {
        // initialize the memoization cache
 - the indices are 1-based in the runtime code!
        <! [state.ruleMemo addObject:[NSNull null]];     /* dummy entry to ensure 1-basedness. */ !>
        for (NSInteger i = 0; i \< <numRules>; i++) {
            [state.ruleMemo addObject:[HashRule newHashRuleWithLen:17]];
```

```
        }
      }
<endif>
      <synpreds:{pred | <lexerSynpred(name=pred)>};separator="\n">
      <cyclicDFAs:{dfa | dfa<dfa.decisionNumber> = [DFA<dfa.decisionNumber>
newDFA<dfa.decisionNumber>WithRecognizer:self];}; separator="\n">
      <actions.lexer.init>
  }
  return self;
}

- (void) dealloc
{
  <cyclicDFAs:{dfa | [dfa<dfa.decisionNumber> release];}; separator="\n">
<actions.lexer.dealloc>
  [super dealloc];
}

/* ObjC Start of actions.lexer.methods */
<actions.lexer.methods>
/* ObjC end of actions.lexer.methods */
/* ObjC start methods() */
<@methods()>
/* ObjC end methods() */

<if(actions.lexer.reset)>
- (void) reset
{
  <actions.lexer.reset>
  [super reset];
}
<endif>

<if(filterMode)>
<filteringNextToken()>
<endif>
/*
 Start of Rules */
<rules; separator="\n">

@end /* end of <grammar.recognizerName> implementation line 397 */
>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
*  for matches.  No error can be generated upon error; just rewind, consume
*  a token and then try again.  backtracking needs to be set as well.
*  Make rule memoization happen only at levels above 1 as we start mTokens
*  at backtracking==1.
```

```
*/
filteringNextToken() ::= <<
- (id\<Token>) nextToken
{
  while (YES) {
    if ( [input LA:1] == CharStreamEOF ) {
      return [<labelType> eofToken];
    }
    state.token = nil;
    state.channel = TokenChannelDefault;
    state.tokenStartCharIndex = input.index;
    state.tokenStartCharPositionInLine = input.charPositionInLine;
    state.tokenStartLine = input.line;
    state.text = nil;
    @try {
      NSInteger m = [input mark];
      state.backtracking
 = 1; /* means we won't throw slow exception */
      state.failed = NO;
      [self mTokens];
      state.backtracking = 0;
      /* mTokens backtracks with synpred at backtracking==2
        and we set the synpredgate to allow actions at level 1. */
      if ( state.failed ) {
        [input rewind:m];
        [input consume]; /* advance one char and try again */
      } else {
        [self emit];
        return state.token;
      }
    }
    @catch (RecognitionException *re) {
      // shouldn't happen in backtracking mode, but...
      [self reportError:re];
      [self recover:re];
    }
  }
}

- (void)memoize:(id\<IntStream\>)anInput
    RuleIndex:(NSInteger)ruleIndex
   StartIndex:(NSInteger)ruleStartIndex
{
  if ( state.backtracking > 1 ) [super memoize:anInput RuleIndex:ruleIndex StartIndex:ruleStartIndex];
}

- (BOOL)alreadyParsedRule:(id\<IntStream\>)anInput
```

```
 RuleIndex:(NSInteger)ruleIndex
{
  if ( state.backtracking > 1 ) return [super alreadyParsedRule:anInput RuleIndex:ruleIndex];
  return NO;
}
>>

actionGate() ::= "state.backtracking == 0"

filteringActionGate() ::= "state.backtracking == 1"

parserHeaderFile( LEXER,
        PARSER,
        TREE_PARSER,
        actionScope,
        actions,
        docComment,
        recognizer,
        name,
        tokens,
        tokenNames,
        rules,
        cyclicDFAs,
        bitsets,
        buildTemplate,
        profile,
        backtracking,
        synpreds,
        memoize,
        numRules,
        fileName,
        ANTLRVersion,
        generatedTimestamp,
        trace,
        scopes,
        literals,
        superClass="Parser"
        ) ::= <<
/* parserHeaderFile */
<genericParserHeaderFile(inputStreamType="id\<TokenStream>",...)>
>>

treeParserHeaderFile(
 LEXER,
        PARSER,
        TREE_PARSER,
        actionScope,
        actions,
```

```
        docComment,
        recognizer,
        name,
        tokens,
        tokenNames,
        rules,
        cyclicDFAs,
        bitsets,
        buildTemplate,
        profile,
        backtracking,
        synpreds,
        memoize,
        numRules,
        fileName,
        ANTLRVersion,
        generatedTimestamp,
        trace,
        scopes,
        literals,
        superClass="TreeParser"
        ) ::= <<
/* treeParserHeaderFile */
<genericParserHeaderFile(inputStreamType="id\<TreeNodeStream>",...)>
>>

genericParserHeaderFile( LEXER,
        PARSER,
        TREE_PARSER,
        actionScope,
        actions,
        docComment,
        recognizer,
        name,
        tokens,
        tokenNames,
        rules,
        cyclicDFAs,
        bitsets,
         buildTemplate,
        profile,
        backtracking,
        synpreds,
        memoize,
        numRules,
        fileName,
        ANTLRVersion,
        generatedTimestamp,
```

```
        trace,
        scopes,
        superClass,
        literals,
        inputStreamType
        ) ::=
<<
<if(actions.(actionScope).header)>
/* ============================================================================
* This is what the grammar programmer asked us to put at the top of every file.
*/
<actions.(actionScope).header>
/* End of Header action.
* ============================================================================
*/
<endif>

#ifndef ANTLR3TokenTypeAlreadyDefined
#define ANTLR3TokenTypeAlreadyDefined
typedef enum {
  ANTLR_EOF = -1,
  INVALID,
  EOR,
  DOWN,
  UP,
  MIN
} ANTLR3TokenType;
#endif

<cyclicDFAs:cyclicDFAInterface()>
#pragma mark Tokens
#ifndef TOKENLISTAlreadyDefined
#define TOKENLISTAlreadyDefined
 1
#ifdef EOF
#undef EOF
#endif
<tokens:{it | #define <it.name> <it.type>}; separator="\n">
#endif
#pragma mark Dynamic Global Scopes globalAttributeScopeInterface
<scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScopeInterface(scope=it)><endif>}>
#pragma mark Dynamic Rule Scopes ruleAttributeScopeInterface
<rules:{rule |
<rule.ruleDescriptor:{ ruleDescriptor | <ruleAttributeScopeInterface(scope=ruleDescriptor.ruleScope)>}>}>
#pragma mark Rule Return Scopes returnScopeInterface
<rules:{rule |<rule.ruleDescriptor:{ ruleDescriptor |
<returnScopeInterface(scope=ruleDescriptor.returnScope)>}>}>
```

```
/* Interface grammar class */
@interface <className()> <@superClassName> : <superClass><@end> { /* line 572 */
#pragma mark Dynamic Rule Scopes ruleAttributeScopeDecl
<rules:{rule | <rule.ruleDescriptor.ruleScope:ruleAttributeScopeDecl(scope=rule.ruleDescriptor.ruleScope)>}>
#pragma mark Dynamic Global Rule Scopes globalAttributeScopeMemVar
<scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScopeMemVar(scope=it)><endif>}><\n>
/*
 ObjC start of actions.(actionScope).memVars */
<actions.(actionScope).memVars>
/* ObjC end of actions.(actionScope).memVars */
/* ObjC start of memVars */
<@memVars()>
/* ObjC end of memVars */

<cyclicDFAs:{dfa | DFA<dfa.decisionNumber> *dfa<dfa.decisionNumber>;}; separator="\n">
<synpreds:{pred | SEL <pred>Selector;}; separator="\n">
}

/* ObjC start of actions.(actionScope).properties */
<actions.(actionScope).properties>
/* ObjC end of actions.(actionScope).properties */
/* ObjC start of properties */
<@properties()>
/* ObjC end of properties */

+ (void) initialize;
+ (<className()> *) new<className()>:(<inputStreamType>)aStream;
/* ObjC start of actions.(actionScope).methodsDecl */
<actions.(actionScope).methodsDecl>
/* ObjC end of actions.(actionScope).methodsDecl */

/* ObjC start of methodsDecl */
<@methodsDecl()>
/* ObjC end of methodsDecl */

<rules:{rule |
-
(<rule.ruleDescriptor:{ruleDescriptor|<returnType()>}>)<if(!rule.ruleDescriptor.isSynPred)><rule.ruleName><else
><rule.ruleName>_fragment<endif><if(rule.ruleDescriptor.parameterScope)><rule.ruleDescriptor.parameterScope:
parameterScope()><endif>;
 }; separator="\n"><\n>

@end /* end of <className()> interface */<\n>
>>

parser( grammar,
      name,
      scopes,
```

```
	tokens,
	tokenNames,
	rules,
	numRules,
	bitsets,
	ASTLabelType="CommonTree",
	superClass="Parser",
	labelType="CommonToken",
	members={<actions.parser.members>}
	) ::= <<
<genericParser(inputStreamType="id\<TokenStream>", rewriteElementType="Token", ...)>
>>

/** How to generate a tree parser; same as parser except the input
*  stream is a different type.
*/
treeParser( grammar,
	name,
	scopes,
	tokens,
	tokenNames,
	globalAction,
	rules,
	numRules,
	bitsets,
	filterMode,
	labelType={<ASTLabelType>},
	ASTLabelType="CommonTree",
	 superClass={<if(filterMode)><if(buildAST)>TreeRewriter<else>TreeFilter<endif><else>TreeParser<endif>},
	members={<actions.treeparser.members>}
	) ::= <<
<genericParser(inputStreamType="id\<TreeNodeStream>", rewriteElementType="Node", ...)>
>>

/** How to generate a parser */
genericParser(  grammar,
	name,
	scopes,
	tokens,
	tokenNames,
	rules,
	numRules,
	cyclicDFAs,		// parser init -- initializes the DFAs
	bitsets,
	labelType,
	ASTLabelType,
	superClass,
	members,
```

```
    filterMode,
    rewriteElementType,
    inputStreamType
    ) ::= <<
<cyclicDFAs:cyclicDFA()>

#pragma mark Bitsets
<bitsets:{it | <bitset(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>}, words64=it.bits)>}>

#pragma mark Dynamic Global globalAttributeScopeImplementation
<scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScopeImplementation(scope=it)><endif>}>

#pragma mark Dynamic
 Rule Scopes ruleAttributeScopeImplementation
<rules:{rule |
<rule.ruleDescriptor:{ ruleDescriptor | <ruleAttributeScopeImplementation(scope=ruleDescriptor.ruleScope)>}>}>

#pragma mark Rule Return Scopes returnScopeImplementation
<rules:{rule | <rule.ruleDescriptor:{ ruleDescriptor |
<returnScopeImplementation(scope=ruleDescriptor.returnScope)>}>}>

@implementation <grammar.recognizerName>  // line 637

/* ObjC start of ruleAttributeScope */
#pragma mark Dynamic Rule Scopes ruleAttributeScope
<rules:{rule | <rule.ruleDescriptor.ruleScope:ruleAttributeScope()>}>
/* ObjC end of ruleAttributeScope */
#pragma mark global Attribute Scopes globalAttributeScope
/* ObjC start globalAttributeScope */
<scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScope()><endif>}>
/* ObjC end globalAttributeScope */
/* ObjC start actions.(actionScope).synthesize */
<actions.(actionScope).synthesize>
/* ObjC start synthesize() */
<@synthesize()>

+ (void) initialize
{
  #pragma mark Bitsets

  <bitsets:{it | <bitsetInit(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>}, words64=it.bits)>}>
  [BaseRecognizer setTokenNames:[[AMutableArray arrayWithObjects:@"\<invalid>", @"\<EOR>",
@"\<DOWN>", @"\<UP>", <tokenNames:{it | @<it>}; separator=", ", wrap="\n ">, nil] retain]];
  [BaseRecognizer setGrammarFileName:@"<fileName>"];
  <synpreds:{pred | <synpred(pred)>}>
}

+ (<grammar.recognizerName> *)new<grammar.recognizerName>:(<inputStreamType>)aStream
```

```
{
<if(PARSER)>
  return [[<grammar.recognizerName> alloc] initWithTokenStream:aStream];
<else><! TREE_PARSER !>
  return [[<grammar.recognizerName> alloc] initWithStream:aStream];
<endif>
}

<if(PARSER)>
- (id) initWithTokenStream:(<inputStreamType>)aStream
{
  self = [super initWithTokenStream:aStream State:[[RecognizerSharedState
newRecognizerSharedStateWithRuleLen:<numRules>+1] retain]];
  if ( self != nil ) {
<else><! TREE_PARSER !>
- (id) initWithStream:(<inputStreamType>)aStream
{
  self = [super initWithStream:aStream
 State:[[RecognizerSharedState newRecognizerSharedStateWithRuleLen:<numRules>+1] retain]];
  if ( self != nil ) {
<endif>
      <! <parserCtorBody()> !>
      <cyclicDFAs:{dfa | dfa<dfa.decisionNumber> = [DFA<dfa.decisionNumber>
newDFA<dfa.decisionNumber>WithRecognizer:self];}; separator="\n">
      <scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScopeInit(scope=it)><endif>}>
      <rules:{rule | <rule.ruleDescriptor.ruleScope:ruleAttributeScopeInit()>}>
      /* start of actions-actionScope-init */
      <actions.(actionScope).init>
      /* start of init */
      <@init()>
  }
  return self;
}

- (void) dealloc
{
  <cyclicDFAs:{dfa | [dfa<dfa.decisionNumber> release];}; separator="\n">
  <scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScopeDealloc(scope=it)><endif>}>
  <actions.(actionScope).dealloc>
  <@dealloc()>
  [super dealloc];
}

/* ObjC start actions.(actionScope).methods */
<actions.(actionScope).methods>
/* ObjC
 end actions.(actionScope).methods */
/* ObjC start methods() */
```

```
<@methods()>
/* ObjC end methods() */
/* ObjC start rules */
<rules; separator="\n">
/* ObjC end rules */

@end /* end of <grammar.recognizerName> implementation line 692 */<\n>
>>

parserCtorBody() ::= <<
<if(memoize)> /* parserCtorBody */
<if(grammar.grammarIsRoot)>
state.ruleMemo = [[RuleStack newRuleStack:<numRules>+1] retain];<\n> <! index from 1..n !>
<endif>
<endif>
<grammar.delegators:
{g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
>>

/** A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*  nor parameters etc..., just give simplest possible method.  Don't do
*  any of the normal memoization stuff in here either; it's a waste.
*  As predicates cannot be inlined into the invoking rule, they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock)
 ::=
<<
// $ANTLR start <ruleName>_fragment
- (void) <ruleName>_fragment
{
  <ruleLabelDefs()>
  <if(trace)>
     [self traceIn:\@"<ruleName>_fragment" Index:<ruleDescriptor.index>];
  @try {
     <block>
  }
  @finally {
     [self traceOut:\@"<ruleName>_fragment" Index:<ruleDescriptor.index>];
  }
<else>
  <block>
<endif>
} // $ANTLR end <ruleName>_fragment
>>

synpred(name) ::= <<
```

```
SEL <name>Selector = @selector(<name>_fragment);
<! // $ANTLR start <name>
- (BOOL) <name>
{
  state.backtracking++;
  <@start()>
  NSInteger start = [input mark];
  @try {
     [self <name>_fragment]; // can never throw exception
  }
  @catch (RecognitionException *re) {
     NSLog(@"impossible: %@\n", re.name);
  }
  BOOL success = (state.failed == NO);
  [input rewind:start];
  <@stop()>
  state.backtracking--;
  state.failed=NO;
  return success;
} // $ANTLR end <name> <\n> !>
>>

lexerSynpred(name) ::= <<
<synpred(name)>
>>

ruleMemoization(name)
 ::= <<
<if(memoize)>
if ( state.backtracking > 0 && [self alreadyParsedRule:input RuleIndex:<ruleDescriptor.index>] ) { return
<ruleReturnValue()>; }
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if (backtracking)>if ( state.failed ) return <ruleReturnValue()>;<endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>if ( state.backtracking > 0 ) { state.failed = YES; return <ruleReturnValue()>; }<\n><endif>
>>

/** How to generate code for a rule.
*  The return type aggregates are declared in the header file (headerFile template)
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
```

```
/*
* $ANTLR start <ruleName>
* <fileName>:<description>
*/
- (<returnType()>) <ruleName><ruleDescriptor.parameterScope:parameterScope()>
{
  <if(trace)>[self traceIn:\@"<ruleName>" Index:<ruleDescriptor.index>];<endif>
  <if(trace)>NSLog(@"enter
 <ruleName> %@ failed=%@ backtracking=%d", [input LT:1], (state.failed==YES)?@"YES":@"NO",
state.backtracking);<endif>
  <ruleScopeSetUp()>
  <ruleDeclarations()>
  <ruleDescriptor.actions.init>
  <@preamble()>
  @try {
     <ruleMemoization(name=ruleName)>
     <ruleLabelDefs()>
     <block>
     <ruleCleanUp()>
     <(ruleDescriptor.actions.after):execAction()>
  }
<if(exceptions)>
  <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else><if(!emptyRule)><if(actions.(actionScope).rulecatch)>
  <actions.(actionScope).rulecatch>
<else>
  @catch (RecognitionException *re) {
     [self reportError:re];
     [self recover:input Exception:re];
     <@setErrorReturnValue()>
  }<\n>
<endif><endif><endif>
  @finally {
     <if(trace)>[self traceOut:@"<ruleName>" Index:<ruleDescriptor.index>];<endif>
     <memoize()>
     <ruleScopeCleanUp()>
     <finally>
  }
  <@postamble()>
  return <ruleReturnValue()>;
}
/*
 $ANTLR end <ruleName> */
>>

finalCode(finalBlock) ::= <<
{
```

```
  <finalBlock>
}
>>

catch(decl,action) ::= <<
@catch (<e.decl>) {
  <e.action>
}
>>

ruleDeclarations() ::= <<
/* ruleDeclarations */
<if(ruleDescriptor.hasMultipleReturnValues)>
<returnType()> retval = [<ruleDescriptor:returnStructName()> new<ruleDescriptor:returnStructName()>];
[retval setStart:[input LT:1]];<\n>
<else>
<ruleDescriptor.returnScope.attributes:{ a |
<a.type> <a.name> = <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>;
}>
<endif>
<if(memoize)>
NSInteger <ruleDescriptor.name>_StartIndex = input.index;
<endif>
>>

ruleScopeSetUp() ::= <<
/* ruleScopeSetUp */
<ruleDescriptor.useScopes:{it | [<it>_stack push:[<it>_Scope new<it>_Scope]];}>
<ruleDescriptor.ruleScope:{it | [<it.name>_stack push:[<it.name>_Scope new<it.name>_Scope]];}>
>>

ruleScopeCleanUp() ::= <<
/* ruleScopeCleanUp */
<ruleDescriptor.useScopes:{it | [<it>_stack pop];}; separator="\n">
<ruleDescriptor.ruleScope:{it | [<it.name>_stack
 pop];}; separator="\n">
>>

ruleLabelDefs() ::= <%
/* ruleLabelDefs entry */<"\n">
<[ruleDescriptor.tokenLabels, ruleDescriptor.tokenListLabels,
 ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
  :{it |<labelType> *<it.label.text> = nil;}; separator="\n"><"\n">
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,ruleDescriptor.wildcardTreeListLabels]
  :{it | AMutableArray *list_<it.label.text> = nil;}; separator="\n"><"\n">
<ruleDescriptor.ruleLabels:ruleLabelDef(); separator="\n"><"\n">
<ruleDescriptor.ruleListLabels:{ll|ParserRuleReturnScope *<ll.label.text> = nil;}; separator="\n"><"\n">
%>
```

```
lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
   :{it |<labelType> *<it.label.text>=nil;}; separator="\n"
>
<ruleDescriptor.charLabels:{it |NSInteger <it.label.text>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels]:{it |AMutableArray
 *list_<it.label.text>=nil; }; separator="\n">
>>

ruleReturnValue() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
retval
<endif>
<endif>
<endif>
%>

ruleCleanUp() ::= <<
/* token+rule list labels */
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]:{it |[list_<it.label.text> release];}; separator="\n">
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
[retval setStop:[input LT:-1]];<\n>
<endif><endif>
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if (state.backtracking > 0) [self memoize:input RuleIndex:<ruleDescriptor.index>
StartIndex:<ruleDescriptor.name>_StartIndex];
<endif><endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules.
*/
lexerRule(ruleName, nakedBlock, ruleDescriptor, block, memoize) ::= <<
// $ANTLR start "<ruleName>"
- (void)
```

```
m<ruleName><if(ruleDescriptor.parameterScope)><ruleDescriptor.parameterScope:parameterScope(scope=it)><en
dif>
{
   //<if(trace)>[self traceIn:\@"<ruleName>" Index:<ruleDescriptor.index>];<endif>
  <if(trace)>NSLog(@"enter <ruleName> %C line=%d:%d failed=%@ backtracking=%d",
     [input LA:1],
     self.line,
     self.charPositionInLine,
     (state.failed==YES) ? @"YES" : @"NO",
     state.backtracking);
  <endif>
  <ruleScopeSetUp()>
  <ruleDeclarations()>
  @try {
<if(nakedBlock)>
     <ruleMemoization(name=ruleName)>
     <lexerRuleLabelDefs()>
     <ruleDescriptor.actions.init>
     <block><\n>
<else>
     NSInteger _type = <ruleName>;
     NSInteger _channel = TokenChannelDefault;
     <ruleMemoization(name=ruleName)>
     <lexerRuleLabelDefs()>
     <ruleDescriptor.actions.init>
     <block>
     <ruleCleanUp()>
     state.type = _type;
     state.channel = _channel;
     <(ruleDescriptor.actions.after):execAction()>
<endif>
  }
  @finally {

 //<if(trace)>[self traceOut:[NSString stringWithFormat:@"<ruleName> %d\n", <ruleDescriptor.index>]];<endif>
     <if(trace)>NSLog(@"exit <ruleName> %C line=%d:%d failed=%@ backtracking=%d",
           [input LA:1], self.line, self.charPositionInLine,
           (state.failed==YES) ? @"YES" : @"NO", state.backtracking);<endif>
     <ruleScopeCleanUp()>
     <memoize()>
  }
  return;
}
/* $ANTLR end "<ruleName>" */
>>

/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
```

```
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
- (void) mTokens
{
  <block><\n>
}
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description> // block
NSInteger alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
<@prebranch()>
switch (alt<decisionNumber>)
 {
  <alts:{a | <altSwitchCase(i, a)>}>
}
<@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description> //ruleblock
NSInteger alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
switch (alt<decisionNumber>) {
  <alts:{a | <altSwitchCase(i, a)>}>
}
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description> // ruleBlockSingleAlt
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
```

```
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description> // blockSingleAlt
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n)
 ::= <<
// <fileName>:<description> // positiveClosureBlock
NSInteger cnt<decisionNumber> = 0;
<decls>
<@preloop()>
do {
  NSInteger alt<decisionNumber> = <maxAlt>;
  <@predecision()>
  <decision>
  <@postdecision()>
  switch (alt<decisionNumber>) {
     <alts:{a | <altSwitchCase(i, a)>}>
     default :
        if ( cnt<decisionNumber> >= 1 )
           goto loop<decisionNumber>;
        <ruleBacktrackFailure()>
        EarlyExitException *eee =
           [EarlyExitException newException:input decisionNumber:<decisionNumber>];
        <@earlyExitException()>
        @throw eee;
  }
  cnt<decisionNumber>++;
} while (YES);
loop<decisionNumber>: ;
<@postloop()>
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 0 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
 <<
<decls>
<@preloop()>
do {
  NSInteger alt<decisionNumber>=<maxAlt>;
  <@predecision()>
```

```
  <decision>
  <@postdecision()>
  switch (alt<decisionNumber>) {
     <alts:{a | <altSwitchCase(i, a)>}>
     default :
        goto loop<decisionNumber>;
  }
} while (YES);
loop<decisionNumber>: ;
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
*  so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
*/
altSwitchCase(altNum, alt) ::= <<
case <altNum> : ;
  <@prealt()>
  <alt>
  break;<\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew)
 ::= <<
// <fileName>:<description> // alt
{
<@declarations()>
<elements:element()>
<rew>
<@cleanup()>
}
>>

/** What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""
```

```
// E L E M E N T S

/** Dump the elements one per line */
element(e) ::= << <@prematch()><\n><e.el><\n> >>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<if(label)><label>=(<labelType> *)<endif>[self match:input TokenType:<token>
Follow:FOLLOW_<token>_in_<ruleName><elementIndex>]; <checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

listLabel(label,elem) ::= <<
if (list_<label> == nil) list_<label> = [[AMutableArray arrayWithCapacity:5] retain];
[list_<label> addObject:<elem>];<\n>
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>NSInteger <label> =
 [input LA:1];<\n><endif>
[self matchChar:<char>]; <checkRuleBacktrackFailure()><\n>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)><label> = [input LA:1];<\n><endif>
[self matchRangeFromChar:<a> to:<b>]; <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,terminalOptions,postmatchCode="") ::= <<
<if(label)>
<if(LEXER)>
<label> = [input LA:1];<\n>
<else>
<label> = (<labelType> *)[input LT:1]; /* matchSet */<\n>
<endif><endif>
if (<s>) {
  [input consume];
  <postmatchCode>
<if(!LEXER)>
```

```
  [state setIsErrorRecovery:NO];
<endif>
  <if(backtracking)>state.failed = NO;<\n><endif>
} else {
  <ruleBacktrackFailure()>
  MismatchedSetException *mse = [MismatchedSetException newException:nil stream:input];
  <@mismatchedSetException()>
<if(LEXER)>
<if(label)>
  mse.c = <label>;
<endif>
  [self recover:mse];
  @throw mse;
<else>
  @throw mse;
  <! use following code to
 make it recover inline; remove throw mse;
  [self recoverFromMismatchedSet:input exception:mse follow:FOLLOW_set_in_<ruleName><elementIndex>]; !>
<endif>
}<\n>
>>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(elem=label,...)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex="0") ::= <<
<if(label)>
NSInteger <label>Start = input.index;
[self matchString:<string>]; <checkRuleBacktrackFailure()>
NSInteger StartLine<elementIndex> = self.line;
NSInteger <label>StartCharPos<elementIndex> = self.charPositionInLine;
<label> = [[<labelType> newToken:input Type:TokenTypeInvalid Channel:TokenChannelDefault
Start:<label>Start Stop:input.index] retain];
[self setLine:<label>StartLine<elementIndex>];
[self setCharPositionInLine:<label>StartCharPos<elementIndex>];
<else>
[self matchString:<string>]; <checkRuleBacktrackFailure()><\n>
<endif>
>>

wildcard(token,label,elementIndex,terminalOptions)
 ::= <<
<if(label)>
```

```
<label> = (<labelType> *)[input LT:1];<\n>
<endif>
[self matchAny:input]; <checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<wildcard(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
NSInteger <label> = [input LA:1];<\n>
<endif>
[self matchAny]; <checkRuleBacktrackFailure()><\n>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(...)>
<listLabel(elem=label,...)>
>>

/** Match a rule reference by invoking it possibly with arguments
*  and a return value or values.  The 'rule' argument was the
*  target rule name, but now is type Rule, whose toString is
*  same: the rule name.  Now though you can access full rule
*  descriptor stuff.
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
/* ruleRef */
[self pushFollow:FOLLOW_<rule.name>_in_<ruleName><elementIndex>];
<if(label)><label> = <endif>[self <if(scope)><scope:delegateName()>.<endif><rule.name><if(args)>:<first(args)>
 <rest(args):{ a | arg<i>:<rest(args)>}; separator=" "><endif>];<\n>
[self popFollow];
<checkRuleBacktrackFailure()><\n>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label,...)>
>>

/** A lexer rule reference.
*
*  The 'rule' argument was the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
```

```
*  Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
<if(label)>
NSInteger <label>Start<elementIndex> = input.index;
[self m<rule.name><if(args)>:<args; separator=" :"><endif>]; <checkRuleBacktrackFailure()><\n>
<label> = [[<labelType> newToken:input Type:TokenTypeInvalid Channel:TokenChannelDefault
Start:<label>Start<elementIndex> Stop:input.index-1] retain];
<label>.line = self.line;
<else>
[self <if(scope)><scope:delegateName()>.<endif>m<rule.name><if(args)>:<args; separator="
 :"><endif>]; <checkRuleBacktrackFailure()><\n>
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(...)>
<listLabel(elem=label,...)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
NSInteger <label>Start<elementIndex> = input.index;
[self matchChar:CharStreamEOF]; <checkRuleBacktrackFailure()><\n>
<labelType> <label> = [[<labelType> newToken:input Type:TokenTypeEOF Channel:TokenChannelDefault
Start:<label>Start<elementIndex> Stop:input.index-1] retain];
<label>.line = self.line;
<else>
[self matchChar:CharStreamEOF]; <checkRuleBacktrackFailure()><\n>
<endif>
>>

// used for left-recursive rules
recRuleDefArg()                   ::= "int <recRuleArg()>"
recRuleArg()                      ::= "_p"
recRuleAltPredicate(ruleName,opPrec)  ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction()          ::= "root_0=$<ruleName>_primary.tree;"
recRuleSetReturnAction(src,name)      ::=
 "$<name>=$<src>.<name>;"

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList, enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( [input LA:1] == DOWN ) {
```

```
  [self match:input TokenType:DOWN Follow:nil]; <checkRuleBacktrackFailure()>
  <children:element()>
  [self match:input TokenType:UP Follow:nil]; <checkRuleBacktrackFailure()>
}
<else>
  [self match:input TokenType:DOWN Follow:nil]; <checkRuleBacktrackFailure()>
  <children:element()>
  [self match:input TokenType:UP Follow:nil]; <checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
*  also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if ( !(<evalPredicate(...)>) ) {
  <ruleBacktrackFailure()>
  @throw [FailedPredicateException newException:@"<ruleName>" predicate:@"<description>" stream:input];
}
>>

//
 F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
NSInteger LA<decisionNumber>_<stateNumber> = [input LA:<k>];<\n>
<edges; separator="\nelse ">
else {
<if(eotPredictsAlt)>
  alt<decisionNumber> = <eotPredictsAlt>;
<else>
  <ruleBacktrackFailure()>
  NoViableAltException *nvae = [NoViableAltException newException:<decisionNumber> state:<stateNumber>
stream:input];
  nvae.c = LA<decisionNumber>_<stateNumber>;
  <@noViableAltException()>
  @throw nvae;<\n>
<endif>
}
>>

/** Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but this
*  is faster, smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
NSInteger LA<decisionNumber>_<stateNumber> = [input LA:<k>];<\n>
```

```
<edges; separator="\nelse ">
>>

/**
 A DFA state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
NSInteger LA<decisionNumber>_<stateNumber> = [input LA:<k>];
<edges; separator="\nelse "><\n>
<if(eotPredictsAlt)>
<if(!edges)>
alt<decisionNumber>=<eotPredictsAlt>; <! if no edges, don't gen ELSE !>
<else>
else {
  alt<decisionNumber> = <eotPredictsAlt>;
}<\n>
<endif><endif>
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber>=<alt>;"

/** A simple edge with an expression.  If the expression is satisfied,
*  enter to the target state.  To handle gated productions, we may
*  have to evaluate some predicates
 for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>) {
  <targetState>
}
>>

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
unichar charLA<decisionNumber> = [input LA:<k>];
switch (charLA<decisionNumber>) {
  <edges; separator="\n"><\n>
default: ;
<if(eotPredictsAlt)>
```

```
  alt<decisionNumber> = <eotPredictsAlt>;
<else>
  <ruleBacktrackFailure()>
  NoViableAltException *nvae = [NoViableAltException newException:<decisionNumber> state:<stateNumber>
stream:input];
  nvae.c = charLA<decisionNumber>;
  <@noViableAltException()>
  @throw nvae;<\n>
<endif>
}<\n>
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ([input LA:<k>])
 { // dfaOptionalBlockStateSwitch
  <edges; separator="\n"><\n>
}<\n>
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ([input LA:<k>]) { // dfaLoopbackStateSwitch
  <edges; separator="\n"><\n>
<if(eotPredictsAlt)>
default:
  alt<decisionNumber> = <eotPredictsAlt>;
  break;<\n>
<endif>
}<\n>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
<labels:{it | case <it>: ;}; separator="\n">
  {
  <targetState>
  }
  break;
>>

// C y c l i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = [dfa<decisionNumber> predict:input];
>>
```

```
/** Used in headerFile */
cyclicDFAInterface(dfa) ::= <<
#pragma mark Cyclic DFA interface start DFA<dfa.decisionNumber>
@interface DFA<dfa.decisionNumber> : DFA {
}
+ (DFA<dfa.decisionNumber>
 *) newDFA<dfa.decisionNumber>WithRecognizer:(BaseRecognizer *)theRecognizer;
- initWithRecognizer:(BaseRecognizer *)recognizer;
@end /* end of DFA<dfa.decisionNumber> interface  */<\n>
#pragma mark Cyclic DFA interface end DFA<dfa.decisionNumber><\n>
>>

/** Used in lexer/parser implementation files */
/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple, concatenated strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach.  See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa) ::= <<
#pragma mark Cyclic DFA implementation start DFA<dfa.decisionNumber>

@implementation DFA<dfa.decisionNumber>
const static NSInteger dfa<dfa.decisionNumber>_eot[<dfa.numberOfStates>] =
  {<dfa.eot; wrap="\n     ", separator=",", null="-1">};
const
 static NSInteger dfa<dfa.decisionNumber>_eof[<dfa.numberOfStates>] =
  {<dfa.eof; wrap="\n     ", separator=",", null="-1">};
const static unichar dfa<dfa.decisionNumber>_min[<dfa.numberOfStates>] =
  {<dfa.min; wrap="\n     ", separator=",", null="-1">};
const static unichar dfa<dfa.decisionNumber>_max[<dfa.numberOfStates>] =
  {<dfa.max; wrap="\n     ", separator=",", null="-1">};
const static NSInteger dfa<dfa.decisionNumber>_accept[<dfa.numberOfStates>] =
  {<dfa.accept; wrap="\n     ", separator=",", null="-1">};
const static NSInteger dfa<dfa.decisionNumber>_special[<dfa.numberOfStates>] =
  {<dfa.special; wrap="\n     ", separator=",", null="-1">};

/** Used when there is no transition table entry for a particular state */
#define dfa<dfa.decisionNumber>_T_empty     nil

<dfa.edgeTransitionClassMap.keys:{ table |
const static NSInteger dfa<dfa.decisionNumber>_T<i0>[] =
{
    <table; separator=", ", wrap="\n ", null="-1">
\};
}; null="">
```

```
const static NSInteger *dfa<dfa.decisionNumber>_transition[]
 =
{
  <dfa.transitionEdgeTables:{whichTable|dfa<dfa.decisionNumber>_T<whichTable>}; separator=", ", wrap="\n",
null="nil">
};

+ (DFA<dfa.decisionNumber> *) newDFA<dfa.decisionNumber>WithRecognizer:(BaseRecognizer *)aRecognizer
{
  return [[[DFA<dfa.decisionNumber> alloc] initWithRecognizer:aRecognizer] retain];
}

- (id) initWithRecognizer:(BaseRecognizer *) theRecognizer
{
  self = [super initWithRecognizer:theRecognizer];
  if ( self != nil ) {
      decisionNumber = <dfa.decisionNumber>;
      eot = dfa<dfa.decisionNumber>_eot;
      eof = dfa<dfa.decisionNumber>_eof;
      min = dfa<dfa.decisionNumber>_min;
      max = dfa<dfa.decisionNumber>_max;
      accept = dfa<dfa.decisionNumber>_accept;
      special = dfa<dfa.decisionNumber>_special;
      transition = dfa<dfa.decisionNumber>_transition;
  }
  return self;
}

<if(dfa.specialStateSTs)>
/* start dfa.specialStateSTs */
- (NSInteger) specialStateTransition:(NSInteger)s
 Stream:(id\<IntStream\>)anInput
{
<if(LEXER)>
  id\<IntStream\> input = anInput;<\n>
<endif>
<if(PARSER)>
  id\<TokenStream\> input = (id\<TokenStream\>)anInput;<\n>
<endif>
<if(TREE_PARSER)>
  id\<TreeNodeStream\> input = (id\<TreeNodeStream\>)anInput;<\n>
<endif>
  switch (s) {
      <dfa.specialStateSTs:{state |
      case <i0> : ;<! compressed special state numbers 0..n-1 !>
          <state>}; separator="\n">
  }
```

```
<if(backtracking)>
  if ( [recognizer getBacktrackingLevel] > 0 ) { [recognizer setFailed:YES]; return -1; }<\n>
<endif>
  NoViableAltException *nvae = [NoViableAltException newException:<dfa.decisionNumber> state:s
stream:recognizer.input];
  // nvae.c = s;
  /* [self error:nvae]; */ <! for debugger - do later !>
  @throw nvae;
}<\n>
/* end dfa.specialStateSTs */
<endif>

- (void) dealloc
{
  //free(transition);
  [super dealloc];
}

- (NSString *) description
{
  return @"<dfa.description>";
}

<@errorMethod()>

@end /* end DFA<dfa.decisionNumber>
 implementation */<\n>
#pragma mark Cyclic DFA implementation end DFA<dfa.decisionNumber>
<\n>
>>
/** A state in a cyclic DFA; it's a special state and part of a big switch on
*  state.
*/
cyclicDFAState(decisionNumber, stateNumber, edges, needErrorClause, semPredState) ::= <<
/* cyclicDFAState */
NSInteger LA<decisionNumber>_<stateNumber> = [input LA:1];<\n>
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
NSInteger index<decisionNumber>_<stateNumber> = input.index;
[input rewind];<\n>
<endif>
s = -1;
<edges; separator="\nelse ">
<if(semPredState)> <! return input cursor to state before we rewound !>
[input seek:index<decisionNumber>_<stateNumber>];<\n>
<endif>
if ( s >= 0 )
  return s;
break;
```

```
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
/* cyclicDFAEdge */
if (<labelExpr><if(predicates)> && (<predicates>)<endif>)
 { s = <targetStateNumber>;}<\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber>;<\n> /* eotDFAEdge */
>>

// D F A  E X P R E S S I O N S

andPredicates(left,right) ::= "(<left>&&<right>)"

orPredicates(operands) ::= "(<operands; separator=\"||\">)"

notPredicate(pred) ::= "!(<evalPredicate(pred, {})>)"

evalPredicate(pred,description) ::= "(<pred>)"

/*
* evalSynPredicate(pred,description) ::= "<pred>()"
*
* synpreds are broken in cyclic DFA special states
*  Damn! For now, work around with using the selectors directly, and by providing a trampoline evalSynPred
method in
*  DFA
*/
/* evalSynPredicate(pred,description) ::= "[self evaluateSyntacticPredicate:<pred>Selector stream:input]" */
evalSynPredicate(pred,description) ::= "[self evaluateSyntacticPredicate:@selector(<pred>_fragment)]"
/* evalSynPredicate(pred,description)
 ::= "[recognizer <pred>]" */

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber>==<atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "[input LA:<k>] == <atom>"
```

```
lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <%
(LA<decisionNumber>_<stateNumber> >= <lower> && LA<decisionNumber>_<stateNumber> \<= <upper>)
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "(([input LA:<k>] >=
<lower>) && ([input LA:<k>] \<= <upper>))"

setTest(ranges) ::= <%
<ranges; separator="||">
%>

// A T T R I B U T E S

memVars(scope) ::= <% <scope.attributes:{a|<a.type> <a.name>;<\n>}; separator="\n"> %>

properties(scope) ::= <%
<scope.attributes:{a|@property (assign, getter=get<a.name>, setter=set<a.name>:) <a.type> <a.name>;<\n>};
separator="\n">
%>

methodsDecl(scope) ::= <%
<scope.attributes:{a|-
 (<a.type>)get<a.name>;<\n>- (void)set<a.name>:(<a.type>)aVal;<\n>}; separator="\n">
%>

synthesize(scope) ::= <% <scope.attributes:{a|@synthesize <a.name>;}; separator="\n"> %>

methods(scope) ::= <%
<scope.attributes:{a|
- (<a.type>)get<a.name> { return( <a.name> ); \}<\n>
- (void)set<a.name>:(<a.type>)aVal { <a.name> = aVal; \}<\n>}; separator="\n">
%>

globalAttributeScopeInterface(scope) ::= <%
/* globalAttributeScopeInterface */<\n>
@interface <scope.name>_Scope : SymbolsScope {<\n>
<if(scope.attributes)>
<memVars(scope)>
<endif>
}<\n>
<if(scope.attributes)>
/* start of globalAttributeScopeInterface properties */<\n>
<properties(scope)>
/* end globalAttributeScopeInterface properties */<\n>
<endif>

+ (<scope.name>_Scope *)new<scope.name>_Scope;<\n>
- (id) init;<\n>
```

```
<if(scope.attributes)>
/* start of globalAttributeScopeInterface methodsDecl */<\n>
<methodsDecl(scope)>
/* End of globalAttributeScopeInterface methodsDecl */<\n>
<endif>
@end /* end of <scope.name>_Scope interface
 */<\n>
%>

globalAttributeScopeMemVar(scope) ::= <%
/* globalAttributeScopeMemVar */<\n>
SymbolStack *<scope.name>_stack;<\n>
<scope.name>_Scope *<scope.name>_scope;<\n>
%>

globalAttributeScopeImplementation(scope) ::= <%
@implementation <scope.name>_Scope  /* globalAttributeScopeImplementation */<\n>
<if(scope.attributes)>
/* start of synthesize -- OBJC-Line 1750 */<\n>
<synthesize(scope)><\n>
<endif>
<\n>
+ (<scope.name>_Scope *)new<scope.name>_Scope<\n>
{<\n>
  return [[<scope.name>_Scope alloc] init];<\n>
}<\n>
<\n>
- (id) init<\n>
{<\n>
  self = [super init];<\n>
  return self;<\n>
}<\n>
<\n>
<if(scope.attributes)>
/* start of iterate get and set functions */<\n>
<methods(scope)><\n>
/* End of iterate get and set functions */<\n>
<endif>
@end /* end of <scope.name>_Scope implementation */<\n><\n>
%>

globalAttributeScopeInit(scope) ::= <<
/* globalAttributeScopeInit */<\n>
<scope.name>_scope = [<scope.name>_Scope new<scope.name>_Scope];<\n>
<scope.name>_stack = [SymbolStack
 newSymbolStackWithLen:30];<\n>
>>
```

```
globalAttributeScopeDealloc(scope) ::= <% [<scope.name>_stack release];<\n> %>

globalAttributeScope(scope) ::= <%
<if(scope.name)>
static <scope.name>_stack;<\n>
<endif>
%>

ruleAttributeScopeMemVar(scope) ::= <%
/* ObjC ruleAttributeScopeMemVar */<\n>
<if(scope.attributes)>
<scope.name>_Scope *<scope.name>_scope; /* ObjC ruleAttributeScopeMemVar */<\n>
<endif>
%>

ruleAttributeScopeInterface(scope) ::= <%
<if(scope.attributes)>
/* start of ruleAttributeScopeInterface */<\n>
@interface <scope.name>_Scope : SymbolsScope {<\n>
  <memVars(scope)><\n>
}<\n>
<\n>
/* start property declarations */<\n>
<properties(scope)><\n>
/* start method declarations */<\n>
+ (<scope.name>_Scope *)new<scope.name>_Scope;<\n>
- (id) init;<\n>
<methodsDecl(scope)><\n>
@end /* end of ruleAttributeScopeInterface */<\n><\n>
<endif>
%>

ruleAttributeScopeImplementation(scope) ::= <%
<if(scope.attributes)>
@implementation <scope.name>_Scope  /* start of ruleAttributeScopeImplementation
 */<\n>
<synthesize(scope)><\n>
<\n>
+ (<scope.name>_Scope *)new<scope.name>_Scope<\n>
{<\n>
  return [[<scope.name>_Scope alloc] init];<\n>
}<\n>
<\n>
- (id) init<\n>
{<\n>
  self = [super init];<\n>
  return self;<\n>
}<\n>
```

```
<\n>
/* start of <scope.name>_Scope get and set functions */<\n>
<methods(scope)><\n>
/* End of <scope.name>_Scope get and set functions */<\n>
@end /* end of ruleAttributeScopeImplementation */<\n><\n>
<endif>
%>

ruleAttributeScopeInit(scope) ::= <%
/* ruleAttributeScopeInit */<\n>
<scope.name>_scope = [<scope.name>_Scope new<scope.name>_Scope];<\n>
<scope.name>_stack = [SymbolStack newSymbolStackWithLen:30];<\n>
%>

ruleAttributeScopeDealloc(scope) ::= <% [<scope.name>_Scope release];<\n> %>

ruleAttributeScope(scope) ::= <%
<if(scope.attributes)>
/* ruleAttributeScope */<\n>
static SymbolStack *<scope.name>_stack;<\n>
static <scope.name>_Scope *<scope.name>_scope;
<endif>
%>

ruleAttributeScopeDecl(scope) ::= <%
/* ruleAttributeScopeDecl
 */<\n>
<if(scope.attributes)>
<scope.name>_Scope *<scope.name>_scope;<\n>
<endif>
%>

returnStructName(r) ::= "<className()>_<r.name>_return"

returnType() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor:returnStructName()> *
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnType>
<else>
void
<endif>
<endif>
<else>
void
<endif>
```

```
%>

/** Generate the Objective-C type associated with a single or multiple return
*  values.
*/
ruleLabelType(referencedRule) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
<className()>_<referencedRule.name>_return *<else>
<if(referencedRule.hasSingleReturnValue)><referencedRule.singleValueReturnType><else>
void<endif>
<endif>
%>

delegateName(d) ::= <% <if(d.label)><d.label><else>g<d.name><endif> %>

/** Using a type to init value map, try to init a type; if not in table
*  must be an object, default value is "null".
*/
initValue(typeName) ::= <% <objcTypeInitMap.(typeName)>
 %>

/** Define a rule label including default value */
ruleLabelDef(label) ::= <%
<ruleLabelType(referencedRule=label.referencedRule)> <label.label.text> =
<initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))>;<\n>
%>

/** Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
*  subgroups to stick in members.
*/
returnScopeInterface(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
/* returnScopeInterface <ruleDescriptor:returnStructName()> */
@interface <ruleDescriptor:returnStructName()> :
<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope { /* returnScopeInterface line 1838 */
<@memVars()> /* ObjC start of memVars() */<\n>
<if(scope.attributes)>
<memVars(scope)><\n>
<endif>
}
/* start property declarations */
<@properties()><\n>
<if(scope.attributes)>
<properties(scope)><\n>
<endif>
/* start of method declarations */<\n>
+ (<ruleDescriptor:returnStructName()> *)new<ruleDescriptor:returnStructName()>;
```

```
/*
 this is start of set and get methods */
<@methodsDecl()>  /* methodsDecl */<\n>
<if(scope.attributes)>
/* start of iterated get and set functions */<\n>
<methodsDecl(scope)><\n>
<endif>
@end /* end of returnScopeInterface interface */<\n>
<endif>
>>

returnScopeImplementation(scope) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
@implementation <ruleDescriptor:returnStructName()> /* returnScopeImplementation */<\n>
<@synthesize()> /* start of synthesize -- OBJC-Line 1837 */<\n>
<if(scope.attributes)>
  <synthesize(scope)><\n>
<endif>
+ (<ruleDescriptor:returnStructName()> *)new<ruleDescriptor:returnStructName()><\n>
{<\n>
  return [[[<ruleDescriptor:returnStructName()> alloc] init] retain];<\n>
}<\n>
<\n>
- (id) init<\n>
{<\n>
  self = [super init];<\n>
  return self;<\n>
}<\n>
<\n>
<@methods()><\n>
<if(scope.attributes)>
/* start of iterate get and set functions */<\n>
<methods(scope)><\n>
/* End of iterate get and set functions
 */<\n>
<endif>
<actions.(actionScope).ruleReturnMethods>
<@ruleReturnMembers()><\n>
@end /* end of returnScope implementation */<\n><\n>
<endif>
%>

parameterScope(scope) ::= <<
<! <scope.attributes:{it | :(<it.type>)<it.name>}; separator=" "> !>
<first(scope.attributes):{ a | :(<a.type>)<a.name>}> <rest(scope.attributes):{ a | arg<i>:(<a.type>)<a.name> };
separator=" ">
>>
```

```
parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name> = <expr>;"

/** Note that the scopeAttributeRef does not have access to the
* grammar name directly
*/
scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
([((<scope>_Scope *)[<scope>_stack objectAtIndex:[<scope>_stack size]-<negIndex>-1)]).<attr.name>
<else>
<if(index)>
((<scope>_Scope *)[<scope>_stack objectAtIndex:<index>]).<attr.name>
<else>
((<scope>_Scope *)[<scope>_stack peek]).<attr.name>
<endif>
<endif>
%>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <%
/* scopeSetAttributeRef */
<if(negIndex)>
((<scope>_Scope
 *)[<scope>_stack objectAtIndex:([<scope>_stack size]-<negIndex>-1)]).<attr.name> = <expr>;
<else>
<if(index)>
((<scope>_Scope *)[<scope>_stack objectAtIndex:<index>]).<attr.name> = <expr>;
<else>
((<scope>_Scope *)[<scope>_stack peek]).<attr.name> = <expr>;
<endif>
<endif>
%>

scopeAttributeRefStack() ::= <<
/* scopeAttributeRefStack */
<if(negIndex)>
((<scope>_Scope *)[<scope>_stack objectAtIndex:[<scope>_stack count]-<negIndex>-1]).<attr.name> = <expr>;
<else>
<if(index)>
((<scope>_Scope *)[<scope>_stack objectAtIndex:<index>]).<attr.name> = <expr>;
<else>
((<scope>_Scope *)[<scope>_stack peek]).<attr.name> = <expr>;
<endif>
<endif>
>>

/** $x is either global scope or x is rule with dynamic scope; refers
*  to stack itself not top of stack.  This is useful for predicates
*  like {$function.size()>0 && $function::name.equals("foo")}?
```

```
*/
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"

/** reference an attribute of rule; might only have single return
 value */
ruleLabelRef(referencedRule,scope,attr) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
(<scope>!=nil?<scope>.<attr.name>:<initValue(attr.type)>)
<else>
<scope>
<endif>
>>

returnAttributeRef(ruleDescriptor,attr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>  /* added to returnAttributeRef */<\n>
<else>
<attr.name><\n>
<endif>
%>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name> =<expr>; /* added to returnSetAttributeRef */<\n>
<else>
<attr.name> = <expr>;<\n>
<endif>
%>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


/* not sure the next are the right approach; and they are evaluated early; */
/* they cannot see TREE_PARSER or PARSER attributes for example. :( */

tokenLabelPropertyRef_text(scope,attr) ::= "(<scope>!=nil?<scope>.text:nil)"
tokenLabelPropertyRef_type(scope,attr)
 ::= "(<scope>!=nil?<scope>.type:0)"
tokenLabelPropertyRef_line(scope,attr) ::= "(<scope>!=nil?<scope>.line:0)"
tokenLabelPropertyRef_pos(scope,attr) ::= "(<scope>!=nil?<scope>.charPositionInLine:0)"
tokenLabelPropertyRef_channel(scope,attr) ::= "(<scope>!=nil?<scope>.channel:0)"
tokenLabelPropertyRef_index(scope,attr) ::= "(<scope>!=nil?[<scope> getTokenIndex]:0)"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"
tokenLabelPropertyRef_int(scope,attr) ::= "(<scope>!=nil?[<scope>.text integerValue]:0)"
```

```
ruleLabelPropertyRef_start(scope,attr) ::= "(<scope>!=nil?((<labelType> *)<scope>.start):nil)"
ruleLabelPropertyRef_stop(scope,attr) ::= "(<scope>!=nil?((<labelType> *)<scope>.stopToken):nil)"
ruleLabelPropertyRef_tree(scope,attr) ::= "(<scope>!=nil?((<ASTLabelType> *)<scope>.tree):nil)"
ruleLabelPropertyRef_text(scope,attr) ::= <%
<if(TREE_PARSER)>
(<scope>!=nil?[[input getTokenStream] toStringFromStart:[[input getTreeAdaptor] getTokenStartIndex:[<scope>
getStart]]

   ToEnd:[[input getTreeAdaptor] getTokenStopIndex:[<scope> getStart]]]:0)
<else>
(<scope>!=nil?([input toStringFromToken:[<scope> getStart] ToToken:[<scope> getStop]]:0)
<endif>
%>
ruleLabelPropertyRef_st(scope,attr) ::= "(<scope>!=nil?[<scope> st]:nil)"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::= "(<scope>!=nil?<scope>.type:0)"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "(<scope>!=nil?<scope>.line:0)"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "(<scope>!=nil?<scope>.charPositionInLine:-1)"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "(<scope>!=nil?<scope>.channel:0)"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "(<scope>!=nil?[<scope> getTokenIndex]:0)"
lexerRuleLabelPropertyRef_text(scope,attr) ::= "(<scope>!=nil?<scope>.text:nil)"
lexerRuleLabelPropertyRef_int(scope,attr) ::="(<scope>!=nil?[<scope>.text integerValue]:0)"

// Somebody may ref $template or $tree or $stop within
 a rule:
rulePropertyRef_start(scope,attr) ::= "((<labelType> *)retval.start)"
rulePropertyRef_stop(scope,attr) ::= "((<labelType> *)retval.stopToken)"
rulePropertyRef_tree(scope,attr) ::= "((<ASTLabelType> *)retval.tree)"
rulePropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
[[input getTokenStream] toStringFromStart:[[input getTreeAdaptor]
getTokenStartIndex:retval.start.token.startIndex]
                        ToEnd:[[input getTreeAdaptor] getTokenStopIndex:retval.start.token.stopIndex]]
<else>
[input toStringFromToken:retval.start ToToken:[input LT:-1]]
<endif>
>>
rulePropertyRef_st(scope,attr) ::= "retval.st"

/* hideous: find a way to cut down on the number of templates to support read/write access */
/* TODO: also, which ones are valid to write to? ask Ter */
lexerRuleSetPropertyRef_text(scope,attr,expr) ::= "state.text = <expr>;"
lexerRuleSetPropertyRef_type(scope,attr,expr) ::= "_type"
lexerRuleSetPropertyRef_line(scope,attr,expr) ::= "state.tokenStartLine"
```

```
lexerRuleSetPropertyRef_pos(scope,attr,expr)
 ::= "state.tokenStartCharPositionInLine"
lexerRuleSetPropertyRef_index(scope,attr,expr) ::= "-1" /* undefined token index in lexer */
lexerRuleSetPropertyRef_channel(scope,attr,expr) ::= "state.channel=<expr>;"
lexerRuleSetPropertyRef_start(scope,attr,expr) ::= "state.tokenStartCharIndex"
lexerRuleSetPropertyRef_stop(scope,attr,expr) ::= "(input.index-1)"


lexerRulePropertyRef_text(scope,attr) ::= "self.text"
lexerRulePropertyRef_type(scope,attr) ::= "state.type"
lexerRulePropertyRef_line(scope,attr) ::= "state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(input.index-1)"
lexerRulePropertyRef_int(scope,attr) ::= "[<scope>.text integerValue]"

//
 setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.start =<expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st =<expr>;" /* "<\n>#error StringTemplates are
unsupported<\n>" */


/** How to execute an action */
execAction(action) ::= <<
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {
  <action>
}
<else>
<action>
<endif>
>>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)

bitset(name, words64) ::= <<
static ANTLRBitSet *<name>;
static const unsigned long long <name>_data[] = { <words64:{it | <it>LL};separator=", ">};<\n>
>>

bitsetInit(name, words64) ::= <<
```

<name> = [[ANTLRBitSet newBitSetWithBits:(const unsigned long long *)<name>_data
Count:(NSUInteger)<length(words64)>] retain];<\n>
>>

codeFileExtension() ::= ".m"

true_value() ::= "YES"
false_value() ::= "NO"

Found in path(s):
*
 /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/ObjC/ObjC.stg
No license file was found, but licenses were detected in source scan.

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*/

/** Templates for building ASTs during normal parsing.
*
* Deal with many combinations. Dimensions are:
* Auto build or rewrite
*   no label, label, list label (label/no-label handled together)

```
*    child, root
*    token, set, rule, wildcard
*
*  The situation is not too bad as rewrite (->) usage makes ^ and !
*  invalid. There is no huge explosion of combinations.
*/

finishedBacktracking(block) ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(backtracking)>
if <actions.(actionScope).synpredgate>:
   <block>
<else>
<block>
<endif>
<endif>
>>

@ruleBody.setErrorReturnValue() ::= <<
retval.tree = self._adaptor.errorNode(self.input, retval.start, self.input.LT(-1), re)
>>

// TOKEN AST STUFF

/** ID and output=AST */
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <<
<super.tokenRef(...)>
<finishedBacktracking({
<label>_tree = <createNodeFromToken(...)>
self._adaptor.addChild(root_0, <label>_tree)
})>
>>

/** ID! and output=AST (same as plain tokenRef) */
tokenRefBang(token,label,elementIndex,terminalOptions={}) ::= "<super.tokenRef(...)>"

/** ID^ and output=AST */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <<
<super.tokenRef(...)>
<finishedBacktracking({
<label>_tree = <createNodeFromToken(...)>
root_0 = self._adaptor.becomeRoot(<label>_tree, root_0)
})>
>>

/** ids+=ID! and output=AST */
tokenRefBangAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)>
```

```
<listLabel(elem=label,...)>
>>

/**
 label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

// SET AST

// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code.  I don't use the region stuff because I need to pass
// different chunks depending on the operator.  I don't like making
// the template name have the operator as the number of templates gets
// large but this is the most flexible--this is as opposed to having
// the code generator call matchSet then add root code or ruleroot code
// plus list label plus ...  The combinations might require complicated
// rather than just added on code.  Investigate
 that refactoring when
// I have more time.

matchSet(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <%
<super.matchSet(postmatchCode={<finishedBacktracking({self._adaptor.addChild(root_0,
<createNodeFromToken(...)>)})>}, ...)>
%>

matchRuleBlockSet(s,label,elementIndex,postmatchCode,treeLevel="0",terminalOptions={}) ::= <<
<matchSet(...)>
>>

matchSetBang(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= "<super.matchSet(...)>"

// note there is no matchSetTrack because -> rewrites force sets to be
// plain old blocks of alts: (A|B|...|C)

matchSetRuleRoot(s,label,elementIndex,debug,terminalOptions={}) ::= <<
<if(label)>
<label> = self.input.LT(1)<\n>
<endif>
```

```
<super.matchSet(postmatchCode={<finishedBacktracking({root_0 =
self._adaptor.becomeRoot(<createNodeFromToken(...)>, root_0)})>}, ...)>
>>

// RULE REF AST

/** rule when output=AST */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<finishedBacktracking({self._adaptor.addChild(root_0,
 <label>.tree)})>
>>

/** rule! is same as normal rule ref */
ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)>"

/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<finishedBacktracking({root_0 = self._adaptor.becomeRoot(<label>.tree, root_0)})>
>>

/** x+=rule when output=AST */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(label, {<label>.tree})>
>>

/** x+=rule! when output=AST is a rule ref with list addition */
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefBang(...)>
<listLabel(label, {<label>.tree})>
>>

/** x+=rule^ */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(label, {<label>.tree})>
>>

// WILDCARD AST

wildcard(token,label,elementIndex,terminalOptions={}) ::= <<
<super.wildcard(...)>
<finishedBacktracking({
<label>_tree = self._adaptor.createWithPayload(<label>)
self._adaptor.addChild(root_0,
```

<label>_tree)
})>
>>

wildcardBang(label,elementIndex) ::= "<super.wildcard(...)>"

wildcardRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <<
<super.wildcard(...)>
<finishedBacktracking({
<label>_tree = self._adaptor.createWithPayload(<label>)
root_0 = self._adaptor.becomeRoot(<label>_tree, root_0)
})>
>>

createNodeFromToken(label,terminalOptions={}) ::= <%
<if(terminalOptions.node)>
<terminalOptions.node>(<label>) <! new MethodNode(IDLabel) !>
<else>
self._adaptor.createWithPayload(<label>)
<endif>
%>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<finishedBacktracking({
retval.tree = self._adaptor.rulePostProcessing(root_0)
self._adaptor.setTokenBoundaries(retval.tree, retval.start, retval.stop)
})>
>>

Found in path(s):
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/Python/ASTParser.stg
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NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE,
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THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
(INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/
scalaTypeInitMap ::= [
"Int":"0",
"Long":"0",
"Float":"0.0f",
"Double":"0.0",
"Boolean":"false",
"Byte":"0",
"Short":"0",
"Char":"0",
default:"null" // anything other than an atomic type
]

/** The overall file structure of a recognizer; stores methods for rules
* and cyclic DFAs plus support code.
*/
outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,
docComment, recognizer,
name, tokens, tokenNames, rules, cyclicDFAs,

bitsets, buildTemplate, buildAST, rewriteMode, profile,
backtracking, synpreds, memoize, numRules,
fileName, ANTLRVersion, generatedTimestamp, trace,
scopes, superClass, literals) ::=
<<
// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>
<actions.(actionScope).header>

<@imports>
import org.antlr.runtime._
<if(TREE_PARSER)>
import org.antlr.runtime.tree._
<endif>

```
<@end>

<docComment>
<recognizer>
>>

lexer(grammar, name, tokens, scopes, rules, numRules, filterMode, labelType="CommonToken",
    superClass="Lexer") ::= <<
object <grammar.recognizerName> {
  <tokens:{it | val <it.name> = <it.type>}; separator="\n">

  <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>
}

class <grammar.recognizerName>(input: CharStream, state<grammar.delegators:{g|, <g.recognizerName>
<g:delegateName()>}>: RecognizerSharedState) extends <@superClassName><superClass><@end>(input,
state<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>) {
  import <grammar.recognizerName>._
   <actions.lexer.members>

  // delegates
  <grammar.delegates:
      {g|<g.recognizerName> <g:delegateName()>}; separator="\n">
  // delegators
  <grammar.delegators:
      {g|<g.recognizerName> <g:delegateName()>}; separator="\n">
  <last(grammar.delegators):{g|public <g.recognizerName> gParent;}>

  <scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScope()><endif>}>

  def this(input<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>: CharStream) =
    this(input, new RecognizerSharedState()<grammar.delegators:{g|, <g:delegateName()>}>)

<if(memoize)>
<if(grammar.grammarIsRoot)>
    state.ruleMemo = new Array[java.util.Map[_,_]](<numRules>+1)<\n> <! index from 1..n !>
<endif>
<endif>
    <grammar.directDelegates:
     {g|<g:delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{p|,
<p:delegateName()>}>, this)}; separator="\n">
    <grammar.delegators:
     {g|this.<g:delegateName()>
 = <g:delegateName()>}; separator="\n">
    <last(grammar.delegators):{g|gParent = <g:delegateName()>}>

  override def getGrammarFileName = "<fileName>"
```

```
<if(filterMode)>
  <filteringNextToken()>
<endif>
  <rules; separator="\n\n">

  <synpreds:{p | <lexerSynpred(p)>}>
  <cyclicDFAs:{dfa | private val dfa<dfa.decisionNumber> = new
<grammar.recognizerName>.DFA<dfa.decisionNumber>(this)}; separator="\n">
}
>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
*  for matches.  No error can be generated upon error; just rewind, consume
*  a token and then try again.  backtracking needs to be set as well.
*  Make rule memoization happen only at levels above 1 as we start mTokens
*  at backtracking==1.
*/
filteringNextToken() ::= <<
override def nextToken(): Token = {
  while (true) {
     if ( input.LA(1)==CharStream.EOF ) {
        var eof: Token = new CommonToken((CharStream)input,Token.EOF,

       Token.DEFAULT_CHANNEL,
                           input.index(),input.index())
        eof.setLine(getLine())
        eof.setCharPositionInLine(getCharPositionInLine())
        return eof
     }
     state.token = null
 state.channel = Token.DEFAULT_CHANNEL
     state.tokenStartCharIndex = input.index()
     state.tokenStartCharPositionInLine = input.getCharPositionInLine()
     state.tokenStartLine = input.getLine()
 state.text = null
     try {
        val m = input.mark()
        state.backtracking=1 <! means we won't throw slow exception !>
        state.failed=false
        mTokens()
        state.backtracking=0
        <! mTokens backtracks with synpred at backtracking==2
          and we set the synpredgate to allow actions at level 1. !>
        if ( state.failed ) {
           input.rewind(m)
           input.consume() <! advance one char and try again !>
        }
        else
```

```
 {
            emit()
            return state.token
          }
      }
      catch {
         case re: RecognitionException =>
         // shouldn't happen in backtracking mode, but...
         reportError(re)
         recover(re)
      }
  }
}

override def memoize(input: IntStream,
 ruleIndex: Int,
 ruleStartIndex: Int) = {
if ( state.backtracking>1 ) super.memoize(input, ruleIndex, ruleStartIndex)
}

override def alreadyParsedRule(input: IntStream, ruleIndex: Int):Boolean {
if ( state.backtracking>1 ) return super.alreadyParsedRule(input, ruleIndex)
return false
}
>>

actionGate() ::= "state.backtracking==0"

filteringActionGate() ::= "state.backtracking==1"

/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
           bitsets, inputStreamType, superClass,
           labelType, members, rewriteElementType,
           filterMode, ASTLabelType="Object") ::= <<
object <grammar.recognizerName>
 {
<if(grammar.grammarIsRoot)>
  val tokenNames = Array(
     "\<invalid>", "\<EOR>", "\<DOWN>", "\<UP>", <tokenNames; separator=", ">
  )<\n>
<endif>

  <tokens:{it | val <it.name> = <it.type>}; separator="\n">

  <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>

  <bitsets:{it | <bitset(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>},
```

```
                words64=it.bits)>}>
}

class <grammar.recognizerName>(input: <inputStreamType>, state<grammar.delegators:{g|, <g.recognizerName>
<g:delegateName()>}>: RecognizerSharedState) extends <@superClassName><superClass><@end>(input, state) {
  import <grammar.recognizerName>._
  // delegates
  <grammar.delegates:
      {g|public <g.recognizerName> <g:delegateName()>}; separator="\n">
  // delegators
  <grammar.delegators:
      {g|public <g.recognizerName> <g:delegateName()>}; separator="\n">
  <last(grammar.delegators):{g|public <g.recognizerName> gParent;}>

  <scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScope()><endif>}>

   <@members>
  <! WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>
  def this(input<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>: <inputStreamType>) =
     this(input, new RecognizerSharedState()<grammar.delegators:{g|, <g:delegateName()>}>)

     <parserCtorBody()>
     <grammar.directDelegates:
      {g|<g:delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{p|,
<p:delegateName()>}>, this)}; separator="\n">
     <grammar.indirectDelegates:{g | <g:delegateName()> = <g.delegator:delegateName()>.<g:delegateName()>};
separator="\n">
     <last(grammar.delegators):{g|gParent = <g:delegateName()>}>
  <@end>

  override def getTokenNames: Array[String] = tokenNames
  override def getGrammarFileName = "<fileName>"

  <members>

  <rules; separator="\n\n">

<! generate rule/method definitions for imported rules so they
 appear to be defined in this recognizer. !>
   // Delegated rules
<grammar.delegatedRules:{ruleDescriptor|
  @throws(classOf[RecognitionException])
  def <ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope()>): <returnType()> = \{
<if(ruleDescriptor.hasReturnValue)>return
<endif><ruleDescriptor.grammar:delegateName()>.<ruleDescriptor.name>(<ruleDescriptor.parameterScope.attribut
es:{a|<a.name>}; separator=", ">) \}}; separator="\n">

  <synpreds:{p | <synpred(p)>}>
```

```
  <cyclicDFAs:{dfa | private val dfa<dfa.decisionNumber> = new
<grammar.recognizerName>.DFA<dfa.decisionNumber>(this)}; separator="\n">
}
>>

parserCtorBody() ::= <<
<if(memoize)>
<if(grammar.grammarIsRoot)>
this.state.ruleMemo = new Array[java.util.Map[_,_]](<length(grammar.allImportedRules)>+1)<\n> <! index from
1..n !>
<endif>
<endif>
<grammar.delegators:
{g|this.<g:delegateName()> = <g:delegateName()>}; separator="\n">
>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets,
    ASTLabelType="Object", superClass="Parser",
 labelType="Token",
    members={<actions.parser.members>}) ::= <<
<genericParser(inputStreamType="TokenStream", rewriteElementType="Token", ...)>
>>

/** How to generate a tree parser; same as parser except the input
*  stream is a different type.
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules,
        numRules, bitsets, filterMode, labelType={<ASTLabelType>}, ASTLabelType="Object",
superClass={<if(filterMode)><if(buildAST)>TreeRewriter<else>TreeFilter<endif><else>TreeParser<endif>},
 members={<actions.treeparser.members>}
        ) ::= <<
<genericParser(inputStreamType="TreeNodeStream", rewriteElementType="Node", ...)>
>>

/** A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*  nor parameters etc..., just give simplest possible method.  Don't do
*  any of the normal memoization stuff in here either; it's a waste.
 *  As predicates cannot be inlined into the invoking rule, they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
// $ANTLR start <ruleName>
@throws(classOf[RecognitionException])
def <ruleName>_fragment(<ruleDescriptor.parameterScope:parameterScope()>): Unit = {
  <ruleLabelDefs()>
```

```
<if(trace)>
  traceIn("<ruleName>_fragment", <ruleDescriptor.index>)
  try {
     <block>
  }
  finally {
     traceOut("<ruleName>_fragment", <ruleDescriptor.index>);
  }
<else>
  <block>
<endif>
}
// $ANTLR end <ruleName>
>>

synpred(name) ::= <<
final def <name>(): Boolean = {
  state.backtracking+=1
  <@start()>
  val start = input.mark()
  try {
     <name>_fragment() // can never throw exception
  } catch {
     case re: RecognitionException =>
     System.err.println("impossible: "+re)
  }
  val success = !state.failed
  input.rewind(start)
  <@stop()>
  state.backtracking-=1
  state.failed=false
   success
}<\n>
>>

lexerSynpred(name) ::= <<
<synpred(name)>
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if ( state.backtracking>0 && alreadyParsedRule(input, <ruleDescriptor.index>) ) { return <ruleReturnValue()> }
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if(backtracking)>if (state.failed) return <ruleReturnValue()><endif>
```

```
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>if (state.backtracking>0) {state.failed=true; return <ruleReturnValue()>}<endif>
>>

/** How to generate code for a rule.  This includes any return type
*  data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
<returnScope(scope=ruleDescriptor.returnScope)>

// $ANTLR start "<ruleName>"
// <fileName>:<description>
@throws(classOf[RecognitionException])
final
 def <ruleName>(<ruleDescriptor.parameterScope:parameterScope()>): <returnType()> = {
  <if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>)<endif>
  <ruleScopeSetUp()>
  <ruleDeclarations()>
  <ruleLabelDefs()>
  <ruleDescriptor.actions.init>
  <@preamble()>
  try {
     <ruleMemoization(name=ruleName)>
     <block>
     <ruleCleanUp()>
     <(ruleDescriptor.actions.after):execAction()>
  }
<if(exceptions)>
  <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
  <actions.(actionScope).rulecatch>
<else>
  catch {
     case re: RecognitionException =>
     reportError(re)
     recover(input,re)
 <@setErrorReturnValue()>
  }<\n>
<endif>
<endif>
<endif>
  finally {
```

```
    <if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>);<endif>
    <memoize()>
    <ruleScopeCleanUp()>
    <finally>
  }
  <@postamble()>

 return <ruleReturnValue()>
}
// $ANTLR end "<ruleName>"
>>

catch(decl,action) ::= <<
catch (<e.decl>) {
  <e.action>
}
>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
val retval = new <returnType()>()
retval.start = input.LT(1)<\n>
<else>
<ruleDescriptor.returnScope.attributes:{ a |
var <a.name>: <a.type> = <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>
}>
<endif>
<if(memoize)>
val <ruleDescriptor.name>_StartIndex = input.index()
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{it | <it>_stack.push(new <it>_scope())}; separator="\n">
<ruleDescriptor.ruleScope:{it | <it.name>_stack.push(new <it.name>_scope())}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{it | <it>_stack.pop()}; separator="\n">
<ruleDescriptor.ruleScope:{it | <it.name>_stack.pop()}; separator="\n">
>>


ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,
 ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
   :{it | var <it.label.text>: <labelType> = null}; separator="\n"
>
```

```
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,ruleDescriptor.wildcardTreeListLabels]
  :{it | var list_<it.label.text>: java.util.List=null}; separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef(); separator="\n">
<ruleDescriptor.ruleListLabels:{ll|var <ll.label.text>: RuleReturnScope = null}; separator="\n">
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
  :{it | var <it.label.text>: <labelType>=null}; separator="\n"
>
<ruleDescriptor.charLabels:{it | int <it.label.text>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels]
  :{it | var list_<it.label.text>: java.util.List=null}; separator="\n"
>
>>

ruleReturnValue() ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
retval
<endif>
<endif>
<endif>
>>

ruleCleanUp()
 ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
retval.stop = input.LT(-1)<\n>
<endif>
<endif>
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if ( state.backtracking>0 ) { memoize(input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex) }
<endif>
<endif>
>>
```

```
/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
// $ANTLR start "<ruleName>"
@throws(classOf[RecognitionException])
final def m<ruleName>(<ruleDescriptor.parameterScope:parameterScope()>): Unit = {
  <if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>)<endif>
  <ruleScopeSetUp()>
  <ruleDeclarations()>
  try {
<if(nakedBlock)>
      <ruleMemoization(name=ruleName)>
      <lexerRuleLabelDefs()>
      <ruleDescriptor.actions.init>
      try <block><\n>
<else>
      var _type = <ruleName>

 var _channel = BaseRecognizer.DEFAULT_TOKEN_CHANNEL
      <ruleMemoization(name=ruleName)>
      <lexerRuleLabelDefs()>
      <ruleDescriptor.actions.init>
      try <block>
      <ruleCleanUp()>
      state.`type` = _type
      state.channel = _channel
      <(ruleDescriptor.actions.after):execAction()>
<endif>
  }
  finally {
      <if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>)<endif>
      <ruleScopeCleanUp()>
      <memoize()>
  }
}
// $ANTLR end "<ruleName>"
>>

/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
@throws(classOf[RecognitionException])
def mTokens(): Unit = {
  <block><\n>
}
```

```
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
var alt<decisionNumber>
 = <maxAlt>
<decls>
<@predecision()>
<decision>
<@postdecision()>
<@prebranch()>
alt<decisionNumber> match {
  <alts:{a | <altSwitchCase(i,a)>}>
  case _ =>
}
<@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
var alt<decisionNumber> = <maxAlt>
<decls>
<@predecision()>
<decision>
<@postdecision()>
alt<decisionNumber> match {
  <alts:{a | <altSwitchCase(i,a)>}>
  case _ =>
}
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
```

```
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives
 */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n) ::= <<
// <fileName>:<description>
var cnt<decisionNumber>: Int = 0
<decls>
<@preloop()>
var loop<decisionNumber>_quitflag = false
while (!loop<decisionNumber>_quitflag) {
  var alt<decisionNumber>:Int = <maxAlt>
  <@predecision()>
  <decision>
  <@postdecision()>
  alt<decisionNumber> match {
     <alts:{a | <altSwitchCase(i,a)>}>
 case _ =>
    if ( cnt<decisionNumber> >= 1 ) loop<decisionNumber>_quitflag = true
    else {
    <ruleBacktrackFailure()>
        val eee = new EarlyExitException(<decisionNumber>, input)
        <@earlyExitException()>
        throw eee
    }
  }
  cnt<decisionNumber>+=1
}
<@postloop()>
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
<<
//
 <fileName>:<description>
<decls>
<@preloop()>
var loop<decisionNumber>_quitflag = false
while (!loop<decisionNumber>_quitflag) {
  var alt<decisionNumber>:Int = <maxAlt>
  <@predecision()>
  <decision>
```

```
  <@postdecision()>
  alt<decisionNumber> match {
      <alts:{a | <altSwitchCase(i,a)>}>
 case _ => loop<decisionNumber>._quitflag = true
  }
}
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
*  so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
*/
altSwitchCase(altNum, alt) ::= <<
case <altNum> =>
  <@prealt()>
  <alt>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew)
 ::= <<
// <fileName>:<description>
{
<@declarations()>
<elements:element()>
<rew>
<@cleanup()>
}
>>

/** What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one per line */
```

```
element(e) ::= <<
<@prematch()>
<e.el><\n>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<if(label)><label>=<endif>`match`(input,<token>,FOLLOW_<token>_in_<ruleName><elementIndex>)<if(label)>
.asInstanceOf[<labelType>]<endif>
<checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

listLabel(label,elem) ::= <<
if (list_<label>==null) list_<label>=new java.util.ArrayList()
list_<label>.add(<elem>)<\n>
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = input.LA(1)<\n>
<endif>
`match`(<char>)
<checkRuleBacktrackFailure()>
>>

/**
 match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = input.LA(1)<\n>
<endif>
matchRange(<a>,<b>); <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,terminalOptions,postmatchCode="") ::= <<
<if(label)>
<if(LEXER)>
<label>= input.LA(1)<\n>
<else>
<label>=input.LT(1).asInstanceOf[<labelType>]<\n>
```

```
<endif>
<endif>
if ( <s> ) {
  input.consume()
  <postmatchCode>
<if(!LEXER)>
  state.errorRecovery=false<\n>
<endif>
  <if(backtracking)>state.failed=false<endif>
}
else {
  <ruleBacktrackFailure()>
  val mse = new MismatchedSetException(null,input)
  <@mismatchedSetException()>
<if(LEXER)>
  recover(mse)
  throw mse
<else>
  throw mse
  <! use following code to make it recover inline; remove throw mse;
  recoverFromMismatchedSet(input,mse,FOLLOW_set_in_<ruleName><elementIndex>)
  !>
<endif>
}<\n>
>>

matchRuleBlockSet
 ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(elem=label,...)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex="0") ::= <<
<if(label)>
val <label>Start = getCharIndex()
`match`(<string>)
<checkRuleBacktrackFailure()>
val <label>StartLine<elementIndex> = getLine()
val <label>StartCharPos<elementIndex> = getCharPositionInLine()
<label> = new <labelType>(input, Token.INVALID_TOKEN_TYPE, Token.DEFAULT_CHANNEL, <label>Start,
getCharIndex()-1)
<label>.setLine(<label>StartLine<elementIndex>)
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>)
<else>
`match`(<string>)
```

```
<checkRuleBacktrackFailure()><\n>
<endif>
>>

wildcard(token,label,elementIndex,terminalOptions) ::= <<
<if(label)>
<label>=input.LT(1).asInstanceOf[<labelType>]<\n>
<endif>
matchAny(input)
<checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<wildcard(...)>
<listLabel(elem=label,...)>
>>

/**
 Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = input.LA(1)<\n>
<endif>
matchAny()
<checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(...)>
<listLabel(elem=label,...)>
>>

/** Match a rule reference by invoking it possibly with arguments
*  and a return value or values.  The 'rule' argument was the
*  target rule name, but now is type Rule, whose toString is
*  same: the rule name.  Now though you can access full rule
*  descriptor stuff.
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
pushFollow(FOLLOW_<rule.name>_in_<ruleName><elementIndex>)
<if(label)><label>=<endif><if(scope)><scope:delegateName()>.<endif><rule.name>(<args; separator=", ">)<\n>
state._fsp-=1
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
```

```
<listLabel(elem=label,...)>
>>

/** A lexer rule reference.
*
*
  The 'rule' argument was the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
<if(label)>
val <label>Start<elementIndex> = getCharIndex()
val <label>StartLine<elementIndex> = getLine()
val <label>StartCharPos<elementIndex> = getCharPositionInLine()
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">)
<checkRuleBacktrackFailure()>
<label> = new <labelType>(input, Token.INVALID_TOKEN_TYPE, Token.DEFAULT_CHANNEL,
<label>Start<elementIndex>, getCharIndex()-1)
<label>.setLine(<label>StartLine<elementIndex>)
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>)
<else>
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">)
<checkRuleBacktrackFailure()>
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(...)>
<listLabel(elem=label,...)>
>>

/**
 EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
val <label>Start<elementIndex> = getCharIndex()
val <label>StartLine<elementIndex> = getLine()
val <label>StartCharPos<elementIndex> = getCharPositionInLine()
`match`(EOF)
<checkRuleBacktrackFailure()>
val <label> = new <labelType>(input, EOF, Token.DEFAULT_CHANNEL, <label>Start<elementIndex>,
getCharIndex()-1)
<label>.setLine(<label>StartLine<elementIndex>)
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>)
<else>
`match`(EOF)
```

```
<checkRuleBacktrackFailure()>
<endif>
>>

// used for left-recursive rules
recRuleDefArg()                    ::= "int <recRuleArg()>"
recRuleArg()                       ::= "_p"
recRuleAltPredicate(ruleName,opPrec)  ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction()           ::= "root_0=$<ruleName>_primary.tree;"
recRuleSetReturnAction(src,name)   ::= "$<name>=$<src>.<name>;"

/** match ^(root children) in tree parser */
tree(root,
 actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( input.LA(1)==Token.DOWN ) {
  `match`(input, Token.DOWN, null)
  <checkRuleBacktrackFailure()>
  <children:element()>
  `match`(input, Token.UP, null)
  <checkRuleBacktrackFailure()>
}
<else>
`match`(input, Token.DOWN, null)
<checkRuleBacktrackFailure()>
<children:element()>
`match`(input, Token.UP, null)
<checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
*  also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if ( !(<evalPredicate(...)>) ) {
  <ruleBacktrackFailure()>
  throw new FailedPredicateException(input, "<ruleName>", "<description>")
}
>>

// F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
val LA<decisionNumber>_<stateNumber> = input.LA(<k>)<\n>
```

```
<edges;
 separator="\nelse ">
else {
<if(eotPredictsAlt)>
  alt<decisionNumber>=<eotPredictsAlt>
<else>
  <ruleBacktrackFailure()>
  val nvae = new NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input)<\n>
  <@noViableAltException()>
  throw nvae<\n>
<endif>
}
>>

/** Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but this
*  is faster, smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
val LA<decisionNumber>_<stateNumber> = input.LA(<k>)<\n>
<edges; separator="\nelse ">
>>

/** A DFA state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer
 so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
val LA<decisionNumber>_<stateNumber> = input.LA(<k>)<\n>
<edges; separator="\nelse "><\n>
<if(eotPredictsAlt)>
<if(!edges)>
alt<decisionNumber>=<eotPredictsAlt> <! if no edges, don't gen ELSE !>
<else>
else {
  alt<decisionNumber>=<eotPredictsAlt>
}<\n>
<endif>
<endif>
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber>=<alt>"
```

```
/** A simple edge with an expression.  If the expression is satisfied,
*  enter to the target state.  To handle gated productions, we may
*  have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>) {
  <targetState>
}
>>

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.  The
 code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
input.LA(<k>) match {
<edges; separator="\n">
case _ =>
<if(eotPredictsAlt)>
  alt<decisionNumber>=<eotPredictsAlt>
<else>
  <ruleBacktrackFailure()>
  val nvae = new NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input)<\n>
  <@noViableAltException()>
  throw nvae<\n>
<endif>
}<\n>
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
input.LA(<k>) match {
  <edges; separator="\n">
  case _ =>
}<\n>
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
input.LA(<k>) match {
<edges; separator="\n"><\n>
case _ =>
<if(eotPredictsAlt)>
  alt<decisionNumber>=<eotPredictsAlt>;
<endif>
}<\n>
>>
```

```
dfaEdgeSwitch(labels, targetState) ::= <<
case <labels:{it | <it>}; separator=" | "> =>
  {
  <targetState>
   }
>>

// C y c l i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = dfa<decisionNumber>.predict(input)
>>

/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple, concatenated strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach.  See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa) ::= <<
val DFA<dfa.decisionNumber>_eotS =
  "<dfa.javaCompressedEOT; wrap="\"+\n    \"">"
val DFA<dfa.decisionNumber>_eofS =
  "<dfa.javaCompressedEOF; wrap="\"+\n    \"">"
val DFA<dfa.decisionNumber>_minS =
  "<dfa.javaCompressedMin;
 wrap="\"+\n    \"">"
val DFA<dfa.decisionNumber>_maxS =
  "<dfa.javaCompressedMax; wrap="\"+\n    \"">"
val DFA<dfa.decisionNumber>_acceptS =
  "<dfa.javaCompressedAccept; wrap="\"+\n    \"">"
val DFA<dfa.decisionNumber>_specialS =
  "<dfa.javaCompressedSpecial; wrap="\"+\n    \"">}>"
val DFA<dfa.decisionNumber>_transitionS: Array[String] = Array(
      <dfa.javaCompressedTransition:{s|"<s; wrap="\"+\n\"">"}; separator=",\n">
)

val DFA<dfa.decisionNumber>_eot: Array[Short] = DFA.unpackEncodedString(DFA<dfa.decisionNumber>_eotS)
val DFA<dfa.decisionNumber>_eof: Array[Short] = DFA.unpackEncodedString(DFA<dfa.decisionNumber>_eofS)
val DFA<dfa.decisionNumber>_min: Array[Char] =
DFA.unpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_minS)
val DFA<dfa.decisionNumber>_max: Array[Char] =
```

```
DFA.unpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_maxS)
val DFA<dfa.decisionNumber>_accept: Array[Short] =
DFA.unpackEncodedString(DFA<dfa.decisionNumber>_acceptS)
val
 DFA<dfa.decisionNumber>_special: Array[Short] =
DFA.unpackEncodedString(DFA<dfa.decisionNumber>_specialS)
val DFA<dfa.decisionNumber>_transition = new
Array[Array[Short]](DFA<dfa.decisionNumber>_transitionS.length)

for (i \<- DFA<dfa.decisionNumber>_transition.indices) {
  DFA<dfa.decisionNumber>_transition(i) =
DFA.unpackEncodedString(DFA<dfa.decisionNumber>_transitionS(i))
}

class DFA<dfa.decisionNumber> extends DFA {

  def this(recognizer: BaseRecognizer) = {
     this()
     this.recognizer = recognizer
     this.decisionNumber = <dfa.decisionNumber>
     this.eot = DFA<dfa.decisionNumber>_eot
     this.eof = DFA<dfa.decisionNumber>_eof
     this.min = DFA<dfa.decisionNumber>_min
     this.max = DFA<dfa.decisionNumber>_max
     this.accept = DFA<dfa.decisionNumber>_accept
     this.special = DFA<dfa.decisionNumber>_special
     this.transition = DFA<dfa.decisionNumber>_transition
  }
  override def getDescription = "<dfa.description>"
   <@errorMethod()>
<if(dfa.specialStateSTs)>
  @throws(classOf[NoViableAltException])
  override def specialStateTransition(s: Int, _input: IntStream):Int = {
     <if(LEXER)>
     val input = _input
     <endif>
     <if(PARSER)>
     val input = _input.asInstanceOf[TokenStream]
     <endif>
     <if(TREE_PARSER)>
     val input = _input.asInstanceOf[TreeNodeStream]
     <endif>
   val _s = s
     s match {
     <dfa.specialStateSTs:{state |
     case <i0> => <! compressed special state numbers 0..n-1 !>
        <state>}; separator="\n">
     case _ =>
```

```
    }
<if(backtracking)>
    if (state.backtracking>0) {state.failed=true; return -1}<\n>
<endif>
    val nvae = new NoViableAltException(getDescription(), <dfa.decisionNumber>, _s, input)
    error(nvae)
    throw nvae
  }<\n>
<endif>
}<\n>
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
*  state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState)
 ::= <<
val LA<decisionNumber>_<stateNumber>: Int = input.LA(1)<\n>
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
val index<decisionNumber>_<stateNumber>: Int = input.index()
input.rewind()<\n>
<endif>
s = -1
<edges; separator="\nelse ">
<if(semPredState)> <! return input cursor to state before we rewound !>
input.seek(index<decisionNumber>_<stateNumber>)<\n>
<endif>
if ( s>=0 ) return s
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>) {s = <targetStateNumber>}<\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber><\n>
>>


// D F A  E X P R E S S I O N S

andPredicates(left,right)
```

```
 ::= "(<left>&&<right>)"

orPredicates(operands) ::= "(<operands; separator=\"||\">)"

notPredicate(pred) ::= "!(<evalPredicate(pred,\"\")>)"

evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "<pred>()"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber>==<atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "input.LA(<k>)==<atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <<
(LA<decisionNumber>_<stateNumber> >= <lower> && LA<decisionNumber>_<stateNumber> \<= <upper>)
>>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "(input.LA(<k>) >=<lower>
&& input.LA(<k>) \<= <upper>)"

setTest(ranges) ::= "<ranges; separator=\"||\">"

// A T T R I B U T E S

globalAttributeScope(scope) ::= <<
<if(scope.attributes)>
class <scope.name>_scope
 {
   <scope.attributes:{it | var <it.name>: <it.type> = _}; separator="\n">
}
val <scope.name>_stack = new collection.mutable.Stack[<scope.name>_scope]<\n>
<endif>
>>

ruleAttributeScope(scope) ::= <<
<if(scope.attributes)>
class <scope.name>_scope {
   <scope.attributes:{it | var <it.name>: <it.type> = _}; separator="\n">
}
val <scope.name>_stack = new collection.mutable.Stack[<scope.name>_scope]<\n>
<endif>
>>

returnStructName(r) ::= "<r.name>_return"
```

```
returnType() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor:returnStructName()>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnType>
<else>
Unit
<endif>
<endif>
>>

/** Generate the Java type associated with a single or multiple return
*  values.
*/
ruleLabelType(referencedRule) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
<referencedRule.name>_return
<else>
<if(referencedRule.hasSingleReturnValue)>
<referencedRule.singleValueReturnType>
<else>
Unit
<endif>
<endif>
>>

delegateName(d)
 ::= <<
<if(d.label)><d.label><else>g<d.name><endif>
>>

/** Using a type to init value map, try to init a type; if not in table
*  must be an object, default value is "null".
*/
initValue(typeName) ::= <<
<scalaTypeInitMap.(typeName)>
>>

/** Define a rule label including default value */
ruleLabelDef(label) ::= <<
var <label.label.text>: <ruleLabelType(referencedRule=label.referencedRule)> =
<initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))><\n>
>>

/** Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
```

```
*  subgroups to stick in members.
*  TODO(matthewllloyd): make this static
*/
returnScope(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
final class <ruleDescriptor:returnStructName()> extends
<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope {
  <scope.attributes:{it | var <it.name>: <it.type> = _}; separator="\n">
  <@ruleReturnMembers()>
}
<endif>
>>

parameterScope(scope)
 ::= <<
<scope.attributes:{it | <it.name>: <it.type>}; separator=", ">
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name> =<expr>"

scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
<scope>_stack(<scope>_stack.size-<negIndex>-1).<attr.name>
<else>
<if(index)>
<scope>_stack(<index>).<attr.name>
<else>
<scope>_stack.top.<attr.name>
<endif>
<endif>
%>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <%
<if(negIndex)>
<scope>_stack(<scope>_stack.size-<negIndex>-1).<attr.name> = <expr>
<else>
<if(index)>
<scope>_stack(<index>).<attr.name> = <expr>
<else>
<scope>_stack.top.<attr.name> = <expr>
<endif>
<endif>
%>

/** $x is either global scope or x is rule with dynamic scope; refers
*  to stack itself not top of stack.  This is useful for predicates
*  like {$function.size()>0 && $function::name.equals("foo")}?
```

```
*/
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"

/**
 reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
(if (<scope>!=null) <scope>.<attr.name> else <initValue(attr.type)>)
<else>
<scope>
<endif>
%>

returnAttributeRef(ruleDescriptor,attr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>
<else>
<attr.name>
<endif>
%>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name> =<expr>
<else>
<attr.name> =<expr>
<endif>
%>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


// not sure the next are the right approach

tokenLabelPropertyRef_text(scope,attr) ::= "(if (<scope>!=null) <scope>.getText() else null)"
tokenLabelPropertyRef_type(scope,attr) ::= "(if (<scope>!=null) <scope>.getType() else 0)"
tokenLabelPropertyRef_line(scope,attr) ::= "(if (<scope>!=null)
 <scope>.getLine() else 0)"
tokenLabelPropertyRef_pos(scope,attr) ::= "(if (<scope>!=null) <scope>.getCharPositionInLine() else 0)"
tokenLabelPropertyRef_channel(scope,attr) ::= "(if (<scope>!=null) <scope>.getChannel() else 0)"
tokenLabelPropertyRef_index(scope,attr) ::= "(if (<scope>!=null) <scope>.getTokenIndex() else 0)"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"
tokenLabelPropertyRef_int(scope,attr) ::= "(if (<scope>!=null) Integer.valueOf(<scope>.getText()) else 0)"
```

```
ruleLabelPropertyRef_start(scope,attr) ::= "(if (<scope>!=null) <scope>.start.asInstanceOf[<labelType>] else null)"
ruleLabelPropertyRef_stop(scope,attr) ::= "(if (<scope>!=null) <scope>.stop.asInstanceOf[<labelType>] else null)"
ruleLabelPropertyRef_tree(scope,attr) ::= "(if (<scope>!=null) <scope>.tree.asInstanceOf[<ASTLabelType>] else
null)"
ruleLabelPropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
(if (<scope>!=null) (input.getTokenStream().toString(
 input.getTreeAdaptor().getTokenStartIndex(<scope>.start),
  input.getTreeAdaptor().getTokenStopIndex(<scope>.start))) else null)
<else>
(if (<scope>!=null) input.toString(<scope>.start,<scope>.stop) else null)
<endif>
>>

ruleLabelPropertyRef_st(scope,attr) ::= "(if (<scope>!=null) <scope>.st else null)"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::=
   "(if (<scope>!=null) <scope>.getType() else 0)"
lexerRuleLabelPropertyRef_line(scope,attr) ::=
   "(if (<scope>!=null) <scope>.getLine() else 0)"
lexerRuleLabelPropertyRef_pos(scope,attr) ::=
   "(if (<scope>!=null) <scope>.getCharPositionInLine() else -1)"
lexerRuleLabelPropertyRef_channel(scope,attr) ::=
   "(if (<scope>!=null) <scope>.getChannel() else 0)"
lexerRuleLabelPropertyRef_index(scope,attr) ::=
   "(if (<scope>!=null) <scope>.getTokenIndex() else 0)"
lexerRuleLabelPropertyRef_text(scope,attr) ::=
   "(if (<scope>!=null) <scope>.getText() else null)"
lexerRuleLabelPropertyRef_int(scope,attr)
 ::=
   "(if (<scope>!=null) Integer.valueOf(<scope>.getText()) else 0)"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "(retval.start.asInstanceOf[<labelType>])"
rulePropertyRef_stop(scope,attr) ::= "(retval.stop.asInstanceOf[<labelType>])"
rulePropertyRef_tree(scope,attr) ::= "(retval.tree.asInstanceOf[<ASTLabelType>])"
rulePropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
input.getTokenStream().toString(
 input.getTreeAdaptor().getTokenStartIndex(retval.start),
 input.getTreeAdaptor().getTokenStopIndex(retval.start))
<else>
input.toString(retval.start,input.LT(-1))
<endif>
>>
```

```
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "getText()"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr)
 ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(getCharIndex()-1)"
lexerRulePropertyRef_int(scope,attr) ::= "Integer.valueOf(<scope>.getText())"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree =<expr>"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st =<expr>"

/** How to execute an action (only when not backtracking) */
execAction(action) ::= <<
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {
 <action>
}
<else>
<action>
<endif>
>>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)

bitset(name, words64) ::= <<
val <name> = new BitSet(Array[Long](<words64:{it | <it>L};separator=",">))<\n>
>>

codeFileExtension()
 ::= ".scala"

true_value() ::= "true"
false_value() ::= "false"
```

Found in path(s):
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/Scala/Scala.stg
No license file was found, but licenses were detected in source scan.

```
/*
[The "BSD license"]
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*/
/** Template subgroup to add template rewrite output
*  If debugging, then you'll also get STDbg.stg loaded.
*/

@returnScopeInterface.memVars() ::= <<
<@super.memVars()>
/* ST returnInterface.memVars */
ST *st;
>>

@returnScopeInterface.properties() ::= <<
<@super.properties()>
/* ST returnScope.properties */
@property (retain, getter=getST, setter=setST:) ST *st;
>>

@returnScopeInterface.methodsDecl() ::= <<
<@super.methodsDecl()>
/* ST AST returnScopeInterface.methodsDecl */
-
```

```
 (id) getTemplate;
- (NSString *) toString;
- (NSString *) description;
>>

@returnScopeInterface() ::= <<
/* ST returnScopeInterface */
@interface <returnScopeInterface.name> : ReturnScope {
<returnScopeInterface.memVars()>
}
<returnScopeInterface.properties()>

<returnScopeInterface.methods()>
@end
>>

@returnScopeImplementation.synthesize() ::= <<
<@super.synthesize()>
/* ST returnScope.synthesize */
@synthesize st;
>>

@returnScopeImplementation.methods() ::= <<
<@super.methods()>
/* ST returnScope.methods */
- (id) getTemplate { return st; }
- (NSString *) toString { return st==nil?nil:[st toString]; }
- (NSString *) description { [self toString]; }
>>

@returnScopeImplementation() ::= <<
@implementation <returnScopeImplementation.name>
<returnScopeImplementation.synthesize()>

<returnScopeImplementation.methods()>
@end
>>

/** Add this to each rule's return value struct */
@returnScope.ruleReturnMembers() ::= <<
<@super.ruleReturnMembers()>
/* ST returnScope.ruleReturnMembers --
 empty */
>>

@genericParserHeaderFile.memVars() ::= <<
<@super.memVars()>
/* ST genericParserHeaderFile.memVars -- empty now */
```

```
STGroup *templateLib; /* ST -- really a part of STAttrMap */
>>

@genericParserHeaderFile.properties() ::= <<
<@super.properties()>
/* ST genericParser.properties */
@property (retain, getter=getTemplateLib, setter=setTemplateLib:) STGroup *templateLib;
>>

@genericParserHeaderFile.methodsDecl() ::= <<
<@super.methodsDecl()>
/* ST genericParser.methodsDecl */
- init;
- (STGroup *) getTemplateLib;
- (void) setTemplateLib:(STGroup *)aTemplateLib;
@end
>>

@genericParser.synthesize() ::= <<
<@super.synthesize()>
/* ST genericParserImplementation.synthesize */
@synthesize templateLib;
>>

@genericParser.methods() ::= <<
<@super.methods()>
/* ST genericParser.methods */

- (STGroup *)getTemplateLib
{
  return templateLib;
}

- (void) setTemplateLib:(STGroup *)aTemplateLib
{
  templateLib = aTemplateLib;
}

>>

@genericParser.members() ::= <<
<@super.members()>
STGroup
 *templateLib = [STGroup  newSTGroup:@"<name>Templates"];

- (STGroup *) getTemplateLib
{
 return templateLib;
```

```
}

- (void) setTemplateLib:(STGroup *) templateLib
{
 this.templateLib = templateLib;
}

/** allows convenient multi-value initialization:
*  "new STAttrMap().put(...).put(...)"
*/
/* REPLACE THIS STATIC CLASS
static class STAttrMap extends HashMap {
- (STAttrMap *) setObject:(id)aValue forKey:(NS*)String attrName
{
  [super setObject:value forKey:attrName];
  return self;
}
- (STAttrMap *) setObjectWithInt:(NSInteger)value forKey:(NSString *)attrName
{
  [super setObject:[NSNumber numberWithInteger:value] forKey:attrName];
  return self;
 }
}
*/
>>

@STAttrMap() ::= <<
/* -------- ST start STAttrMap ------------ */
<@STAttrMap.interface()>
<@STAttrMap.implementation()>
/* -------- ST end STAttrMap ------------ */
>>

@STAttrMap.interface() ::= <<
/* -------- ST start STAttrMap.interface ------------ */
@interface STAttrMap : HashMap {
/*    <@STAttrMap.memVars()>
 */
  STGroup *templateLib;
}

/*    <@STAttrMap.properties()> */
@property (retain, getter=getTemplateLib, setter=setTemplateLib:) STGroup *templateLib;
/* <@STAttrMap.methodsDecl()> */
- (id) init;
- (STAttrMap *) setObject:(id)value forKey:(NSString *)attrName;
- (STAttrMap *) setObjectWithInt:(NSInteger)value forKey:(NSString *)attrName;
- (void) setTemplateLib:(STGroup *)aTemplateLib;
```

```
- (STGroup *) getTemplateLib;
@end
/* -------- ST end STAttrMap.interface ------------ */
>>

@STAttrMap.implementation() ::= <<
/* -------- ST start STAttrMap.implementation ------------ */
/** allows convenient multi-value initialization:
*  "new STAttrMap().put(...).put(...)"
*/
@implementation STAttrMap
@synthesize templateLib;

<@STAttrMap.methods()>
@end
/* -------- ST end STAttrMap.implementation ------------ */
>>

@STAttrMap.memVars() ::= <<
/* -------- ST start STAttrMap.memVars ------------ */
  STGroup *templateLib;
/* -------- ST end STAttrMap.memVars ------------ */
>>

@STAttrMap.properties()
 ::= <<
/* -------- ST start STAttrMap.properties ------------ */
@property (retain, getter=getTemplateLib, setter=setTemplateLib:) STGroup *templateLib;
/* -------- ST end STAttrMap.properties ------------ */
>>

@STAttrMap.methodsDecl() ::= <<
/* -------- ST start STAttrMap.methodsDecl ------------ */
- (id) init;
- (STAttrMap *) setObject:(id)value forKey:(NSString *)attrName;
- (STAttrMap *) setObjectWithInt:(NSInteger)value forKey:(NSString *)attrName;
- (void) setTemplateLib:(STGroup *)aTemplateLib;
- (STGroup *) getTemplateLib;
/* -------- ST end STAttrMap.methodsDecl ------------ */
>>

@STAttrMap.methods() ::= <<
/* -------- ST start STAttrMap.methods ------------ */
- (id) init
{
  self = [super initWithLen:16];
  if ( self != nil ) {
     templateLib = [STGroup newSTGroup:"<name>Templates"];
```

```
  }
  return self;
}

- (STAttrMap *) setObject:(id)aValue forKey:(NSString *)aAttrName
{
  [super setObject:aValue forKey:aAttrName];
  return self;
}

-
 (STAttrMap *) setObjectWithInt:(NSInteger)aValue forKey:(NSString *)aAttrName
{
  [super setObject:[NSNumber numberWithInteger:aValue] forKey:aAttrName];
  return self;
}
- (void) setTemplateLib:(STGroup *)aTemplateLib
{
  templateLib = aTemplateLib;
}

- (STGroup *)getTemplateLib
{
  return templateLib;
}
/* -------- ST end STAttrMap.methods ------------ */
>>

/** x+=rule when output=template */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ST ruleRefAndListLable */
<ruleRef(...)>
<listLabel(elem=[label getTemplate,...]>
>>

rewriteTemplate(alts) ::= <<
/* -------- ST start rewriteTemplate ------------ */
// TEMPLATE REWRITE
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {
  <alts:rewriteTemplateAlt(); separator="else ">
  <if(rewriteMode)><replaceTextInLine()><endif>
}
<else>
<alts:rewriteTemplateAlt(); separator="else ">
<if(rewriteMode)><replaceTextInLine()><endif>
<endif>
/* -------- ST end rewriteTemplate ------------ */
```

```
>>

replaceTextInLine()
 ::= <<
/* -------- ST start replaceTextInLine ------------ */
<if(TREE_PARSER)>
[[(TokenRewriteStream *)input getTokenStream]
  replaceFromIndex:[[input getTreeAdaptor] getTokenStartIndex:retval.start]
           ToIndex:[[input getTreeAdaptor] getTokenStopIndex:retval.start]
             Text:retval.st];
<else>
[(TokenRewriteStream *)input)
      replaceFromIndex:[((CommonToken *)retval.start) getTokenIndex]
               ToIndex:[[input LT:-1] getTokenIndex]
                 Text:retval.st];
<endif>
/* -------- ST end replaceTextInLine ------------ */
>>

rewriteTemplateAlt() ::= <<
/* -------- ST start rewriteTemplateAlt ------------ */
/* ST <it.description> */
<if(it.pred)>
if (<it.pred>) {
  retval.st = <it.alt>;
}<\n>
<else>
{
  retval.st = <it.alt>;
}<\n>
<endif>
/* -------- ST end rewriteTemplateAlt ------------ */
>>

rewriteEmptyTemplate(alts) ::= <<
nil;
>>

/** Invoke a template with a set of attribute name/value pairs.
*  Set the value
 of the rule's template *after* having set
*  the attributes because the rule's template might be used as
*  an attribute to build a bigger template; you get a self-embedded
*  template.
*/
rewriteExternalTemplate(name,args) ::= <<
/* -------- ST start rewriteExternalTemplate ------------ */
[templateLib getInstanceOf:@"<name>"
```

```
<if(args)>[[STAttrMap newSTAttrMap] <args:{a | setObject:<a.value> forKey:@"<a.name>"]}><endif>]
/* -------- ST end rewriteExternalTemplate ------------ */
>>

/** expr is a string expression that says what template to load */
rewriteIndirectTemplate(expr,args) ::= <<
/* -------- ST start rewriteIndirectTemplate ------------ */
[templateLib getInstanceOf:<expr>
<if(args)> [[STAttrMap newSTAttrMap]<args:{a | setObject:<a.value> forKey:@"<a.name>"]}>]
<else>]<endif>
/* -------- ST end rewriteIndirectTemplate ------------ */
>>

/** Invoke an inline template with a set of attribute name/value pairs */
rewriteInlineTemplate(args, template) ::= <<
/* -------- ST
 start rewriteInlineTemplate ------------ */
STGroup *templateLib;
templateLib.templates = [STAttrMap newSTAttrMap];
<if(args)> [templateLib.templates <args:{a | setObject:<a.value> forKey:@"<a.name>"];}><endif>
[ST newST:templateLib template:@"<template>"];
/* -------- ST end rewriteInlineTemplate ------------ */
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
/* -------- ST start rewriteAction ------------ */
<action>
/* -------- ST end rewriteAction ------------ */
>>

/** An action has %st.attrName=expr; or %{st}.attrName=expr; */
actionSetAttribute(st,attrName,expr) ::= <<
/* -------- ST start actionSetAttribute ------------ */
[[ST attributes] setObject:<expr> forKey:@"<attrName>"];
<![<st> setAttribute:<expr> name:@"<attrName>"];!>
/* -------- ST end actionSetAttribute ------------ */
>>

/** Translate %{stringExpr} */
actionStringConstructor(stringExpr) ::= <<
/* -------- ST start actionStringConstructor ------------ */
[ST newSTWithTemplate:<stringExpr>]
/* --------
 ST end actionStringConstructor ------------ */
>>
```

Found in path(s):

* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/ObjC/ST.stg
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```
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*/
/** Template subgroup to add template rewrite output
*  If debugging, then you'll also get STDbg.stg loaded.
*/

@outputFile.imports() ::= <<
<@super.imports()>
using Antlr.StringTemplate;
using Antlr.StringTemplate.Language;
<if(!backtracking)>
using Hashtable = System.Collections.Hashtable;
<endif>

>>
```

```
/** Add this
 to each rule's return value struct */
@returnScope.ruleReturnMembers() ::= <<
private StringTemplate _st;
public StringTemplate Template { get { return _st; } set { _st = value; } }
public override string ToString() { return (Template==null) ? string.Empty : Template.ToString(); }
>>

@genericParser.members() ::= <<
<@super.members()>
protected StringTemplateGroup templateLib = new StringTemplateGroup("<name>Templates",
typeof(AngleBracketTemplateLexer) );

public StringTemplateGroup TemplateLib
{
 get { return this.templateLib; }
 set { this.templateLib = value; }
}

/// \<summary> Allows convenient multi-value initialization:
///  "new STAttrMap().Add(...).Add(...)"
/// \</summary>
protected class STAttrMap : Hashtable
{
 public STAttrMap Add(string attrName, object value)
 {
   base.Add(attrName, value);
   return this;
 }
 public STAttrMap Add(string attrName, int value)
 {
   base.Add(attrName, value);
   return this;
 }
}
>>

/** x+=rule when output=template */
ruleRefAndListLabel(rule,label,elementIndex,args,scope)
 ::= <<
<ruleRef(...)>
<listLabel(elem=label+".Template",...)>
>>

rewriteTemplate(alts) ::= <<

// TEMPLATE REWRITE
<if(backtracking)>
```

```
if ( <actions.(actionScope).synpredgate> )
{
 <alts:rewriteTemplateAlt(); separator="else ">
 <if(rewriteMode)><replaceTextInLine()><endif>
}
<else>
<alts:rewriteTemplateAlt(); separator="else ">
<if(rewriteMode)><replaceTextInLine()><endif>
<endif>
>>

replaceTextInLine() ::= <<
<if(TREE_PARSER)>
((TokenRewriteStream)input.TokenStream).Replace(
 input.TreeAdaptor.GetTokenStartIndex(retval.Start),
 input.TreeAdaptor.GetTokenStopIndex(retval.Start),
 retval.Template);
<else>
((TokenRewriteStream)input).Replace(
 ((IToken)retval.Start).TokenIndex,
 input.LT(-1).TokenIndex,
 retval.Template);
<endif>
>>

rewriteTemplateAlt() ::= <<
// <it.description>
<if(it.pred)>
if (<it.pred>) {
  retval.Template = <it.alt>;
}<\n>
<else>
{
  retval.Template = <it.alt>;
}<\n>
<endif>
>>

rewriteEmptyTemplate(alts)
 ::= <<
null;
>>

/** Invoke a template with a set of attribute name/value pairs.
*  Set the value of the rule's template *after* having set
*  the attributes because the rule's template might be used as
*  an attribute to build a bigger template; you get a self-embedded
*  template.
```

```
*/
rewriteExternalTemplate(name,args) ::= <<
templateLib.GetInstanceOf("<name>"<if(args)>,
 new STAttrMap()<args:{a | .Add("<a.name>", <a.value>)}>
 <endif>)
>>

/** expr is a string expression that says what template to load */
rewriteIndirectTemplate(expr,args) ::= <<
templateLib.GetInstanceOf(<expr><if(args)>,
 new STAttrMap()<args:{a | .Add("<a.name>", <a.value>)}>
 <endif>)
>>

/** Invoke an inline template with a set of attribute name/value pairs */
rewriteInlineTemplate(args, template) ::= <<
new StringTemplate(templateLib, "<template>"<if(args)>,
 new STAttrMap()<args:{a | .Add("<a.name>", <a.value>)}>
 <endif>)
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
<action>
>>

/**
 An action has %st.attrName=expr; or %{st}.attrName=expr; */
actionSetAttribute(st,attrName,expr) ::= <<
(<st>).SetAttribute("<attrName>",<expr>);
>>

/** Translate %{stringExpr} */
actionStringConstructor(stringExpr) ::= <<
new StringTemplate(templateLib,<stringExpr>)
>>

Found in path(s):
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/CSharp2/ST.stg
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```

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*/

asTypeInitMap ::= [
 "int":"0",
 "uint":"0",
 "Number":"0.0",
 "Boolean":"false",
 default:"null" // anything other than an atomic type
]

/** The overall file structure of a recognizer; stores methods for rules
* and cyclic DFAs plus support code.
*/
outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,
          docComment, recognizer,
          name, tokens, tokenNames, rules, cyclicDFAs,
    bitsets, buildTemplate, buildAST, rewriteMode, profile,
    backtracking, synpreds,
 memoize, numRules,
    fileName, ANTLRVersion, generatedTimestamp, trace,
    scopes, superClass, literals) ::=
<<
// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>
package<if(actions.(actionScope).package)> <actions.(actionScope).package><endif> {
  <actions.(actionScope).header>
  <@imports>
import org.antlr.runtime.*;
<if(TREE_PARSER)>
  import org.antlr.runtime.tree.*;

```
<endif>
  <@end>

  <docComment>
  <recognizer>
}
>>

lexer(grammar, name, tokens, scopes, rules, numRules, filterMode, labelType="Token",
    superClass="Lexer") ::= <<
public class <grammar.recognizerName> extends
<if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else><@superClassName><superClass
><@end><endif> {
  <tokens:{it |public static const <it.name>:int=<it.type>;}; separator="\n">
  <scopes:{it |<if(it.isDynamicGlobalScope)><globalAttributeScope(it)><endif>}>
  <actions.lexer.members>

  // delegates
  <grammar.delegates:
      {g|public var <g:delegateName()>:<g.recognizerName>;};
 separator="\n">
  // delegators
  <grammar.delegators:
      {g|public var <g:delegateName()>:<g.recognizerName>;}; separator="\n">
  <last(grammar.delegators):{g|public var gParent:<g.recognizerName>;}>

  public function <grammar.recognizerName>(<grammar.delegators:{g|<g:delegateName()>:<g.recognizerName>,
}>input:CharStream = null, state:RecognizerSharedState = null) {
      super(input, state);
      <cyclicDFAs:cyclicDFACtor()>
<if(memoize)>
<if(grammar.grammarIsRoot)>
      this.state.ruleMemo = new Array(<numRules>+1);<\n> <! index from 1..n !>
<endif>
<endif>
      <grammar.directDelegates:
       {g|<g:delegateName()> = new <g.recognizerName>(<trunc(g.delegators):{p|<p:delegateName()>, }>this,
input, this.state);}; separator="\n">
      <grammar.delegators:
       {g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
      <last(grammar.delegators):{g|gParent = <g:delegateName()>;}>
  }
  public override
 function get grammarFileName():String { return "<fileName>"; }

<if(filterMode)>
  <filteringNextToken()>
<endif>
```

```
  <rules; separator="\n\n">

  <synpreds:{p | <lexerSynpred(p)>}>

  <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>

}
>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
*  for matches.  No error can be generated upon error; just rewind, consume
*  a token and then try again.  backtracking needs to be set as well.
*  Make rule memoization happen only at levels above 1 as we start mTokens
*  at backtracking==1.
*/
filteringNextToken() ::= <<
public override function nextToken():Token {
  while (true) {
    if ( input.LA(1)==CharStreamConstants.EOF ) {
       return TokenConstants.EOF_TOKEN;
    }
    this.state.token = null;
   this.state.channel = TokenConstants.DEFAULT_CHANNEL;
    this.state.tokenStartCharIndex = input.index;
    this.state.tokenStartCharPositionInLine = input.charPositionInLine;
     this.state.tokenStartLine = input.line;
   this.state.text = null;
    try {
       var m:int = input.mark();
       this.state.backtracking=1; <! means we won't throw slow exception !>
       this.state.failed=false;
       mTokens();
       this.state.backtracking=0;
       <! mTokens backtracks with synpred at backtracking==2
         and we set the synpredgate to allow actions at level 1. !>
       if ( this.state.failed ) {
          input.rewindTo(m);
          input.consume(); <! advance one char and try again !>
       }
       else {
          emit();
          return this.state.token;
       }
    }
    catch (re:RecognitionException) {
       // shouldn't happen in backtracking mode, but...
       reportError(re);
       recover(re);
```

```
      }
    }
    // Not reached - For ActionScript compiler
    throw new Error();
}

public override function memoize(input:IntStream,
  ruleIndex:int,
  ruleStartIndex:int):void
{
if
 ( this.state.backtracking>1 ) super.memoize(input, ruleIndex, ruleStartIndex);
}

public override function alreadyParsedRule(input:IntStream, ruleIndex:int):Boolean {
if ( this.state.backtracking>1 ) return super.alreadyParsedRule(input, ruleIndex);
return false;
}
>>

actionGate() ::= "this.state.backtracking==0"

filteringActionGate() ::= "this.state.backtracking==1"

/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
            bitsets, inputStreamType, superClass,
            labelType, members, rewriteElementType,
            filterMode, ASTLabelType="Object") ::= <<
public class <grammar.recognizerName> extends
<if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else><@superClassName><superClass
><@end><endif> {
<if(grammar.grammarIsRoot)>
    public static const tokenNames:Array = [
        "\<invalid>", "\<EOR>", "\<DOWN>", "\<UP>",
 <tokenNames; separator=", ">
    ];<\n>
<endif>
    <tokens:{it |public static const <it.name>:int=<it.type>;}; separator="\n">

    // delegates
    <grammar.delegates: {g|public var <g:delegateName()>:<g.recognizerName>;}; separator="\n">
    // delegators
    <grammar.delegators:
        {g|public var <g:delegateName()>:<g.recognizerName>;}; separator="\n">
    <last(grammar.delegators):{g|public var gParent:<g.recognizerName>;}>

    <scopes:{it |<if(it.isDynamicGlobalScope)><globalAttributeScope(it)><endif>}>
```

```
  <@members>
 <! WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>
  public function <grammar.recognizerName>(<grammar.delegators:{g|<g:delegateName()>:<g.recognizerName>,
}>input:<inputStreamType>, state:RecognizerSharedState = null) {
      super(input, state);
      <cyclicDFAs:cyclicDFACtor()>
      <parserCtorBody()>
      <grammar.directDelegates:
       {g|<g:delegateName()> = new <g.recognizerName>(<trunc(g.delegators):{p|<p:delegateName()>,
 }>this, input, this.state);}; separator="\n">
      <grammar.indirectDelegates:{g | <g:delegateName()> = <g.delegator:delegateName()>.<g:delegateName()>;};
separator="\n">
      <last(grammar.delegators):{g|gParent = <g:delegateName()>;}>
  }
  <@end>

  public override function get tokenNames():Array { return
<grammar.composite.rootGrammar.recognizerName>.tokenNames; }
  public override function get grammarFileName():String { return "<fileName>"; }

  <members>

  <rules; separator="\n\n">

  <! generate rule/method definitions for imported rules so they
    appear to be defined in this recognizer. !>
    // Delegated rules
  <grammar.delegatedRules:{ruleDescriptor|
     public function <ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope()>):<returnType()> {
<if(ruleDescriptor.hasReturnValue)>return
<endif><ruleDescriptor.grammar:delegateName()>.<ruleDescriptor.name>(<ruleDescriptor.parameterScope.attribut
es:{a|<a.name>}; separator=", ">);
 \}}; separator="\n">

  <synpreds:{p | <synpred(p)>}>

  <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>

  <bitsets:{it | <bitset(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>},
                words64=it.bits)>}>
}
>>

parserCtorBody() ::= <<
<if(memoize)>
<if(grammar.grammarIsRoot)>
this.state.ruleMemo = new Array(<length(grammar.allImportedRules)>+1);<\n> <! index from 1..n !>
<endif>
```

```
<endif>
<grammar.delegators:
{g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets, ASTLabelType="Object",
superClass="Parser", labelType="Token", members={<actions.parser.members>}) ::= <<
<genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
          bitsets, "TokenStream", superClass,
          labelType, members, "Token",
          false, ASTLabelType)>
>>

/** How to generate a tree parser; same as parser except the input
*  stream is a different
 type.
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules,
        numRules, bitsets, filterMode, labelType={<ASTLabelType>}, ASTLabelType="Object",
        superClass="TreeParser", members={<actions.treeparser.members>}) ::= <<
<genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
          bitsets, "TreeNodeStream", superClass,
          labelType, members, "Node",
          filterMode, ASTLabelType)>
>>

/** A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*  nor parameters etc..., just give simplest possible method.  Don't do
*  any of the normal memoization stuff in here either; it's a waste.
*  As predicates cannot be inlined into the invoking rule, they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
// $ANTLR start <ruleName>
public
 final function <ruleName>_fragment(<ruleDescriptor.parameterScope:parameterScope()>):void {
  <ruleLabelDefs()>
<if(trace)>
  traceIn("<ruleName>_fragment", <ruleDescriptor.index>);
  try {
     <block>
  }
  finally {
     traceOut("<ruleName>_fragment", <ruleDescriptor.index>);
  }
<else>
```

```
  <block>
<endif>
}
// $ANTLR end <ruleName>
>>

synpred(name) ::= <<
public final function <name>():Boolean {
  this.state.backtracking++;
  <@start()>
  var start:int = input.mark();
  try {
     <name>_fragment(); // can never throw exception
  } catch (re:RecognitionException) {
     trace("impossible: "+re);
  }
  var success:Boolean = !this.state.failed;
  input.rewindTo(start);
  <@stop()>
  this.state.backtracking--;
  this.state.failed=false;
  return success;
}<\n>
>>

lexerSynpred(name) ::= <<
<synpred(name)>
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if ( this.state.backtracking>0 && alreadyParsedRule(input, <ruleDescriptor.index>) )
 { return <ruleReturnValue()>; }
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if(backtracking)>if (this.state.failed) return <ruleReturnValue()>;<endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>if (this.state.backtracking>0) {this.state.failed=true; return <ruleReturnValue()>;}<endif>
>>

/** How to generate code for a rule.  This includes any return type
*  data aggregates required for multiple return values.
```

```
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
// $ANTLR start <ruleName>
// <fileName>:<description>
public final function <ruleName>(<ruleDescriptor.parameterScope:parameterScope()>):<returnType()> {
  <if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>);<endif>
  <ruleScopeSetUp()>
  <ruleDeclarations()>
  <ruleLabelDefs()>
  <ruleDescriptor.actions.init>
   <@preamble()>
  try {
     <ruleMemoization(name=ruleName)>
     <block>
     <ruleCleanUp()>
     <(ruleDescriptor.actions.after):execAction()>
  }
<if(exceptions)>
  <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
  <actions.(actionScope).rulecatch>
<else>
  catch (re:RecognitionException) {
     reportError(re);
     recoverStream(input,re);
     <@setErrorReturnValue()>
  }<\n>
<endif>
<endif>
<endif>
  finally {
     <if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>);<endif>
     <memoize()>
     <ruleScopeCleanUp()>
     <finally>
  }
  <@postamble()>
  return <ruleReturnValue()>;
}
// $ANTLR end <ruleName>
>>

catch(decl,action) ::= <<
catch (<e.decl>) {
  <e.action>
```

```
}
>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
var retval:<returnType()> = new <returnType()>();
retval.start = input.LT(1);<\n>
<else>
<ruleDescriptor.returnScope.attributes:{
 a |
var <a.name>:<a.type> = <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>;
}>
<endif>
<if(memoize)>
var <ruleDescriptor.name>_StartIndex:int = input.index;
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{it |<it>_stack.push(new Object());}; separator="\n">
<ruleDescriptor.ruleScope:{it |<it.name>_stack.push(new Object());}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{it |<it>_stack.pop();}; separator="\n">
<ruleDescriptor.ruleScope:{it |<it.name>_stack.pop();}; separator="\n">
>>

ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,
 ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
   :{it |var <it.label.text>:<labelType>=null;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,ruleDescriptor.wildcardTreeListLabels]
   :{it |var list_<it.label.text>:Array=null;}; separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef();
 separator="\n">
<ruleDescriptor.ruleListLabels:{ll|var <ll.label.text>:RuleReturnScope = null;}; separator="\n">
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
   :{it |var <it.label.text>:<labelType>=null;}; separator="\n"
>
<ruleDescriptor.charLabels:{it |var <it.label.text>:int;}; separator="\n">
```

```
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels]
   :{it |var list_<it.label.text>:Array=null;}; separator="\n"
>
>>

ruleReturnValue() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
retval
<endif>
<endif>
<endif>
%>

ruleCleanUp() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
retval.stop = input.LT(-1);<\n>
<endif>
<endif>
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if ( this.state.backtracking>0 ) { memoize(input,
 <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex); }
<endif>
<endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
// $ANTLR start <ruleName>
public final function m<ruleName>(<ruleDescriptor.parameterScope:parameterScope()>):void {
   <if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>);<endif>
   <ruleScopeSetUp()>
   <ruleDeclarations()>
   try {
<if(nakedBlock)>
      <ruleMemoization(name=ruleName)>
      <lexerRuleLabelDefs()>
```

```
    <ruleDescriptor.actions.init>
    <block><\n>
<else>
    var _type:int = <ruleName>;
    var _channel:int = DEFAULT_TOKEN_CHANNEL;
    <ruleMemoization(name=ruleName)>
    <lexerRuleLabelDefs()>
    <ruleDescriptor.actions.init>
    <block>
    <ruleCleanUp()>
    this.state.type = _type;
    this.state.channel = _channel;
    <(ruleDescriptor.actions.after):execAction()>
<endif>
   }
  finally {
    <if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>);<endif>
    <ruleScopeCleanUp()>
    <memoize()>
  }
}
// $ANTLR end <ruleName>
>>

/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
public override function mTokens():void {
  <block><\n>
}
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
var alt<decisionNumber>:int=<maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
<@prebranch()>
switch (alt<decisionNumber>) {
  <alts:{a | <altSwitchCase(i, a)>}>
}
<@postbranch()>
```

```
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
var
 alt<decisionNumber>:int=<maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
switch (alt<decisionNumber>) {
  <alts:{a | <altSwitchCase(i, a)>}>
}
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n) ::= <<
// <fileName>:<description>
var cnt<decisionNumber>:int=0;
<decls>
<@preloop()>
loop<decisionNumber>:
do {
  var alt<decisionNumber>:int=<maxAlt>;
  <@predecision()>
  <decision>
  <@postdecision()>
  switch (alt<decisionNumber>)
```

```
 {
 <alts:{a | <altSwitchCase(i, a)>}>
 default :
    if ( cnt<decisionNumber> >= 1 ) break loop<decisionNumber>;
    <ruleBacktrackFailure()>
        throw new EarlyExitException(<decisionNumber>, input);
        <! Need to add support for earlyExitException debug hook !>
  }
  cnt<decisionNumber>++;
} while (true);
<@postloop()>
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
<<
// <fileName>:<description>
<decls>
<@preloop()>
loop<decisionNumber>:
do {
   var alt<decisionNumber>:int=<maxAlt>;
   <@predecision()>
   <decision>
   <@postdecision()>
   switch (alt<decisionNumber>) {
 <alts:{a | <altSwitchCase(i, a)>}>
 default :
    break loop<decisionNumber>;
   }
} while (true);
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|)
 by before code generation
*  so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
```

```
*  does the jump to the code that actually matches that alternative.
*/
altSwitchCase(altNum, alt) ::= <<
case <altNum> :
  <@prealt()>
  <alt>
  break;<\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
// <fileName>:<description>
{
<@declarations()>
<elements:element()>
<rew>
<@cleanup()>
}
>>

/** What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one per line */
element(e) ::= <<
<@prematch()>
<e.el><\n>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions)
 ::= <<
<if(label)><label>=<labelType>(<endif>matchStream(input,<token>,FOLLOW_<token>_in_<ruleName><element
Index>)<if(label)>)<endif>; <checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(token,label,elementIndex,terminalOptions)>
<listLabel(label, label)>
>>

listLabel(label,elem) ::= <<
if (list_<label>==null) list_<label>=new Array();
```

```
list_<label>.push(<elem>);<\n>
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
match(<char>); <checkRuleBacktrackFailure()>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
matchRange(<a>,<b>); <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,terminalOptions,postmatchCode="") ::= <<
<if(label)>
<if(LEXER)>
<label>= input.LA(1);<\n>
<else>
<label>=<labelType>(input.LT(1));<\n>
<endif>
<endif>
if
 ( <s> ) {
   input.consume();
   <postmatchCode>
<if(!LEXER)>
   this.state.errorRecovery=false;
<endif>
   <if(backtracking)>this.state.failed=false;<endif>
}
else {
   <ruleBacktrackFailure()>
   <@mismatchedSetException()>
<if(LEXER)>
   throw recover(new MismatchedSetException(null,input));<\n>
<else>
   throw new MismatchedSetException(null,input);
   <! use following code to make it recover inline; remove throw mse;
   recoverFromMismatchedSet(input,mse,FOLLOW_set_in_<ruleName><elementIndex>);
   !>
<endif>
```

```
}<\n>
>>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(label, label)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex="0") ::= <<
<if(label)>
var <label>Start:int = charIndex;
matchString(<string>); <checkRuleBacktrackFailure()>
var <label>StartLine<elementIndex>:int = line;
var <label>StartCharPos<elementIndex>:int =
 charPositionInLine;
<label> = CommonToken.createFromStream(input, TokenConstants.INVALID_TOKEN_TYPE,
TokenConstants.DEFAULT_CHANNEL, <label>Start, charIndex-1);
<label>.line = <label>StartLine<elementIndex>;
<label>.charPositionInLine = <label>StartCharPos<elementIndex>;
<else>
matchString(<string>); <checkRuleBacktrackFailure()><\n>
<endif>
>>

wildcard(token,label,elementIndex,terminalOptions) ::= <<
<if(label)>
<label>=<labelType>(input.LT(1));<\n>
<endif>
matchAny(input); <checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<wildcard(...)>
<listLabel(label, label)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
matchAny(); <checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
```

```
<wildcardChar(label, elementIndex)>
<listLabel(label, label)>
>>

/** Match a rule reference by invoking it possibly with arguments
*  and a return value
 or values.  The 'rule' argument was the
*  target rule name, but now is type Rule, whose toString is
*  same: the rule name.  Now though you can access full rule
*  descriptor stuff.
*
* GMS: Note:  do not use post-decrement operator!  ASC produces bad code for exceptions in this case.
*      See: https://bugs.adobe.com/jira/browse/ASC-3625
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
pushFollow(FOLLOW_<rule.name>_in_<ruleName><elementIndex>);
<if(label)><label>=<endif><if(scope)><scope:delegateName()>.<endif><rule.name>(<args; separator=", ">);<\n>
state._fsp = state._fsp - 1;
<checkRuleBacktrackFailure()>
>>


/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(rule,label,elementIndex,args,scope)>
<listLabel(label, label)>
>>

/** A lexer rule reference.
*
*  The 'rule' argument was the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope)
 ::= <<
<if(label)>
var <label>Start<elementIndex>:int = charIndex;
var <label>StartLine<elementIndex>:int = line;
var <label>StartCharPos<elementIndex>:int = charPositionInLine;
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">);
<checkRuleBacktrackFailure()>
<label> = CommonToken.createFromStream(input, TokenConstants.INVALID_TOKEN_TYPE,
TokenConstants.DEFAULT_CHANNEL, <label>Start<elementIndex>, charIndex-1);
<label>.line = <label>StartLine<elementIndex>;
<label>.charPositionInLine = <label>StartCharPos<elementIndex>;
<else>
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">);
```

```
<checkRuleBacktrackFailure()>
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(rule,label,args,elementIndex,scope)>
<listLabel(label, label)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
var <label>Start<elementIndex>:int
 = charIndex;
var <label>StartLine<elementIndex>:int = line;
var <label>StartCharPos<elementIndex>:int = charPositionInLine;
match(EOF); <checkRuleBacktrackFailure()>
var <label>:<labelType> = CommonToken.createFromStream(input, EOF,
TokenConstants.DEFAULT_CHANNEL, <label>Start<elementIndex>, charIndex-1);
<label>.line = <label>StartLine<elementIndex>;
<label>.charPositionInLine = <label>StartCharPos<elementIndex>;
<else>
match(EOF); <checkRuleBacktrackFailure()>
<endif>
>>

// used for left-recursive rules
recRuleDefArg()                 ::= "var <recRuleArg()>:int"
recRuleArg()                    ::= "_p"
recRuleAltPredicate(ruleName,opPrec)  ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction()        ::= "root_0=$<ruleName>_primary.tree;"
recRuleSetReturnAction(src,name)      ::= "$<name>=$<src>.<name>;"

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::=
 <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( input.LA(1)==TokenConstants.DOWN ) {
  matchStream(input, TokenConstants.DOWN, null); <checkRuleBacktrackFailure()>
  <children:element()>
  matchStream(input, TokenConstants.UP, null); <checkRuleBacktrackFailure()>
}
<else>
matchStream(input, TokenConstants.DOWN, null); <checkRuleBacktrackFailure()>
```

```
<children:element()>
matchStream(input, TokenConstants.UP, null); <checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
*  also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if ( !(<evalPredicate(pred,description)>) ) {
  <ruleBacktrackFailure()>
  throw new FailedPredicateException(input, "<ruleName>", "<description>");
}
>>

// F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
var LA<decisionNumber>_<stateNumber>:int = input.LA(<k>);<\n>
<edges;
 separator="\nelse ">
else {
<if(eotPredictsAlt)>
  alt<decisionNumber>=<eotPredictsAlt>;
<else>
  <ruleBacktrackFailure()>
  throw new NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input);<\n>
  <! Need to add hook for noViableAltException() !>
<endif>
}
>>

/** Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but this
*  is faster, smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
var LA<decisionNumber>_<stateNumber>:int = input.LA(<k>);<\n>
<edges; separator="\nelse ">
>>

/** A DFA state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so
 that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
```

```
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
var LA<decisionNumber>_<stateNumber>:int = input.LA(<k>);<\n>
<edges; separator="\nelse "><\n>
<if(eotPredictsAlt)>
<if(!edges)>
alt<decisionNumber>=<eotPredictsAlt>; <! if no edges, don't gen ELSE !>
<else>
else {
  alt<decisionNumber>=<eotPredictsAlt>;
}<\n>
<endif>
<endif>
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber>=<alt>;"

/** A simple edge with an expression.  If the expression is satisfied,
*  enter to the target state.  To handle gated productions, we may
*  have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>) {
  <targetState>
}
>>

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.
  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( input.LA(<k>) ) {
<edges; separator="\n">
default:
<if(eotPredictsAlt)>
  alt<decisionNumber>=<eotPredictsAlt>;
<else>
  <ruleBacktrackFailure()>
  throw new NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input);<\n>
  <! Need to add hook for noViableAltException !>
<endif>
}<\n>
>>
```

```
dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( input.LA(<k>) ) {
  <edges; separator="\n">
}<\n>
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( input.LA(<k>) ) {
<edges; separator="\n"><\n>
<if(eotPredictsAlt)>
default:
  alt<decisionNumber>=<eotPredictsAlt>;
  break;<\n>
<endif>
}<\n>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
<labels:{it |case <it>:}; separator="\n">
   {
  <targetState>
  }
  break;
>>

// C y c l i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = dfa<decisionNumber>.predict(input);
>>

cyclicDFACtor(dfa) ::= <<

dfa<dfa.decisionNumber> = new DFA(this, <dfa.decisionNumber>,
        "<dfa.description>",
        DFA<dfa.decisionNumber>_eot, DFA<dfa.decisionNumber>_eof, DFA<dfa.decisionNumber>_min,
        DFA<dfa.decisionNumber>_max, DFA<dfa.decisionNumber>_accept, DFA<dfa.decisionNumber>_special,
        DFA<dfa.decisionNumber>_transition<if(dfa.specialStateSTs)>,
DFA<dfa.decisionNumber>_specialStateTransition<endif>);

>>
/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple,
```

```
 concatenated strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach.  See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa) ::= <<

private const DFA<dfa.decisionNumber>_eot:Array =
  DFA.unpackEncodedString("<dfa.javaCompressedEOT; wrap="\"+\n    \"">");
private const DFA<dfa.decisionNumber>_eof:Array =
  DFA.unpackEncodedString("<dfa.javaCompressedEOF; wrap="\"+\n    \"">");
private const DFA<dfa.decisionNumber>_min:Array =
  DFA.unpackEncodedString("<dfa.javaCompressedMin; wrap="\"+\n    \"">", true);
private const DFA<dfa.decisionNumber>_max:Array =
  DFA.unpackEncodedString("<dfa.javaCompressedMax; wrap="\"+\n    \"">", true);
private const DFA<dfa.decisionNumber>_accept:Array =
  DFA.unpackEncodedString("<dfa.javaCompressedAccept; wrap="\"+\n    \"">");
private const DFA<dfa.decisionNumber>_special:Array =
  DFA.unpackEncodedString("<dfa.javaCompressedSpecial;
 wrap="\"+\n    \"">");
private const DFA<dfa.decisionNumber>_transition:Array = [
      <dfa.javaCompressedTransition:{s|DFA.unpackEncodedString("<s; wrap="\"+\n\"">")}; separator=",\n">
];
<if(dfa.specialStateSTs)>
  private function DFA<dfa.decisionNumber>_specialStateTransition(dfa:DFA, s:int, _input:IntStream):int {
      <if(LEXER)>
      var input:IntStream = _input;
      <endif>
      <if(PARSER)>
      var input:TokenStream = TokenStream(_input);
      <endif>
      <if(TREE_PARSER)>
      var input:TreeNodeStream = TreeNodeStream(_input);
      <endif>
    var _s:int = s;
      switch ( s ) {
      <dfa.specialStateSTs:{state |
      case <i0> : <! compressed special state numbers 0..n-1 !>
          <state>}; separator="\n">
      }
<if(backtracking)>
      if (this.state.backtracking>0) {this.state.failed=true; return -1;}<\n>
<endif>
      throw dfa.error(new NoViableAltException(dfa.description, <dfa.decisionNumber>,
 _s, input));
  }<\n>
<endif>
```

```
protected var dfa<dfa.decisionNumber>:DFA;  // initialized in constructor

>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
*  state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
var LA<decisionNumber>_<stateNumber>:int = input.LA(1);<\n>
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
var index<decisionNumber>_<stateNumber>:int = input.index;
input.rewind();<\n>
<endif>
s = -1;
<edges; separator="\nelse ">
<if(semPredState)> <! return input cursor to state before we rewound !>
input.seek(index<decisionNumber>_<stateNumber>);<\n>
<endif>
if ( s>=0 ) return s;
break;
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>) {s = <targetStateNumber>;}<\n>
>>

/**
 An edge pointing at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber>;<\n>
>>


// D F A  E X P R E S S I O N S

andPredicates(left,right) ::= "(<left>&&<right>)"

orPredicates(operands) ::= "(<operands; separator=\"||\">)"

notPredicate(pred) ::= "!(<evalPredicate(pred,{})>)"

evalPredicate(pred,description) ::= "(<pred>)"
```

```
evalSynPredicate(pred,description) ::= "<pred>()"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber>==<atomAsInt>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "input.LA(<k>)==<atomAsInt>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <%
(LA<decisionNumber>_<stateNumber> >= <lowerAsInt> && LA<decisionNumber>_<stateNumber> \<=
<upperAsInt>)
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt)
 ::= "(input.LA(<k>) >= <lowerAsInt> && input.LA(<k>) \<= <upperAsInt>)"

setTest(ranges) ::= <<
<ranges; separator="||">
>>

// A T T R I B U T E S

globalAttributeScope(scope) ::= <<
<if(scope.attributes)>
protected var <scope.name>_stack:Array = new Array();<\n>
<endif>
>>

ruleAttributeScope(scope) ::= <<
<if(scope.attributes)>
protected var <scope.name>_stack:Array = new Array();<\n>
<endif>
>>

returnStructName() ::= "<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope"

returnType() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<returnStructName()>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnType>
<else>
void
<endif>
<endif>
```

```
>>

/** Generate the Java type associated with a single or multiple return
*  values.
*/
ruleLabelType(referencedRule) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
<returnStructName()>
<else>
<if(referencedRule.hasSingleReturnValue)>
<referencedRule.singleValueReturnType>
<else>
void
<endif>
<endif>
>>

delegateName(d)
 ::= <<
<if(d.label)><d.label><else>g<d.name><endif>
>>

/** Using a type to init value map, try to init a type; if not in table
*  must be an object, default value is "null".
*/
initValue(typeName) ::= <<
<asTypeInitMap.(typeName)>
>>

/** Define a rule label including default value */
ruleLabelDef(label) ::= <<
var <label.label.text>:<ruleLabelType(referencedRule=label.referencedRule)> =
<initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))>;<\n>
>>

/** Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
*  subgroups to stick in members.
*/
returnScope(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
public static class <returnType()> extends <if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope {
  <scope.attributes:{it |public <it.decl>;}; separator="\n">
  <@ruleReturnMembers()>
};
<endif>
>>
```

```
parameterScope(scope)
 ::= <<
<scope.attributes:{it |<it.name>:<it.type>}; separator=", ">
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name> =<expr>;"

scopeAttributeRef(scope,attr,index,negIndex) ::= <<
<if(negIndex)>
<scope>_stack[<scope>_stack.length-<negIndex>-1].<attr.name>
<else>
<if(index)>
<scope>_stack[<index>].<attr.name>
<else>
<scope>_stack[<scope>_stack.length-1].<attr.name>
<endif>
<endif>
>>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <<
<if(negIndex)>
<scope>_stack[<scope>_stack.length-<negIndex>-1].<attr.name> =<expr>;
<else>
<if(index)>
<scope>_stack[<index>].<attr.name> =<expr>;
<else>
<scope>_stack[<scope>_stack.length-1].<attr.name> =<expr>;
<endif>
<endif>
>>

/** $x is either global scope or x is rule with dynamic scope; refers
*  to stack itself not top of stack.  This is useful for predicates
*  like {$function.size()>0 && $function::name.equals("foo")}?
*/
isolatedDynamicScopeRef(scope)
 ::= "<scope>_stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
(<scope>!=null?<scope>.values.<attr.name>:<initValue(attr.type)>)
<else>
<scope>
<endif>
>>
```

```
returnAttributeRef(ruleDescriptor,attr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.values.<attr.name>
<else>
<attr.name>
<endif>
>>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.values.<attr.name> =<expr>;
<else>
<attr.name> =<expr>;
<endif>
>>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


// not sure the next are the right approach

tokenLabelPropertyRef_text(scope,attr) ::= "(<scope>!=null?<scope>.text:null)"
tokenLabelPropertyRef_type(scope,attr) ::= "(<scope>!=null?<scope>.type:0)"
tokenLabelPropertyRef_line(scope,attr)
 ::= "(<scope>!=null?<scope>.line:0)"
tokenLabelPropertyRef_pos(scope,attr) ::= "(<scope>!=null?<scope>.charPositionInLine:0)"
tokenLabelPropertyRef_channel(scope,attr) ::= "(<scope>!=null?<scope>.channel:0)"
tokenLabelPropertyRef_index(scope,attr) ::= "(<scope>!=null?<scope>.tokenIndex:0)"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"
tokenLabelPropertyRef_int(scope,attr) ::= "(<scope>!=null?int(<scope>.text):0)"

ruleLabelPropertyRef_start(scope,attr) ::= "(<scope>!=null?<labelType>(<scope>.start):null)"
ruleLabelPropertyRef_stop(scope,attr) ::= "(<scope>!=null?<labelType>(<scope>.stop):null)"
ruleLabelPropertyRef_tree(scope,attr) ::= "(<scope>!=null?<ASTLabelType>(<scope>.tree):null)"
ruleLabelPropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
(<scope>!=null?(input.tokenStream.toStringWithRange(
 input.treeAdaptor.getTokenStartIndex(<scope>.start),
 input.treeAdaptor.getTokenStopIndex(<scope>.start))):null)
<else>
(<scope>!=null?input.toStringWithTokenRange(<scope>.start,<scope>.stop):null)
<endif>
>>
```

```
ruleLabelPropertyRef_st(scope,attr)
 ::= "(<scope>!=null?<scope>.st:null)"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::=
   "(<scope>!=null?<scope>.type:0)"
lexerRuleLabelPropertyRef_line(scope,attr) ::=
   "(<scope>!=null?<scope>.lien:0)"
lexerRuleLabelPropertyRef_pos(scope,attr) ::=
   "(<scope>!=null?<scope>.charPositionInLine:0)"
lexerRuleLabelPropertyRef_channel(scope,attr) ::=
   "(<scope>!=null?<scope>.channel:0)"
lexerRuleLabelPropertyRef_index(scope,attr) ::=
   "(<scope>!=null?<scope>.tokenIndex:0)"
lexerRuleLabelPropertyRef_text(scope,attr) ::=
   "(<scope>!=null?<scope>.text:null)"
lexerRuleLabelPropertyRef_int(scope,attr) ::=
   "(<scope>!=null?int(<scope>.text):0)"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "<labelType>(retval.start)"
rulePropertyRef_stop(scope,attr) ::= "<labelType>(retval.stop)"
rulePropertyRef_tree(scope,attr)
 ::= "<ASTLabelType>(retval.tree)"
rulePropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
input.tokenStream.toStringWithRange(
 input.treeAdaptor.getTokenStartIndex(retval.start),
 input.treeAdaptor.getTokenStopIndex(retval.start))
<else>
input.toStringWithTokenRange(retval.start,input.LT(-1))
<endif>
>>
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "text"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(charIndex-1)"
lexerRulePropertyRef_int(scope,attr) ::= "int(<scope>.text)"

// setting $st
```

```
 and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree =<expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st =<expr>;"

/** How to execute an action (only when not backtracking) */
execAction(action) ::= <<
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {
 <action>
}
<else>
<action>
<endif>
>>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)

bitset(name, words64) ::= <<
public static const <name>:BitSet = new BitSet([<words64:{it |<it>};separator=", ">]);<\n>
>>

codeFileExtension() ::= ".as"

true_value() ::= "true"
false_value() ::= "false"
```

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* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/ActionScript/ActionScript.stg
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```
group Dbg;

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*/

```
@parserBody.mixins() ::= <<
include ANTLR3::<if(profile)>Profile<else>Debug<endif>::ParserEvents
>>


@parserBody.additionalMembers() ::= <<
<if(grammar.grammarIsRoot)>
RULE_NAMES = [
 :invalid_rule, <grammar.allImportedRules:{rST|:<rST.name>}; wrap="\n  ", separator=", ">
].freeze
<endif>
>>


@rule.body() ::= <<
in_rule(grammar_file_name, "<ruleName>") do
 @debug_listener.location(<ruleDescriptor.tree.line>, <ruleDescriptor.tree.column>)

 <@super.body()>

 @debug_listener.location(<ruleDescriptor.EORNode.line>,
 <ruleDescriptor.EORNode.column>)
end
>>


// Common debug event triggers used by region overrides below
enterSubRule() ::= <<
in_subrule(<decisionNumber>) do<\n>
>>
```

```
exitSubRule() ::= <<
end<\n>
>>


enterDecision() ::= <<
in_decision(<decisionNumber>) do<\n>
>>


exitDecision() ::= <<
end<\n>
>>


enterAlt(n) ::= <<
in_alternative(<n>)<\n>
>>


// Region overrides that tell various constructs to add debugging triggers
@block.body() ::= <<
in_subrule(<decisionNumber>) do
 <@super.body()>
end
>>


// @blockBody.predecision() ::= "<enterSubRule()>"
// @blockBody.postdecision() ::= "<exitDecision()>"
// @blockBody.postbranch() ::= "<exitSubRule()>"
@blockBody.decision() ::= <<
in_decision(<decisionNumber>) do
 <@super.decision()>
end
>>


@ruleBlock.decision() ::= <<
in_decision(<decisionNumber>) do
 <@super.decision()>
end<\n>
>>


@ruleBlockSingleAlt.prealt() ::= "<enterAlt(n={1})>"
```

```
@blockSingleAlt.prealt() ::= "<enterAlt(n={1})>"


@positiveClosureBlock.loopBody()
 ::= <<
in_subrule(<decisionNumber>) do
 <@super.loopBody()>
end
>>


@positiveClosureBlockLoop.decisionBody() ::= <<
in_decision(<decisionNumber>) do
 <@super.decisionBody()>
end
>>


@positiveClosureBlockLoop.earlyExitException() ::= <<
@debug_listener.recognition_exception(eee)
>>


@closureBlock.loopBody() ::= <<
in_subrule(<decisionNumber>) do
 <@super.loopBody()>
end
>>


@closureBlockLoop.decisionBody() ::= <<
in_decision(<decisionNumber>) do
 <@super.decisionBody()>
end
>>


@altSwitchCase.prealt() ::= "<enterAlt(altNum)>"  // altNum is arg of altSwitchCase


element(e) ::= <<
@debug_listener.location(<e.line>, <e.pos>) // e is arg of element
<super.element(e)>
>>


@matchSet.mismatchedSetException() ::= "@debug_listener.recognition_exception(mse)"
```

```
@dfaState.noViableAltException() ::= <<
nvae = NoViableAlternative( "<description>", <decisionNumber>, <stateNumber> )
@debug_listener.recognition_exception( nvae )
raise( nvae )<\n>
>>

@dfaStateSwitch.noViableAltException()
 ::= <<
nvae = NoViableAlternative( "<description>", <decisionNumber>, <stateNumber> )
@debug_listener.recognition_exception( nvae )
raise( nvae )<\n>
>>

dfaDecision(decisionNumber,description) ::= <<
begin
 @state.cyclic_decision = true
 <super.dfaDecision(...)>
rescue ANTLR3::Error::NoViableAlternative => nvae
 @debug_listener.recognition_exception(nvae)
 raise
end
>>


@cyclicDFA.errorMethod() ::= <<
def error(nvae)
 @recognizer.debug_listener.recognition_exception(nvae)
 super
end
>>
/** Force predicate validation to trigger an event */
evalPredicate(pred,description) ::= <<
predicate?("<description>") { <pred> }
>>
```

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* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/Ruby/Dbg.stg
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*/
/*
New style messages. This file contains the actual layout of the messages emitted by ANTLR.
The text itself is coming out of the languages/*stg files, according to the chosen locale.
This file contains the format that mimicks GCC output.
*/

group gnu;

location(file, line, column) ::= "<file>:<line>:"

message(id, text) ::= "<text> (<id>)"

report(location, message, type) ::= "<location> <type>: <message>"

wantsSingleLineMessage() ::= "true"

Found in path(s):
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*/

/** Templates for building ASTs during tree parsing.
*
*  Deal with many combinations.  Dimensions are:
*  Auto build or rewrite
*    no label, label, list label  (label/no-label handled together)
*    child, root
*    token, set, rule, wildcard
*
*  Each combination has its own template except that label/no label
 *  is combined into tokenRef, ruleRef, ...
*/

/** Add a variable to track last element matched */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
<if(!ruleDescriptor.isSynPred)>
<ASTLabelType> _first_0 = default(<ASTLabelType>);
<ASTLabelType> _last = default(<ASTLabelType>);
<endif>
>>

/** What to emit when there is no rewrite rule.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel=false, treeLevel=false) ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(rewriteMode)>
retval.Tree = (<ASTLabelType>)_first_0;
if (adaptor.GetParent(retval.Tree)!=null && adaptor.IsNil(adaptor.GetParent(retval.Tree)))
  retval.Tree = (<ASTLabelType>)adaptor.GetParent(retval.Tree);
<endif>
<if(backtracking)>}<endif>
<endif>
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
```

```
*/
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel)
 ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
{
<ASTLabelType> _save_last_<treeLevel> = _last;
<ASTLabelType> _first_<treeLevel> = default(<ASTLabelType>);
<if(!rewriteMode)>
<ASTLabelType> root_<treeLevel> = (<ASTLabelType>)adaptor.Nil();
<endif>
<root:element()>
<if(rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
<if(root.el.rule)>
if (_first_<enclosingTreeLevel> == null) _first_<enclosingTreeLevel> = <root.el.label>.Tree;
<else>
if (_first_<enclosingTreeLevel> == null) _first_<enclosingTreeLevel> = <root.el.label>;
<endif>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if (input.LA(1) == TokenTypes.Down) {
  Match(input, TokenTypes.Down, null); <checkRuleBacktrackFailure()>
  <children:element()>
  Match(input, TokenTypes.Up, null); <checkRuleBacktrackFailure()>
}
<else>
Match(input, TokenTypes.Down, null); <checkRuleBacktrackFailure()>
<children:element()>
Match(input, TokenTypes.Up, null); <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
adaptor.AddChild(root_<enclosingTreeLevel>,
 root_<treeLevel>);
<endif>
_last = _save_last_<treeLevel>;
}
<else>
<super.tree(...)>
<endif>
>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
*  setting of _last
```

```
*/
tokenRefBang(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<else>
<super.tokenRefBang(...)>
<endif>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(terminalOptions.node)>
<label>_tree = new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text; format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(termin
alOptions.text)>,<terminalOptions.text;
 format="string"><endif>);
<endif><\n>
adaptor.AddChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
if (_first_<treeLevel> == null) _first_<treeLevel> = <label>;
<endif>
<else>
<super.tokenRef(...)>
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
<tokenRef(...)>
<listLabelElem(elem=label,...)>
<else>
<super.tokenRefAndListLabel(...)>
<endif>
>>
```

```
/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(terminalOptions.node)>
<label>_tree
 = new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text; format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(termin
alOptions.text)>,<terminalOptions.text; format="string"><endif>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>}<endif>
<endif>
<else>
<super.tokenRefRuleRoot(...)>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
<tokenRefRuleRoot(...)>
<listLabelElem(elem=label,...)>
<else>
<super.tokenRefRuleRootAndListLabel(...)>
<endif>
>>

/** Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.wildcard(...)>
<if(!rewriteMode)>
<if(backtracking)>if
 (<actions.(actionScope).synpredgate>) {<endif>
<label>_tree = (<ASTLabelType>)adaptor.DupTree(<label>);
adaptor.AddChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
```

```
if (_first_<treeLevel> == null) _first_<treeLevel> = <label>;
<endif>
<else>
<super.wildcard(...)>
<endif>
>>

// SET AST

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(terminalOptions.node)>
<label>_tree = new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text; format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(termin
alOptions.text)>,<terminalOptions.text;
 format="string"><endif>);
<endif><\n>
adaptor.AddChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
<else>
<super.matchSet(...)>
<endif>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
<if(!ruleDescriptor.isSynPred)>
<matchSet(...)>
<noRewrite(...)> <! set return tree !>
<else>
<super.matchRuleBlockSet(...)>
<endif>
>>

matchSetBang(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.matchSet(...)>
```

```
<else>
<super.matchSetBang(...)>
<endif>
>>

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
<if(!ruleDescriptor.isSynPred)>
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(terminalOptions.node)>
<label>_tree = new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text;
 format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(termin
alOptions.text)>,<terminalOptions.text; format="string"><endif>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
<else>
<super.matchSetRuleRoot(...)>
<endif>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
<if(!rewriteMode)>
adaptor.AddChild(root_<treeLevel>, <label>.Tree);
<else> <! rewrite mode !>
if (_first_<treeLevel> == null) _first_<treeLevel> = <label>.Tree;
<endif>
<else>
<super.ruleRef(...)>
<endif>
>>
```

```
/** x+=rule auto construct
 */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
<ruleRef(...)>
<listLabelElem(elem={<label>.Tree},...)>
<else>
<super.ruleRefAndListLabel(...)>
<endif>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>root_<treeLevel> =
(<ASTLabelType>)adaptor.BecomeRoot(<label>.Tree, root_<treeLevel>);
<endif>
<else>
<super.ruleRefRuleRoot(...)>
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
<ruleRefRuleRoot(...)>
<listLabelElem(elem={<label>.Tree},...)>
<else>
<super.ruleRefRuleRootAndListLabel(...)>
<endif>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last
 = (<ASTLabelType>)input.LT(1);
<super.ruleRefTrack(...)>
<else>
<super.ruleRefTrack(...)>
<endif>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
```

```
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefTrackAndListLabel(...)>
<else>
<super.ruleRefTrackAndListLabel(...)>
<endif>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefRootTrack(...)>
<else>
<super.ruleRefRuleRootTrack(...)>
<endif>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefRuleRootTrackAndListLabel(...)>
<else>
<super.ruleRefRuleRootTrackAndListLabel(...)>
<endif>
>>

/** Streams for token refs are tree nodes now;
 override to
*  change NextToken to NextNode.
*/
createRewriteNodeFromElement(token,terminalOptions,args) ::= <%
<if(terminalOptions.node)>
new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif>stream_<token>.NextNode())
<else>
stream_<token>.NextNode()
<endif>
%>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(!ruleDescriptor.isSynPred)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
retval.Tree = (<ASTLabelType>)adaptor.RulePostProcessing(root_0);
<if(backtracking)>}<endif>
```

<endif>
<endif>
>>

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* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/CSharp2/ASTTreeParser.stg
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*/

/** Templates for building ASTs during tree parsing.
*
* Deal with many combinations. Dimensions are:
* Auto build or rewrite
*   no label, label, list label (label/no-label handled together)
*   child, root
*   token, set, rule, wildcard
*
* Each combination has its own template except that label/no label
* is combined into tokenRef, ruleRef, ...
*/

```
finishedBacktracking(block) ::= <<
<if(backtracking)>
if <actions.(actionScope).synpredgate>:
   <block>
<else>
<block>
<endif>
>>

/**
 Add a variable to track last element matched */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
_first_0 = None
_last = None<\n>
>>

/** What to emit when there is no rewrite rule.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
<finishedBacktracking({
<if(rewriteMode)>
retval.tree = _first_0
if self._adaptor.getParent(retval.tree) is not None and self._adaptor.isNil(self._adaptor.getParent(retval.tree)):
   retval.tree = self._adaptor.getParent(retval.tree)
<endif>
})>
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
_last = self.input.LT(1)
_save_last_<treeLevel> = _last
_first_<treeLevel> = None
<if(!rewriteMode)>
root_<treeLevel> = self._adaptor.nil()<\n>
<endif>
<root:element()>
<if(rewriteMode)>
<finishedBacktracking({
<if(root.el.rule)>
if _first_<enclosingTreeLevel>
```

```
 is None:
   _first_<enclosingTreeLevel> = <root.el.label>.tree<\n>
<else>
if _first_<enclosingTreeLevel> is None:
   _first_<enclosingTreeLevel> = <root.el.label><\n>
<endif>
})>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if self.input.LA(1) == DOWN:
   self.match(self.input, DOWN, None)
   <children:element()>
   self.match(self.input, UP, None)

<else>
self.match(self.input, DOWN, None)
<children:element()>
self.match(self.input, UP, None)<\n>
<endif>
<if(!rewriteMode)>
self._adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>)<\n>
<endif>
_last = _save_last_<treeLevel>

>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
*  setting of _last
*/
tokenRefBang(token,label,elementIndex,terminalOptions={}) ::= <<
_last = self.input.LT(1)
<super.tokenRef(...)>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <<
_last = self.input.LT(1)
<super.tokenRef(...)>
<if(!rewriteMode)>
<finishedBacktracking({
<if(terminalOptions.node)>
<label>_tree
 = <terminalOptions.node>(<label>)
<else>
<label>_tree = self._adaptor.dupNode(<label>)
```

```
<endif><\n>
self._adaptor.addChild(root_<treeLevel>, <label>_tree)
})>
<else> <! rewrite mode !>
<finishedBacktracking({
if _first_<treeLevel> is None:
   _first_<treeLevel> = <label><\n>
})>
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <<
_last = self.input.LT(1)
<super.tokenRef(...)>
<if(!rewriteMode)>
<finishedBacktracking({
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>(<label>)
<else>
<label>_tree = self._adaptor.dupNode(<label>)
<endif><\n>
root_<treeLevel> = self._adaptor.becomeRoot(<label>_tree, root_<treeLevel>)
})>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions={})
 ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,terminalOptions={}) ::= <<
_last = self.input.LT(1)
<super.wildcard(...)>
<if(!rewriteMode)>
<finishedBacktracking({
<label>_tree = self._adaptor.dupTree(<label>)
self._adaptor.addChild(root_<treeLevel>, <label>_tree)
```

```
})>
<else> <! rewrite mode !>
<finishedBacktracking({
if _first_<treeLevel> is None:
   _first_<treeLevel> = <label>
})>
<endif>
>>

// SET AST
matchSet(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <<
_last = self.input.LT(1)
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<finishedBacktracking({
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>(<label>)
<else>
<label>_tree = self._adaptor.dupNode(<label>)
<endif><\n>
self._adaptor.addChild(root_<treeLevel>, <label>_tree)
})>
<endif>
}, ...)>
>>

matchRuleBlockSet(s,label,elementIndex,postmatchCode,treeLevel="0",terminalOptions={})
 ::= <<
<matchSet(...)>
<noRewrite(...)> <! set return tree !>
>>

matchSetBang(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <<
_last = self.input.LT(1)
<super.matchSet(...)>
>>

matchSetRuleRoot(s,label,elementIndex,debug,terminalOptions={}) ::= <<
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<finishedBacktracking({
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>(<label>)
<else>
<label>_tree = self._adaptor.dupNode(<label>)
<endif><\n>
root_<treeLevel> = self._adaptor.becomeRoot(<label>_tree, root_<treeLevel>)
})>
```

```
<endif>
}, ...)>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRef(...)>
<finishedBacktracking({
<if(!rewriteMode)>
self._adaptor.addChild(root_<treeLevel>, <label>.tree)
<else> <! rewrite mode !>
if _first_<treeLevel> is None:
   _first_<treeLevel> = <label>.tree<\n>
<endif>
})>
>>

/** x+=rule auto construct
 */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(label, {<label>.tree})>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRef(...)>
<if(!rewriteMode)>
<finishedBacktracking({
root_<treeLevel> = self._adaptor.becomeRoot(<label>.tree, root_<treeLevel>)
})>
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(label, {<label>.tree})>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRefTrack(...)>
```

```
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRefTrackAndListLabel(...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope)
 ::= <<
_last = self.input.LT(1)
<super.ruleRefRootTrack(...)>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRefRuleRootTrackAndListLabel(...)>
>>

/** Streams for token refs are tree nodes now; override to
*  change nextToken to nextNode.
*/
createRewriteNodeFromElement(token,scope,terminalOptions={}) ::= <<
<if(terminalOptions.node)>
<terminalOptions.node>(stream_<token>.nextNode())
<else>
stream_<token>.nextNode()
<endif>
>>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(!rewriteMode)>
<finishedBacktracking({
retval.tree = self._adaptor.rulePostProcessing(root_0)
})>
<endif>
>>

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```
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*/
group Delphi;

csharpTypeInitMap ::= [
 "int":"0",
 "uint":"0",
 "long":"0",
 "ulong":"0",
 "float":"0.0",
 "double":"0.0",
 "bool":"False",
 "byte":"0",
 "sbyte":"0",
 "short":"0",
 "ushort":"0",
 "char":"#0",
 "string":"''",
 "String":"''",
 default:"nil" // anything other than an atomic type
```

```
]

/** The overall file structure of a recognizer; stores methods
 for rules
*  and cyclic DFAs plus support code.
*  LEXER (Boolean): should we generate lexer code?
*  PARSER (Boolean): should we generate parser code?
*  TREE_PARSER (Boolean): should we generate tree parser code?
*  actionScope (String): 'lexer', 'parser', 'tree_parser' or custom scope
*  actions (HashMap):
*  docComment (String): document comment
*  recognizer (Object): recognizer class generator
*  name (String): name of grammar
*  tokens (HashMap<name: String, type: Integer>):
*  tokenNames:
*  rules:
*  cyclicDFAs:
*  bitsets:
*  buildTemplate (Boolean): should we generate a string template?
*  buildAST (Boolean): should we generate an AST?
*  rewriteMode (Boolean): are we rewriteing nodes?
*  profile (Boolean):
*  backtracking (Boolean): backtracking mode?
*  synpreds (): syntactic predicates
*  memoize (Boolean): should we memoize?
*  numRules (Integer): number of rules
*  fileName (String): fully qualified name of original .g file
*  ANTLRVersion
 (String): ANTLR version in Major.Minor.Build format
*  generatedTimestamp (String): date/time when the file is generated
*  trace (Boolean): should we trace input/output?
*  scopes:
*  superClass (String): name of base class, or empty string
*  literals:
*/
outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,
        docComment, recognizer,
        name, tokens, tokenNames, rules, cyclicDFAs,
    bitsets, buildTemplate, buildAST, rewriteMode, profile,
    backtracking, synpreds, memoize, numRules,
    fileName, ANTLRVersion, generatedTimestamp, trace,
    scopes, superClass, literals) ::=
<<
unit <name>;

{$HINTS OFF}

// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>
```

```
<actions.(actionScope).header>

interface

<@imports>
uses<\n>
<@end>
 <actions.(actionScope).usesInterface>
<if(TREE_PARSER)>
 Antlr.Runtime.Tree,<\n>
<endif>
 Antlr.Runtime,
 Antlr.Runtime.Collections,
 Antlr.Runtime.Tools;

<docComment>
<recognizer>
>>

/** Generates source code for the
 lexer class
* grammar (Grammar object)
*/
lexer(grammar, name, tokens, scopes, rules, numRules, labelType="Token",
    filterMode, superClass="Lexer") ::= <<
type
 I<grammar.recognizerName> = interface(I<@superClassName><superClass><@end>)
 end;

 T<grammar.recognizerName> = class(T<@superClassName><superClass><@end>,
I<grammar.recognizerName>)
 strict private
  FCnt: array [0..<grammar.numberOfDecisions>] of Byte;
  FLA: array [0..<grammar.numberOfDecisions>, 0..255] of Integer;
  FException: ERecognitionException;
  procedure InitializeCyclicDFAs;
 <cyclicDFAs:cyclicDFADeclaration()>
 public
  const
    <tokens:{<it.name> = <it.type>;}; separator="\n">
  <scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>
 strict private
  <actions.(actionScope).memberDeclarations>
 public
  // delegates
  <grammar.delegates: {g|<g:delegateName()>: I<superClass>; {<g.recognizerName>}}; separator="\n">
 public
```

```
  // delegators
  <grammar.delegators:
 {g|<g:delegateName()>: Pointer; {<g.recognizerName>}}; separator="\n">
  <last(grammar.delegators):{g|gParent: Pointer; {<g.recognizerName>}}>
 protected
  { IBaseRecognizer }
  function GetGrammarFileName: String; override;
<if(filterMode)>
  function AlreadyParsedRule(const Input: IIntStream;
    const RuleIndex: Integer): Boolean; override;
  procedure Memoize(const Input: IIntStream; const RuleIndex,
    RuleStartIndex: Integer); override;
 protected
  { ILexer }
  function NextToken: IToken; override;<\n>
<endif>
 protected
  { ILexer }
  procedure DoTokens; override;
 public
  constructor Create; overload;
  constructor Create(const AInput: ICharStream<grammar.delegators:{g|; const A<g:delegateName()>:
IBaseRecognizer{<g.recognizerName>}}>); overload;
  constructor Create(const AInput: ICharStream; const AState: IRecognizerSharedState<grammar.delegators:{g|;
const A<g:delegateName()>: IBaseRecognizer{<g.recognizerName>}}>); overload;

   <rules: {r | <if(!r.ruleDescriptor.isSynPred)><lexerRuleDeclaration(r)><endif>}>
  <synpreds:{p | <lexerSynpredDeclaration(p)>}; separator="\n">
 end;

implementation

uses
 <grammar.delegates: {g|<g.recognizerName>,}; separator="\n">
 <grammar.delegators: {g|<g.recognizerName>,}; separator="\n">
 <actions.(actionScope).usesImplementation>
 SysUtils,
 StrUtils,
 Math;

{ T<grammar.recognizerName> }

constructor T<grammar.recognizerName>.Create;
begin
 InitializeCyclicDFAs;
end;

constructor T<grammar.recognizerName>.Create(const AInput: ICharStream<grammar.delegators:{g|; const
```

```
A<g:delegateName()>: IBaseRecognizer{<g.recognizerName>}}>);
begin
 Create(AInput, nil<grammar.delegators:{g|, A<g:delegateName()>}>);
end;

constructor T<grammar.recognizerName>.Create(const AInput: ICharStream; const AState:
IRecognizerSharedState<grammar.delegators:{g|; const A<g:delegateName()>:
IBaseRecognizer{<g.recognizerName>}}>);
begin
 inherited Create(AInput, AState);
 InitializeCyclicDFAs;
 { TODO: Necessary in Delphi??? Not removed yet. }
 <if(memoize)>
 <if(grammar.grammarIsRoot)>
 State.RuleMemoCount := <numRules>+1;<\n> <! index from 1..n !>
 <endif>
 <endif>
 <grammar.directDelegates:
  {g|<g:delegateName()> := T<g.recognizerName>.Create(AInput, State<trunc(g.delegators):{p|,
<p:delegateName()>}>, Self);}; separator="\n">
 <grammar.delegators:
  {g|<g:delegateName()> := Pointer(A<g:delegateName()>);}; separator="\n">
 <last(grammar.delegators):{g|gParent := Pointer(A<g:delegateName()>);}>
 <actions.(actionScope).memberInitializations>
end;
<actions.(actionScope).memberImplementations>
function T<grammar.recognizerName>.GetGrammarFileName: String;
begin
 Result := '<fileName>';
end;

<if(filterMode)>
<filteringNextToken()>
<endif>

<rules; separator="\n\n">
<synpreds:{p | <lexerSynpred(p)>}>

procedure T<grammar.recognizerName>.InitializeCyclicDFAs;
begin
 <cyclicDFAs:{dfa | FDFA<dfa.decisionNumber> :=
TDFA<dfa.decisionNumber>.Create(Self<@debugAddition()>);};
 separator="\n">
 <cyclicDFAs:{dfa | <if(dfa.specialStateSTs)>FDFA<dfa.decisionNumber>.SpecialStateTransitionHandler :=
DFA<dfa.decisionNumber>_SpecialStateTransition;<endif>}; separator="\n">
end;

<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>
```

```
end.>>

lexerRuleDeclaration(rule) ::= <<
procedure m<rule.ruleName>(<rule.ruleDescriptor.parameterScope:parameterScope(scope=rule)>);<\n>
>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
*  for matches.  No error can be generated upon error; just rewind, consume
*  a token and then try again.  backtracking needs to be set as well.
*
*  Make rule memoization happen only at levels above 1 as we start mTokens
*  at backtracking==1.
*/
filteringNextToken() ::= <<
function T<grammar.recognizerName>.NextToken: IToken;
var
 M: Integer;
begin
 while (True) do
 begin
  if (Input.LA(1) = Integer(cscEOF)) then
    Exit(TToken.EOF_TOKEN);

  State.Token := nil;
  State.Channel := TToken.DEFAULT_CHANNEL;
   State.TokenStartCharIndex := Input.Index;
  State.TokenStartCharPositionInLine := Input.CharPositionInLine;
  State.TokenStartLine := Input.Line;
  State.Text := '';
  try
    M := Input.Mark();
    State.Backtracking := 1; <! means we won't throw slow exception !>
    State.Failed := False;
    mTokens();
    State.Backtracking := 0;
<!
    mTokens backtracks with synpred at backtracking==2
        and we set the synpredgate to allow actions at level 1.
!>
    if (State.Failed) then
    begin
      Input.Rewind(M);
      Input.Consume; <! // advance one char and try again !>
    end
    else
    begin
      Emit;
      Exit(State.Token);
```

```
    end;
  except
    on RE: ERecognitionException do
    begin
      // shouldn't happen in backtracking mode, but...
      ReportError(RE);
      Recover(RE);
    end;
  end;
 end;
end;

function T<grammar.recognizerName>.AlreadyParsedRule(const Input: IIntStream;
 const
 RuleIndex: Integer): Boolean;
begin
 if (State.Backtracking > 1) then
   Result := inherited AlreadyParsedRule(Input, RuleIndex)
 else
   Result := False;
end;

procedure T<grammar.recognizerName>.Memoize(const Input: IIntStream; const RuleIndex,
 RuleStartIndex: Integer);
begin
 if (State.Backtracking > 1) then
   inherited Memoize(Input, RuleIndex, RuleStartIndex);
end;

>>

filteringActionGate() ::= "(State.Backtracking = 1)"

/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
           bitsets, inputStreamType, superClass, filterMode,
           ASTLabelType="ANTLRInterface", labelType, members, rewriteElementType) ::= <<
type
 <rules: {r | <genericParserRuleReturnType(rule=r, ruleDescriptor=r.ruleDescriptor)>}>
 I<grammar.recognizerName> = interface(I<@superClassName><superClass><@end>)
   <rules: {r | <genericParserRuleInterface(rule=r, ruleDescriptor=r.ruleDescriptor)>}>
 end;

 T<grammar.recognizerName>
 = class(T<@superClassName><superClass><@end>, I<grammar.recognizerName>)
<if(grammar.grammarIsRoot)>
 public
   const
```

```
    TOKEN_NAMES: array [0..<length(tokenNames)>+3] of String = (
      '\<invalid>',
      '\<EOR>',
      '\<DOWN>',
      '\<UP>',
      <tokenNames; separator=",\n">);<\n>
<endif>
 public
  const
    <tokens:{<it.name> = <it.type>;}; separator="\n">
 public
  // delegates
  <grammar.delegates: {g|<g:delegateName()>: I<superClass>; {<g.recognizerName>}}; separator="\n">
 public
  // delegators
  <grammar.delegators: {g|<g:delegateName()>: Pointer; {<g.recognizerName>}}; separator="\n">
  <last(grammar.delegators):{g|gParent: Pointer; {<g.recognizerName>}}>

  <scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScopeDeclaration(scope=it)><endif>}>
<@members>
  <! WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>
 public
  constructor Create(const AInput: <inputStreamType><grammar.delegators:{g|; const A<g:delegateName()>:
 IBaseRecognizer{<g.recognizerName>}}>); overload;
  constructor Create(const AInput: <inputStreamType>; const AState:
IRecognizerSharedState<grammar.delegators:{g|; const A<g:delegateName()>:
IBaseRecognizer{<g.recognizerName>}}>); overload;
<@end>
 protected
  { IBaseRecognizer }
  function GetTokenNames: TStringArray; override;
  function GetGrammarFileName: String; override;
 strict private
  <actions.(actionScope).memberDeclarations>
 <rules: {r | <genericParserRuleDeclaration(rule=r, ruleDescriptor=r.ruleDescriptor)>}>

<! generate rule/method definitions for imported rules so they
 appear to be defined in this recognizer. !>
  // Delegated rules
  <grammar.delegatedRules:{ruleDescriptor| <delegatedRuleDeclaration(ruleDescriptor)>}>

  <synpreds:{p | <synpredDeclaration(p)>}; separator="\n">
 <cyclicDFAs:cyclicDFADeclaration()>
 strict private
  FException: ERecognitionException;
  FLA: array [0..<grammar.numberOfDecisions>, 0..255] of Integer;
  FCnt:
```

```
 array [0..<grammar.numberOfDecisions>] of Byte;
  procedure InitializeCyclicDFAs;
<if(bitsets)>
 public
  class var
    <bitsets:bitsetDecl(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>})>
 public
  class procedure InitializeBitsets; static;<\n>
<endif>
 end;

implementation

uses
 <grammar.delegates: {g|<g.recognizerName>,}; separator="\n">
 <grammar.delegators: {g|<g.recognizerName>,}; separator="\n">
 <actions.(actionScope).usesImplementation>
 SysUtils,
 StrUtils,
 Math;

{ T<grammar.recognizerName> }

constructor T<grammar.recognizerName>.Create(const AInput: <inputStreamType><grammar.delegators:{g|; const
A<g:delegateName()>: IBaseRecognizer{<g.recognizerName>}}>);
begin
 Create(AInput, TRecognizerSharedState.Create<grammar.delegators:{g|, A<g:delegateName()>}>);
end;

constructor T<grammar.recognizerName>.Create(const AInput: <inputStreamType>;
 const AState: IRecognizerSharedState<grammar.delegators:{g|; const A<g:delegateName()>:
IBaseRecognizer{<g.recognizerName>}}>);
begin
  inherited Create(AInput, AState);
 <@membersConstructor>
 <@end>
 <parserCtorBody()>
 <grammar.directDelegates:{g|<g:delegateName()> := T<g.recognizerName>.Create(Input,
State<trunc(g.delegators):{p|, <p:delegateName()>}>, Self);}; separator="\n">
 <grammar.indirectDelegates:{g | <g:delegateName()> := <g.delegator:delegateName()>.<g:delegateName()>;};
separator="\n">
 <last(grammar.delegators):{g|gParent := Pointer(A<g:delegateName()>);}>
 <rules: {r | <ruleAttributeScopeInit(scope=r.ruleDescriptor.ruleScope)>}>
 <scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>
 <actions.(actionScope).memberInitializations>
end;
<actions.(actionScope).memberImplementations>
```

```
<grammar.delegatedRules:{ruleDescriptor| <delegatedRuleImplementation(ruleDescriptor)>}; separator="\n">
procedure T<grammar.recognizerName>.InitializeCyclicDFAs;
begin
 <cyclicDFAs:{dfa | FDFA<dfa.decisionNumber> := TDFA<dfa.decisionNumber>.Create(Self);}; separator="\n">
  <cyclicDFAs:{dfa | <if(dfa.specialStateSTs)>FDFA<dfa.decisionNumber>.SpecialStateTransitionHandler :=
DFA<dfa.decisionNumber>_SpecialStateTransition;<endif>}; separator="\n">
end;

<if(bitsets)>
class procedure T<grammar.recognizerName>.InitializeBitsets;
begin
 <bitsets:bitset(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>}, words64=it.bits)>
end;
<endif>

<@membersImplementation>
<@end>

function T<grammar.recognizerName>.GetTokenNames: TStringArray;
var
 I: Integer;
begin
 SetLength(Result,Length(T<grammar.composite.rootGrammar.recognizerName>.TOKEN_NAMES));
 for I := 0 to Length(T<grammar.composite.rootGrammar.recognizerName>.TOKEN_NAMES) - 1 do
   Result[I] := T<grammar.composite.rootGrammar.recognizerName>.TOKEN_NAMES[I];
end;

function T<grammar.recognizerName>.GetGrammarFileName: String;
begin
 Result := '<fileName>';
end;

<rules; separator="\n\n">
<synpreds:{p | <synpred(p)>}>

<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>
<if(bitsets)>
initialization
  T<grammar.recognizerName>.InitializeBitsets;<\n>
<endif>
end.>>

delegatedRuleDeclaration(ruleDescriptor) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
function <ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>):
I<returnType()>;<\n>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
```

```
function <ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>):
<returnType()>;<\n>
<else>
procedure <ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>);<\n>
<endif>
<endif>
>>

delegatedRuleImplementation(ruleDescriptor) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
function
T<grammar.recognizerName>.<ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>
): I<returnType()>;<\n>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
function
T<grammar.recognizerName>.<ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>
): <returnType()>;<\n>
<else>
procedure
T<grammar.recognizerName>.<ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>
);<\n>
<endif>
<endif>
begin
 <if(ruleDescriptor.hasReturnValue)>Result :=<endif>
T<ruleDescriptor.grammar.recognizerName>(<ruleDescriptor.grammar:delegateName()>.Implementor).<ruleDescri
ptor.name>(<ruleDescriptor.parameterScope.attributes:{a|<a.name>}; separator=", ">);
end;

>>

parserCtorBody() ::= <<
InitializeCyclicDFAs;
<if(memoize)>
<if(grammar.grammarIsRoot)>
State.RuleMemoCount := <length(grammar.allImportedRules)>+1;<\n> <! index from 1..n !>
<endif>
<endif>
<grammar.delegators: {g|<g:delegateName()> := Pointer(A<g:delegateName()>);}; separator="\n">
>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets, ASTLabelType, superClass="Parser",
labelType="Token", members={<actions.parser.members>}) ::= <<
<genericParser(inputStreamType="ITokenStream", rewriteElementType="Token", ...)>
>>

/** How to generate a tree parser; same as parser except the input
```

```
 *  stream is a different type.
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules, numRules, bitsets,
labelType={<ASTLabelType>}, ASTLabelType="object", superClass="TreeParser",
members={<actions.treeparser.members>}, filterMode) ::= <<
<genericParser(inputStreamType="ITreeNodeStream", rewriteElementType="Node", ...)>
>>

/** A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*  nor parameters etc..., just give simplest possible method.  Don't do
*  any of the normal memoization stuff in here either; it's a waste.
*  As predicates cannot be inlined into the invoking rule, they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
// $ANTLR start "<ruleName>"
procedure
T<grammar.recognizerName>.<ruleName>_fragment(<ruleDescriptor.parameterScope:parameterScope(scope=it)>)
;
var
 Alt: array [0..<grammar.numberOfDecisions>]
 of Integer;
 <ruleLabelDefVars()>
begin
 <ruleLabelDefs()>
<if(trace)>
 TraceIn('<ruleName>_fragment', <ruleDescriptor.index>);
 try
   <block>
 finally
   TraceOut('<ruleName>_fragment', <ruleDescriptor.index>);
 end;
<else>
 <block>
<endif>
end;
// $ANTLR end "<ruleName>"
>>

synpredDecls(name) ::= <<
SynPredPointer <name>;<\n>
>>

synpred(name) ::= <<

function T<grammar.recognizerName>.<name>: Boolean;
```

```
var
 Start: Integer;
 Success: Boolean;
begin
 State.Backtracking := State.Backtracking + 1;
 <@start()>
 Start := Input.Mark;
 try
   <name>_fragment(); // can never throw exception
 except
   on RE: ERecognitionException do
     WriteLn('Impossible: ' + RE.ToString);
 end;
 Success := not State.Failed;
 Input.Rewind(Start);
 <@stop()>
 State.Backtracking := State.Backtracking - 1;
 State.Failed := False;
 Result := Success;
end;<\n>
>>

lexerSynpred(name) ::= <<
<synpred(name)>
>>

lexerSynpredDeclaration(name) ::= <<
function
 <name>: Boolean;
procedure <name>_fragment;
>>

synpredDeclaration(name) ::= <<
function <name>: Boolean;
procedure <name>_fragment;
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if ((State.Backtracking > 0) and AlreadyParsedRule(Input, <ruleDescriptor.index>)) then
 Exit(<ruleReturnValue()>);
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if(backtracking)><\n>if (State.Failed) then Exit(<ruleReturnValue()>);<\n><endif>
>>
```

```
/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>if (State.Backtracking > 0) then
begin
 State.Failed := True;
 Exit(<ruleReturnValue()>);
end;<endif>
>>

genericParserRuleDeclaration(rule, ruleDescriptor) ::= <<
<if(ruleDescriptor.isSynPred)>
<else>
<ruleAttributeScopeDeclaration(scope=ruleDescriptor.ruleScope)>
<returnScopeDeclaration(scope=ruleDescriptor.returnScope)>
public
<if(ruleDescriptor.hasMultipleReturnValues)>
 function <rule.ruleName>:
 I<returnType()>;<\n>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
 function <rule.ruleName>: <returnType()>;<\n>
<else>
 procedure <rule.ruleName>;<\n>
<endif>
<endif>
<endif>
>>

genericParserRuleInterface(rule, ruleDescriptor) ::= <<
<if(ruleDescriptor.isSynPred)>
<else>
<if(ruleDescriptor.hasMultipleReturnValues)>
function <rule.ruleName>: I<returnType()>;<\n>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
function <rule.ruleName>: <returnType()>;<\n>
<else>
procedure <rule.ruleName>;<\n>
<endif>
<endif>
<endif>
>>

genericParserRuleReturnType(rule, ruleDescriptor) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(ruleDescriptor.isSynPred)>
<else>
```

```
I<returnType()> = interface(I<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope)
end;<\n>
<endif>
<endif>
>>

/** How to generate code for a rule.  This includes any return type
*  data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize)
 ::= <<
<ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
<returnScope(scope=ruleDescriptor.returnScope)>

// $ANTLR start "<ruleName>"
(* <fileName>:<description> *)
<if(ruleDescriptor.hasMultipleReturnValues)>
function T<grammar.recognizerName>.<ruleName>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>):
I<returnType()>;
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
function T<grammar.recognizerName>.<ruleName>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>):
<returnType()>;
<else>
procedure
T<grammar.recognizerName>.<ruleName>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>);
<endif>
<endif>

var
<ruleDescriptor.actions.vars>
 Locals: TLocalStorage;
<if(ruleDescriptor.hasMultipleReturnValues)>
 RetVal: I<returnType()>;<\n>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
 RetVal: <returnType()>;<\n>
<else>
<endif>
<endif>
 Alt: array [0..<grammar.numberOfDecisions>] of Integer;
 <ruleDeclarationVars()>
 <ruleLabelDefVars()>
begin
 Locals.Initialize;
  try
   <if(trace)>TraceIn('<ruleName>', <ruleDescriptor.index>);<endif>
   <ruleScopeSetUp()>
```

```
  <ruleDeclarations()>
  <ruleLabelDefs()>
  <ruleDescriptor.actions.init>
  <@preamble()>
  try
    try
      <ruleMemoization(name=ruleName)>
      <block>
      <ruleCleanUp()>
      <(ruleDescriptor.actions.after):execAction()>
<if(exceptions)>
      <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
      <actions.(actionScope).rulecatch>
<else>
    except
      on RE: ERecognitionException do
      begin
        ReportError(RE);
        Recover(Input,RE);
        <@setErrorReturnValue()>
      end;<\n>
<endif>
<endif>
<endif>
    end;
  finally
    <if(trace)>TraceOut("<ruleName>", <ruleDescriptor.index>);<endif>
    <memoize()>
    <ruleScopeCleanUp()>
    <finally>
  end;
  <@postamble()>
 finally
  Locals.Finalize;
 end;
 Exit(<ruleReturnValue()>);
end;
//
 $ANTLR end "<ruleName>"
>>

catch(decl,action) ::= <<
catch (<e.decl>)
{
  <e.action>
```

```
}
>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
RetVal := T<returnType()>.Create;
RetVal.Start := Input.LT(1);<\n>
<else>
<ruleDescriptor.returnScope.attributes:{ a |
<a.name> := <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>;
}>
<endif>
<if(memoize)>
<ruleDescriptor.name>_StartIndex := Input.Index();
<endif>
>>

ruleDeclarationVars() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<else>
<ruleDescriptor.returnScope.attributes:{ a |
<a.name>: <a.type>;
}>
<endif>
<if(memoize)>
<ruleDescriptor.name>_StartIndex: Integer;
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{<it>Stack.Push(T<it>Scope.Create);}; separator="\n">
<ruleDescriptor.ruleScope:{<it.name>Stack.Push(T<it.name>Scope.Create);}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{<it>Stack.Pop();}; separator="\n">
<ruleDescriptor.ruleScope:{<it.name>Stack.Pop;};
 separator="\n">
>>

ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels]:{<it.label.text> := nil;}; separator="\n">
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]:{list_<it.label.text> := nil;}; separator="\n">
<ruleDescriptor.ruleLabels:ruleLabelDef(label=it); separator="\n">
<ruleDescriptor.ruleListLabels:{ll|<ll.label.text> := nil;}; separator="\n">
>>

ruleLabelDefVars() ::= <<
```

```
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels]:{<it.label.text>: I<labelType>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]:{list_<it.label.text>: IList\<IANTLRInterface\>;};
separator="\n">
<ruleDescriptor.ruleLabels:ruleLabelDefVar(label=it); separator="\n">
<ruleDescriptor.ruleListLabels:{ll|<ll.label.text>: <ruleLabelType(referencedRule=ll.referencedRule)>;};
separator="\n">
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
   :{<it.label.text> := nil;}; separator="\n"
>
<ruleDescriptor.charLabels:{int <it.label.text>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels,
 ruleDescriptor.ruleListLabels]
  :{List_<it.label.text> := nil;}; separator="\n"
>
>>

lexerRuleLabelDefDeclarations() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
  :{<it.label.text>: I<labelType>;}; separator="\n"
>
<ruleDescriptor.charLabels:{int <it.label.text>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels,
 ruleDescriptor.ruleListLabels]
  :{List_<it.label.text>: IList;}; separator="\n"
>
>>

ruleReturnValue() ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
RetVal
<endif>
<else>
<! nil !>
<endif>
<endif>
```

```
>>

ruleCleanUp() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
RetVal.Stop
 := Input.LT(-1);
<endif>
<endif>
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if (State.Backtracking > 0) then
 Memoize(Input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex);
<endif>
<endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
// $ANTLR start "<ruleName>"
<ruleDescriptor.parameterScope>
procedure
T<grammar.recognizerName>.m<ruleName>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>);
var
 <ruleDescriptor.actions.vars>
 Locals: TLocalStorage;
 TokenType, Channel: Integer;
 Alt: array [0..<grammar.numberOfDecisions>] of Integer;
 <lexerRuleLabelDefDeclarations()>
begin
 Locals.Initialize;
 try
   <ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
   <if(trace)>TraceIn("<ruleName>", <ruleDescriptor.index>);<endif>
   <ruleScopeSetUp()>
   <ruleDeclarations()>
   try
<if(nakedBlock)>

   <ruleMemoization(name=ruleName)>
     <lexerRuleLabelDefs()>
     <ruleDescriptor.actions.init>
     <block><\n>
```

```
<else>
    TokenType := <ruleName>;
    Channel := DEFAULT_TOKEN_CHANNEL;
    <ruleMemoization(name=ruleName)>
    <lexerRuleLabelDefs()>
    <ruleDescriptor.actions.init>
    <block>
    <ruleCleanUp()>
    State.TokenType := TokenType;
    State.Channel := Channel;
    <(ruleDescriptor.actions.after):execAction()>
<endif>
  finally
    <if(trace)>TraceOut("<ruleName>", <ruleDescriptor.index>);<endif>
    <ruleScopeCleanUp()>
    <memoize()>
  end;
 finally
  Locals.Finalize;
 end;
end;
// $ANTLR end "<ruleName>"
>>

/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
procedure T<grammar.recognizerName>.mTokens;
var
 Alt: array [0..<grammar.numberOfDecisions>] of Integer;
begin
 <block>
end;

procedure T<grammar.recognizerName>.DoTokens;
begin
  mTokens;
end;
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
(* <fileName>:<description> *)
Alt[<decisionNumber>] := <maxAlt>;
<decls>
```

```
<@predecision()>
<decision>
<@postdecision()>
<@prebranch()>
case Alt[<decisionNumber>] of
 <alts:altSwitchCase()>
end;
<@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
(* <fileName>:<description> *)
Alt[<decisionNumber>] := <maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
case Alt[<decisionNumber>] of
 <alts:altSwitchCase()>
end;
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
(* <fileName>:<description> *)
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule
 with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
(* <fileName>:<description> *)
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n) ::= <<
(* <fileName>:<description> *)
FCnt[<decisionNumber>] := 0;
<decls>
<@preloop()>
```

```
while (True) do
begin
 Alt[<decisionNumber>] := <maxAlt>;
 <@predecision()>
 <decision>
 <@postdecision()>
 case Alt[<decisionNumber>] of
   <alts:altSwitchCase()>
 else
   begin
     if (FCnt[<decisionNumber>] >= 1) then
       Break;
     <ruleBacktrackFailure()>
     raise EEarlyExitException.Create(<decisionNumber>, Input);
     <@earlyExitException()>
   end;
 end;
 Inc(FCnt[<decisionNumber>]);
end;
<@postloop()>
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description)
 ::= <<
(* <fileName>:<description> *)
<decls>
<@preloop()>
while (True) do
begin
 Alt[<decisionNumber>] := <maxAlt>;
 <@predecision()>
 <decision>
 <@postdecision()>
 case Alt[<decisionNumber>] of
   <alts:altSwitchCase()>
 else
   Break;
 end;
end;
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
```

```
*  so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
*/
altSwitchCase() ::= <<
<i>:
 <@prealt()>
 <it><\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew)
 ::= <<
(* <fileName>:<description> *)
begin
 <@declarations()>
 <elements:element()>
 <rew>
 <@cleanup()>
end;
>>

/** What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one per line */
element() ::= <<
<@prematch()>
<it.el>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<if(label)><label> := <endif>Match(Input, <token>,
FOLLOW_<token>_in_<ruleName><elementIndex>)<if(label)> as
I<labelType><endif>;<\n><checkRuleBacktrackFailure()>
>>
```

```
/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

listLabel(label,elem) ::= <<
if (list_<label> = nil) then list_<label> := TList\<IANTLRInterface\>.Create;
list_<label>.Add(<elem>);<\n>
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> := Input.LA(1);<\n>
<endif>
Match(<char>);
 <checkRuleBacktrackFailure()>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> := Input.LA(1);<\n>
<endif>
MatchRange(<a>, <b>); <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="") ::= <<
<if(label)>
<if(LEXER)>
<label> := Input.LA(1);<\n>
<else>
<label> := Input.LT(1) as I<labelType>;<\n>
<endif>
<endif>
if (<s>) then
begin
 Input.Consume;
 <postmatchCode>
 <if(!LEXER)>
 State.ErrorRecovery := False;<endif>
 <if(backtracking)>State.Failed := False;<endif>
end
else
begin
 <ruleBacktrackFailure()>
```

```
 FException := EMismatchedSetException.Create(nil, Input);
 <@mismatchedSetException()>
<if(LEXER)>
 Recover(FException);
 raise FException;<\n>
<else>
 raise FException;
 <! use following code to make it recover inline; remove throw mse;
 RecoverFromMismatchedSet(input,mse,FOLLOW_set_in_<ruleName><elementIndex>);
  !>
<endif>
end;<\n>
>>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(elem=label,...)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex) ::= <<
<if(label)>
Locals.AsInteger['<label>Start'] := CharIndex;
Match(<string>); <checkRuleBacktrackFailure()>
<label> := TCommonToken.Create(Input, TToken.INVALID_TOKEN_TYPE, TToken.DEFAULT_CHANNEL,
Locals.AsInteger['<label>Start'], CharIndex-1);
<else>
Match(<string>); <checkRuleBacktrackFailure()>
<endif>
>>

wildcard(label,elementIndex) ::= <<
<if(label)>
<label> := Input.LT(1) as I<labelType>;<\n>
<endif>
MatchAny(input); <checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(label,elementIndex) ::= <<
<wildcard(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
```

```
<label> := Input.LA(1);<\n>
<endif>
MatchAny(); <checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label,
 elementIndex) ::= <<
<wildcardChar(...)>
<listLabel(elem=label,...)>
>>

/** Match a rule reference by invoking it possibly with arguments
*  and a return value or values.  The 'rule' argument was the
*  target rule name, but now is type Rule, whose toString is
*  same: the rule name.  Now though you can access full rule
*  descriptor stuff.
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
PushFollow(FOLLOW_<rule.name>_in_<ruleName><elementIndex>);
<if(label)>
<label> := <if(scope)><scope:delegateName()>.<endif><rule.name>(<args; separator=", ">);<\n>
<else>
<if(scope)>T<scope.recognizerName>(IANTLRObject(<scope:delegateName()>).Implementor).<endif><rule.name
>(<args; separator=", ">);<\n>
<endif>
State.FollowingStackPointer := State.FollowingStackPointer - 1;
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label,...)>
>>

/** A lexer rule reference.
*
*  The 'rule' argument was
 the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
<if(label)>
Locals.AsInteger['<label>Start<elementIndex>'] := CharIndex;
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">);
<checkRuleBacktrackFailure()>
<label> := TCommonToken.Create(Input, TToken.INVALID_TOKEN_TYPE, TToken.DEFAULT_CHANNEL,
```

```
 Locals.AsInteger['<label>Start<elementIndex>'], CharIndex - 1);
<else>
<if(scope)>(<scope:delegateName()>.Implementor as T<scope.recognizerName>).<endif>m<rule.name>(<args;
separator=", ">); <checkRuleBacktrackFailure()>
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(...)>
<listLabel(elem=label,...)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
Locals.AsInteger['<label>Start<elementIndex>'] := CharIndex;
Match(EOF);
 <checkRuleBacktrackFailure()>
Locals['<label>'] := TCommonToken.Create(Input, EOF, TToken.DEFAULT_CHANNEL,
Locals.AsInteger['<label>Start<elementIndex>'], CharIndex-1);
<else>
Match(EOF); <checkRuleBacktrackFailure()>
<endif>
>>

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if (Input.LA(1) = TToken.DOWN) then
begin
 Match(Input, TToken.DOWN, nil); <checkRuleBacktrackFailure()>
 <children:element()>
 Match(Input, TToken.UP, nil); <checkRuleBacktrackFailure()>
end;
<else>
Match(Input, TToken.DOWN, nil); <checkRuleBacktrackFailure()>
<children:element()>
Match(Input, TToken.UP, nil);<\n><checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
*  also hoisted into a prediction expression).
*/
```

```
validateSemanticPredicate(pred,description) ::= <<
if (not (<evalPredicate(...)>))
 then
begin
 <ruleBacktrackFailure()>
 raise EFailedPredicateException.Create(Input, '<ruleName>', '<description>');
end;<\n>
>>

// F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
FLA[<decisionNumber>,<stateNumber>] := Input.LA(<k>);<\n>
<edges; separator="\nelse ">
else
begin
<if(eotPredictsAlt)>
 Alt[<decisionNumber>] := <eotPredictsAlt>;<\n>
<else>
 <ruleBacktrackFailure()>
 raise ENoViableAltException.Create('<description>', <decisionNumber>, <stateNumber>, Input);<\n>
<endif>
end;
>>

/** Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but this
*  is faster, smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
FLA[<decisionNumber>,<stateNumber>] := Input.LA(<k>);<\n>
<edges;
 separator="\nelse ">;
>>

/** A DFA state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
FLA[<decisionNumber>,<stateNumber>] := Input.LA(<k>);
<edges; separator="\nelse ">;<\n>
<if(eotPredictsAlt)>
<if(!edges)>
Alt[<decisionNumber>] := <eotPredictsAlt>; <! if no edges, don't gen ELSE !>
```

```
<else>
else
begin
 Alt[<decisionNumber>] := <eotPredictsAlt>;
end;<\n>
<endif>
<endif>
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "Alt[<decisionNumber>] := <alt>;"

/** A simple edge with an expression.  If the expression is satisfied,
*  enter to the target state.  To handle gated productions,
 we may
*  have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ((<labelExpr>)<if(predicates)> and (<predicates>)<endif>) then
begin
 <targetState>
end <! no ; here !>
>>

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
case Input.LA(<k>) of
 <edges; separator="\n">
else
 begin
<if(eotPredictsAlt)>
   Alt[<decisionNumber>] := <eotPredictsAlt>;
<else>
   <ruleBacktrackFailure()>
   <@noViableAltException()>
   raise ENoViableAltException.Create('<description>', <decisionNumber>, <stateNumber>, Input);<\n>
<endif>
 end;
end;<\n>
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
case Input.LA(<k>) of
 <edges; separator="\n">
```

```
end;<\n>
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState)
 ::= <<
case Input.LA(<k>) of
 <edges; separator="\n"><\n>
<if(eotPredictsAlt)>
else
 Alt[<decisionNumber>] := <eotPredictsAlt>;<\n>
<endif>
end;<\n>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
<labels:{<it>}; separator=",\n">:
 begin
   <targetState>
 end;
>>

// C y c l i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
Alt[<decisionNumber>] := FDFA<decisionNumber>.Predict(Input);
>>

/* Dump DFA tables.
*/
cyclicDFADeclaration(dfa) ::= <<
strict protected
 type
   TDFA<dfa.decisionNumber> = class(TDFA)
   protected
     { IDFA }
     function Description: String; override;
   public
     constructor Create(const ARecognizer: IBaseRecognizer);
   end;
 var
   FDFA<dfa.decisionNumber>: IDFA;
<if(dfa.specialStateSTs)>
strict
```

```
 protected
 function DFA<dfa.decisionNumber>_SpecialStateTransition(const DFA: IDFA; S: Integer;
   const AInput: IIntStream): Integer;<endif>
>>

cyclicDFA(dfa) ::= <<
{ T<grammar.recognizerName>.TDFA<dfa.decisionNumber> }

constructor T<grammar.recognizerName>.TDFA<dfa.decisionNumber>.Create(const ARecognizer:
IBaseRecognizer);
const
 DFA<dfa.decisionNumber>_EOT = '<dfa.javaCompressedEOT; wrap="'+\n    '">';
 DFA<dfa.decisionNumber>_EOF = '<dfa.javaCompressedEOF; wrap="'+\n    '">';
 DFA<dfa.decisionNumber>_MIN = '<dfa.javaCompressedMin; wrap="'+\n    '">';
 DFA<dfa.decisionNumber>_MAX = '<dfa.javaCompressedMax; wrap="'+\n    '">';
 DFA<dfa.decisionNumber>_ACCEPT = '<dfa.javaCompressedAccept; wrap="'+\n    '">';
 DFA<dfa.decisionNumber>_SPECIAL = '<dfa.javaCompressedSpecial; wrap="'+\n    '">';
 DFA<dfa.decisionNumber>_TRANSITION: array [0..<length(dfa.javaCompressedTransition)>-1] of String = (
   <dfa.javaCompressedTransition:{s|'<s; wrap="'+\n"'>'}; separator=",\n">);
begin
  inherited Create;
 Recognizer := ARecognizer;
 DecisionNumber := <dfa.decisionNumber>;
 EOT := TDFA.UnpackEncodedString(DFA<dfa.decisionNumber>_EOT);
 EOF := TDFA.UnpackEncodedString(DFA<dfa.decisionNumber>_EOF);
 Min := TDFA.UnpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_MIN);
 Max := TDFA.UnpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_MAX);
 Accept := TDFA.UnpackEncodedString(DFA<dfa.decisionNumber>_ACCEPT);
 Special := TDFA.UnpackEncodedString(DFA<dfa.decisionNumber>_SPECIAL);
 Transition := TDFA.UnpackEncodedStringArray(DFA<dfa.decisionNumber>_TRANSITION);
end;

function T<grammar.recognizerName>.TDFA<dfa.decisionNumber>.Description: String;
begin
 Result := '<dfa.description>';
end;<\n>
<if(dfa.specialStateSTs)>
function T<grammar.recognizerName>.DFA<dfa.decisionNumber>_SpecialStateTransition(const DFA: IDFA; S:
Integer;
 const AInput: IIntStream): Integer;
var
 Locals: TLocalStorage;
 <if(LEXER)>
 Input: IIntStream;
 <endif>
  <if(PARSER)>
 Input: ITokenStream;
 <endif>
```

```
 <if(TREE_PARSER)>
 Input: ITreeNodeStream;
 <endif>
 _S: Integer;
 NVAE: ENoViableAltException;
begin
 Result := -1;
 Locals.Initialize;
 try
  <if(LEXER)>
  Input := AInput;
  <endif>
  <if(PARSER)>
  Input := AInput as ITokenStream;
  <endif>
  <if(TREE_PARSER)>
  Input := AInput as ITreeNodeStream;
  <endif>
  _S := S;
  case S of
   <dfa.specialStateSTs:{state | <i0>: begin<! compressed special state numbers 0..n-1 !>
   <state> <\n>   end;}; separator="\n">
  end;
<if(backtracking)>
  if (State.Backtracking > 0) then
  begin
    State.Failed := True;
    Exit(-1);
  end;<\n>
<endif>
  NVAE := ENoViableAltException.Create(DFA.Description, <dfa.decisionNumber>, _S, Input);
  DFA.Error(NVAE);
  raise NVAE;
 finally
  Locals.Finalize;
 end;
end;<\n>
<endif>
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
*  state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState)
 ::= <<
FLA[<decisionNumber>,<stateNumber>] := Input.LA(1);<\n>
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
Locals.AsInteger['index<decisionNumber>_<stateNumber>'] := Input.Index;
```

```
Input.Rewind;<\n>
<endif>
S := -1;
<edges; separator="\nelse ">;
<if(semPredState)> <! return input cursor to state before we rewound !>
Input.Seek(Locals.AsInteger['index<decisionNumber>_<stateNumber>']);<\n>
<endif>
if (S >= 0) then
 Exit(S);
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ((<labelExpr>)<if(predicates)> and (<predicates>)<endif>) then
 S := <targetStateNumber>
>>

/** An edge pointing at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
S := <targetStateNumber>;<\n>
>>


//
 D F A  E X P R E S S I O N S

andPredicates(left,right) ::= "((<left>) and (<right>))"

orPredicates(operands) ::= "(<operands:{o|(<o>)}; separator=\" or \">)"

notPredicate(pred) ::= "!(<evalPredicate(...)>)"

evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "<pred>()"

lookaheadTest(atom,k,atomAsInt) ::= "FLA[<decisionNumber>,<stateNumber>] = <atomAsInt>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "Input.LA(<k>) = <atomAsInt>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <<
```

```
((FLA[<decisionNumber>,<stateNumber>] \>= <lowerAsInt>) and (FLA[<decisionNumber>,<stateNumber>] \<=
<upperAsInt>))
>>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "(Input.LA(<k>) \>=
<lowerAsInt>) and (Input.LA(<k>) \<= <upperAsInt>)"

setTest(ranges) ::= "<ranges; separator=\")
 or (\">"

// A T T R I B U T E S

globalAttributeScope(scope) ::= <<
<scope.name>Stack := TStackList\<I<scope.name>Scope\>.Create;<\n>
<endif>
>>

globalAttributeScopeDeclaration(scope) ::= <<
<if(scope.attributes)>
strict protected
 type
   I<scope.name>Scope = interface(IANTLRObject)
   end;
   T<scope.name>Scope = class(TANTLRObject, I<scope.name>Scope)
   protected
     <scope.attributes:{<it.name>: <it.type>;}; separator="\n">
   end;
strict protected
 <scope.name>Stack: IStackList\<I<scope.name>Scope\>;
<endif>
>>

ruleAttributeScopeDeclaration(scope) ::= <<
<if(scope.attributes)>
strict protected
 type
   I<scope.name>Scope = interface(IANTLRObject)
   end;
   T<scope.name>Scope = class(TANTLRObject, I<scope.name>Scope)
   protected
     <scope.attributes:{<it.name>: <it.type>;}; separator="\n">
   end;
strict protected
 <scope.name>Stack: IStackList\<I<scope.name>Scope\>;
<endif>
>>

ruleAttributeScope(scope) ::= <<
```

```
<! protected Stack <scope.name>Stack = new
 Stack();<\n> !>
>>

ruleAttributeScopeInit(scope) ::= <<
<if(scope)>
<scope.name>Stack := TStackList\<I<scope.name>Scope\>.Create;<\n>
<endif>
>>

returnStructName() ::= "<it.name>_return"

returnType() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor:returnStructName()>
<! I<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope !>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnType>
<else>
<! Pointer/void !>
<endif>
<endif>
>>

/** Generate the C# type associated with a single or multiple return
*  values.
*/
ruleLabelType(referencedRule) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
I<referencedRule.name>_return
<else>
<if(referencedRule.hasSingleReturnValue)>
<referencedRule.singleValueReturnType>
<else>
void
<endif>
<endif>
>>

delegateName() ::= <<
<if(it.label)><it.label><else>g<it.name><endif>
>>

/** Using a type to init value map, try to init a type; if not in table
*  must be an object, default value is "null".
 */
initValue(typeName) ::= <<
```

```
<csharpTypeInitMap.(typeName)>
>>

/** Define a rule label including default value */
ruleLabelDef(label) ::= <<
<label.label.text> := <initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))>;<\n>
>>

ruleLabelDefVar(label) ::= <<
<label.label.text>: <ruleLabelType(referencedRule=label.referencedRule)>;
>>

/** Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
*  subgroups to stick in members.
*/
returnScope(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
{ T<ruleDescriptor:returnStructName()> }

<scope.attributes:{public <it.decl>;}; separator="\n">
<@ruleReturnMembers()>
<endif>
>>

returnScopeDeclaration(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
public
 type
   T<ruleDescriptor:returnStructName()> =
class(T<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope, I<ruleDescriptor:returnStructName()>)
   <scope.attributes:{public
 <it.decl>;}; separator="\n">
   <@ruleReturnMembers()>
   end;
<endif>
>>

parameterScope(scope) ::= <<
<scope.attributes:{<it.decl>}; separator=", ">
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name> := <expr>;"

scopeAttributeRef(scope,attr,index,negIndex) ::= <<
<if(negIndex)>
(<scope>Stack[<scope>Stack.Count-<negIndex>-1] as T<scope>Scope).<attr.name>
```

```
<else>
<if(index)>
(<scope>Stack[<index>] as T<scope>Scope).<attr.name>
((<scope>_scope)<scope>_stack[<index>]).<attr.name>
<else>
(<scope>Stack.Peek.Implementor as T<scope>Scope).<attr.name>
<endif>
<endif>
>>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <<
<if(negIndex)>
(<scope>Stack[<scope>Stack.Count-<negIndex>-1] as T<scope>Scope).<attr.name> := <expr>;<\n>
<else>
<if(index)>
(<scope>Stack[<index>] as T<scope>Scope).<attr.name> := <expr>;<\n>
<else>
(<scope>Stack.Peek.Implementor as T<scope>Scope).<attr.name> := <expr>;<\n>
<endif>
<endif>
>>

/** $x is
 either global scope or x is rule with dynamic scope; refers
*  to stack itself not top of stack.  This is useful for predicates
*  like {$function.size()>0 && $function::name.equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "<scope>Stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
(IfThen(Assigned(<scope>),Def(<scope>).<attr.name>,<initValue(attr.type)>))
<else>
<scope>
<endif>
>>

returnAttributeRef(ruleDescriptor,attr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
RetVal.<attr.name>
<else>
<attr.name>
<endif>
>>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
```

```
RetVal.<attr.name> := <expr>;
<else>
<attr.name> := <expr>;
<endif>
>>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


// not sure the next
 are the right approach

tokenLabelPropertyRef_text(scope,attr) ::= "(Def(<scope>).Text)"
tokenLabelPropertyRef_type(scope,attr) ::= "(Def(<scope>).TokenType)"
tokenLabelPropertyRef_line(scope,attr) ::= "(Def(<scope>).Line)"
tokenLabelPropertyRef_pos(scope,attr) ::= "(Def(<scope>).CharPositionInLine)"
tokenLabelPropertyRef_channel(scope,attr) ::= "(Def(<scope>).Channel)"
tokenLabelPropertyRef_index(scope,attr) ::= "(Def(<scope>).TokenIndex)"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"
tokenLabelPropertyRef_int(scope,attr) ::= "(StrToIntDef(Def(<scope>).Text,0))"

ruleLabelPropertyRef_start(scope,attr) ::= "(IfThen(Assigned(<scope>), Def(<scope>).Start, nil) as I<labelType>)"
ruleLabelPropertyRef_stop(scope,attr) ::= "(Def(<scope>).Stop as I<labelType>)"
ruleLabelPropertyRef_tree(scope,attr) ::= "(Def(Def(<scope>).Tree as I<ASTLabelType>))"
ruleLabelPropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
IfThen(Assigned(<scope>), Input.TokenStream.ToString(
 Input.TreeAdaptor.GetTokenStartIndex(Def(<scope>).Start),
  Input.TreeAdaptor.GetTokenStopIndex(Def(<scope>).Start)), '')
<else>
IfThen(Assigned(<scope>), Input.ToString(
 (Def(<scope>).Start) as IToken,(Def(<scope>).Stop) as IToken), '')
<endif>
>>
ruleLabelPropertyRef_st(scope,attr) ::= "((<scope> != null) ? <scope>.ST : null)"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::= "(Def(<scope>).TokenType)"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "(Def(<scope>).Line)"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "(IfThen(Assigned(<scope>),Def(<scope>).CharPositionInLine,-1))"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "(Def(<scope>).Channel)"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "(Def(<scope>).TokenIndex)"
```

```
lexerRuleLabelPropertyRef_text(scope,attr) ::= "(Def(<scope>).Text)"
lexerRuleLabelPropertyRef_int(scope,attr) ::= "(StrToIntDef(Def(<scope>).Text,0))"

// Somebody may ref $template
 or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "(RetVal.Start as I<labelType>)"
rulePropertyRef_stop(scope,attr) ::= "(RetVal.Stop as I<labelType>)"
rulePropertyRef_tree(scope,attr) ::= "(RetVal.Tree as I<ASTLabelType>)"
rulePropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
Input.TokenStream.ToString(
 Input.TreeAdaptor.GetTokenStartIndex(RetVal.Start),
 Input.TreeAdaptor.GetTokenStopIndex(RetVal.Start))
<else>
Input.ToString(RetVal.Start as IToken,Input.LT(-1))
<endif>
>>
rulePropertyRef_st(scope,attr) ::= "RetVal.ST"

lexerRulePropertyRef_text(scope,attr) ::= "Text"
lexerRulePropertyRef_type(scope,attr) ::= "TokenType"
lexerRulePropertyRef_line(scope,attr) ::= "State.TokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "State.TokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "Channel"
lexerRulePropertyRef_start(scope,attr) ::= "State.TokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr)
 ::= "(CharIndex-1)"
lexerRulePropertyRef_int(scope,attr) ::= "StrToInt(<scope>.Text)"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "RetVal.Tree := <expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "RetVal.ST := <expr>;"


/** How to execute an action (only when not backtracking) */
execAction(action) ::= <<
<if(backtracking)>
<if(actions.(actionScope).synpredgate)>
if (<actions.(actionScope).synpredgate>) then
begin
 <action>
end;
<else>
if (State.Backtracking = 0) then
begin
 <action>
```

```
end;<\n>
<endif>
<else>
<action>
<endif>
>>


/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)

bitset(name, words64) ::= <<
<name> := TBitSet.Create([<words64:{<it>};separator=",">]);<\n>
>>

bitsetDecl(name) ::= <<
<name>: IBitSet;<\n>
>>

codeFileExtension() ::= ".pas"

true()
 ::= "True"
false() ::= "False"
```

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*/

/** Template overrides to add debugging to AST stuff.  Dynamic inheritance
*  hierarchy is set up as ASTDbg : AST : Dbg : Java by code generator.
*/

parserMembers() ::= <<
 protected DebugTreeAdaptor adaptor;

 public ITreeAdaptor TreeAdaptor
 {
  get
  {
   return adaptor;
  }
  set
  {
<if(grammar.grammarIsRoot)>
   this.adaptor = new DebugTreeAdaptor(dbg,adaptor);
<else>
   this.adaptor
 = (DebugTreeAdaptor)adaptor; // delegator sends dbg adaptor
<endif><\n>
   <grammar.directDelegates:{g|<g:delegateName()>.TreeAdaptor = this.adaptor;}>
  }
 }<\n>
>>

parserCtorBody() ::= <<
<super.parserCtorBody()>
>>

createListenerAndHandshake() ::= <<
DebugEventSocketProxy proxy = new DebugEventSocketProxy( this, port,
<if(TREE_PARSER)>input.TreeAdaptor<else>adaptor<endif> );
DebugListener = proxy;
```

```
<inputStreamType> = new Debug<inputStreamType>( input, proxy );
try
{
 proxy.Handshake();
}
catch ( IOException ioe )
{
 ReportError( ioe );
}
>>

@ctorForRootGrammar.finally() ::= <<
ITreeAdaptor adap = new CommonTreeAdaptor();
TreeAdaptor = adap;
proxy.TreeAdaptor = adap;
>>

@ctorForProfilingRootGrammar.finally() ::=<<
ITreeAdaptor adap = new CommonTreeAdaptor();
TreeAdaptor = adap;
>>

@ctorForPredefinedListener.superClassRef() ::= ": base( input, dbg )"

@ctorForPredefinedListener.finally() ::=<<
<if(grammar.grammarIsRoot)><! don't create new
 adaptor for delegates !>
ITreeAdaptor adap = new CommonTreeAdaptor();
TreeAdaptor = adap;<\n>
<endif>
>>

//@rewriteElement.pregen() ::= "dbg.Location( <e.line>, <e.pos> );"
```

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*/
/** Template subgroup to add template rewrite output
* If debugging, then you'll also get STDbg.stg loaded.
*/

@outputFile.imports() ::= <<
<@super.imports()>
import org.stringtemplate.v4.*;
import java.util.HashMap;
>>

/** Add this to each rule's return value struct */
@returnScope.ruleReturnMembers() ::= <<
/* ST returnScope.ruleReturnMembers -- empty */
>>

/** Add this to each rule's return value struct */
@returnScope.ruleReturn.memvars() ::= <<
ST *st;
>>

/** Add this
 to each rule's return value struct */
@returnScope.ruleReturn.properties() ::= <<
@property (retain) ST *st;
>>

/** Add this to each rule's return value struct */
@returnScope.ruleReturn.methodsDecl() ::= <<
- (ST *)getTemplate;
- (NSString *)toString;

```
>>

/** Add this to each rule's return value struct */
@returnScope.ruleReturn.synthesize() ::= <<
@synthesize st;
>>

/** Add this to each rule's return value struct */
@returnScope.ruleReturn.methods() ::= <<
- (ST *)getTemplate { return st; }
- (NSString *)toString { return st==nil?nil:[st render]; }
>>

@genericParser.members() ::= <<
<@super.members()>
STGroup *templateLib = [STGroup newSTGroup];

- (void)setTemplateLib:(STGroup *)aTemplateLib
{
  self.templateLib = aTemplateLib;
}

- (STGroup *)getTemplateLib
{
  return templateLib;
}
>>

@genericParserHeaderFile.memVars() ::= <<
<@super.memVars()>
/* ST genericParserHeaderFile.memVars -- empty now */
STGroup *templateLib; /* ST -- really a part of STAttrMap */
>>

@genericParserHeaderFile.properties()
 ::= <<
<@super.properties()>
/* ST genericParser.properties */
@property (retain, getter=getTemplateLib, setter=setTemplateLib:) STGroup *templateLib;
>>

@genericParserHeaderFile.methodsDecl() ::= <<
<@super.methodsDecl()>
/* ST genericParser.methodsDecl */
- init;
- (STGroup *) getTemplateLib;
- (void) setTemplateLib:(STGroup *)aTemplateLib;
@end
```

```
>>

@genericParser.synthesize() ::= <<
<@super.synthesize()>
/* ST genericParserImplementation.synthesize */
@synthesize templateLib;
>>

@genericParser.methods() ::= <<
<@super.methods()>
/* ST genericParser.methods */

- (STGroup *)getTemplateLib
{
  return templateLib;
}

- (void) setTemplateLib:(STGroup *)aTemplateLib
{
  templateLib = aTemplateLib;
}

>>

@genericParser.members() ::= <<
<@super.members()>
STGroup *templateLib = [STGroup newSTGroup];

- (STGroup *) getTemplateLib
{
 return templateLib;
}

- (void) setTemplateLib:(STGroup *) templateLib
{
 this.templateLib = templateLib;
}

/** x+=rule when
 output=template */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(rule,label,elementIndex,args,scope)>
<listLabel(label, { [<label> getTemplate]; })>
>>

rewriteTemplate(alts) ::= <<

// TEMPLATE REWRITE
```

```
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {
 <alts:rewriteTemplateAlt(); separator="else ">
 <if(rewriteMode)><replaceTextInLine()><endif>
}
<else>
<alts:rewriteTemplateAlt(); separator="else ">
<if(rewriteMode)><replaceTextInLine()><endif>
<endif>
>>

replaceTextInLine() ::= <<
<if(TREE_PARSER)>
  [([(TokenRewriteStream)input getTokenStream])
  replaceFromIndex:[[input getTreeAdaptor] getTokenStartIndex:retval.start]
  ToIndex:[[input getTreeAdaptor] getTokenStopIndex:retval.start]
  Text:[retval.st render]];
<else>
  [((TokenRewriteStream)input)
  replaceFromIndex:[((Token)retval.start) getTokenIndex]
  ToIndex:[input LT:-1] getTokenIndex]
  Text:[retval.st render]];
<endif>
>>

rewriteTemplateAlt(alt) ::= <<
// <alt.description>
<if(alt.pred)>
if
 (<alt.pred>) {
  retval.st = <alt.alt>;
}<\n>
<else>
{
  retval.st = <alt.alt>;
}<\n>
<endif>
>>

rewriteEmptyTemplate(alts) ::= <<
nil;
>>

/** Invoke a template with a set of attribute name/value pairs.
*  Set the value of the rule's template *after* having set
*  the attributes because the rule's template might be used as
*  an attribute to build a bigger template; you get a self-embedded
*  template.
```

```
*/
rewriteExternalTemplate(name,args) ::= <%
<if(args)><args:{a | []><endif>
[templateLib getInstanceOf:@"<name>"]
 <if(args)><args:{a | add:@"<a.name>" value:<a.value>]}><endif>;
%>

/** expr is a string expression that says what template to load */
rewriteIndirectTemplate(expr,args) ::= <%
<if(args)><args:{a | []><endif>
[templateLib getInstanceOf:<expr>];
<if(args)><args:{a | add:@"<a.name>" value:<a.value>]}><endif>;
%>

/** Invoke an inline template with a set of attribute name/value pairs */
rewriteInlineTemplate(args, template) ::= <%
<if(args)><args:{a
 | []><endif>
[ST newST:templateLib template:"<template>"]
 <if(args)><args:{a |  add:@"<a.name>" <a.value>]}><endif>;
%>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
<action>
>>

/** An action has %st.attrName=expr; or %{st}.attrName=expr; */
actionSetAttribute(st,attrName,expr) ::= <<
[(<st>) setAttribute:@"<attrName>" value:<expr>];
>>

/** Translate %{stringExpr} */
actionStringConstructor(stringExpr) ::= <<
[ST newST:templateLib template:<stringExpr>];
>>
```

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* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/ObjC/ST4ObjC.stg
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THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

/*
* This code generating template and the associated Cpp runtime was produced by:
* Gokulakannan Somasundaram ( heavy lifting from C Run-time by Jim Idle )
*/
cTypeInitMap ::= [
 "int"      : "0",              // Integers     start out being 0
 "long"     : "0",              // Longs        start out being 0
 "float"    : "0.0",            // Floats       start out being 0
 "double"   : "0.0",            // Doubles      start out being 0
 "bool"     : "false",
   // Booleans     start out being Antlr C for false
 "byte"     : "0",              // Bytes        start out being 0
 "short"    : "0",              // Shorts       start out being 0
 "char"     : "0"               // Chars        start out being 0
]

leadIn(type) ::=
<<
/** \file
*  This <type> file was generated by $ANTLR version <ANTLRVersion>
*
*     -  From the grammar source file : <fileName>
*     -                          On : <generatedTimestamp>
<if(LEXER)>
*     -                for the lexer : <name>Lexer
<endif>
<if(PARSER)>
*     -               for the parser : <name>Parser
<endif>
<if(TREE_PARSER)>
*     -          for the tree parser : <name>TreeParser
<endif>
*
* Editing it, at least manually, is not wise.
*
* C++ language generator and runtime by Gokulakannan Somasundaram ( heavy lifting from C Run-time by Jim
Idle )
*
*
>>
```

```
/** The overall file structure of a recognizer; stores methods for rules
*  and cyclic DFAs plus support code.
 */
outputFile( LEXER,
        PARSER,
        TREE_PARSER,
        actionScope,
        actions,
        docComment,
        recognizer,
        name,
        tokens,
        tokenNames,
        rules,
        cyclicDFAs,
        bitsets,
        buildTemplate,
        buildAST,
        rewriteMode,
        profile,
        backtracking,
        synpreds,
        memoize,
        numRules,
        fileName,
        ANTLRVersion,
        generatedTimestamp,
        trace,
        scopes,
        superClass,
        literals
        ) ::=
<<
<leadIn("C++ source")>
*/
// [The "BSD license"]
// Copyright (c) 2005-2009 Gokulakannan Somasundaram, ElectronDB
//
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<if(actions.(actionScope).header)>

/* ============================================================================
* This is what the grammar programmer asked us to put at the top of every file.
*/
<actions.(actionScope).header>
/* End of Header action.
* ============================================================================
*/
<endif>

/* -----------------------------------------
* Include the ANTLR3 generated header file.
*/
#include    "<name>.hpp"
<if(recognizer.grammar.delegators)>
// Include delegator definition header files
//
<recognizer.grammar.delegators: {g|#include "<g.recognizerName>.hpp" }; separator="\n">
<endif>

<actions.(actionScope).postinclude>
/* ----------------------------------------- */

<docComment>

<if(literals)>

<beginNamespace(actions)>

/**
```

```
 String literals used by <name> that we must do things like MATCHS() with.
*  C will normally just lay down 8 bit characters, and you can use L"xxx" to
*  get wchar_t, but wchar_t is 16 bits on Windows, which is not UTF32 and so
*  we perform this little trick of defining the literals as arrays of UINT32
*  and passing in the address of these.
*/
<literals:{it | static ANTLR_UCHAR lit_<i>[]  = <it>;}; separator="\n">

<endNamespace(actions)>

<endif>

/* ============================================================================= */

/* =============================================================================
* Start of recognizer
*/

<recognizer>

/* End of code
* =============================================================================
*/

>>
headerFileExtension() ::= ".hpp"

beginNamespace(actions) ::= <%
 <if(actions.(actionScope).namespace)>
 namespace <actions.(actionScope).namespace> {
 <endif>
%>

endNamespace(actions) ::= <%
 <if(actions.(actionScope).namespace)>
 }
 <endif>
%>


headerFile(
 LEXER,
        PARSER,
        TREE_PARSER,
        actionScope,
        actions,
        docComment,
        recognizer,
```

```
        name,
        tokens,
        tokenNames,
        rules,
        cyclicDFAs,
        bitsets,
        buildTemplate,
        buildAST,
        rewriteMode,
        profile,
        backtracking,
        synpreds,
        memoize,
        numRules,
        fileName,
        ANTLRVersion,
        generatedTimestamp,
        trace,
        scopes,
        superClass,
        literals
    ) ::=
<<
<leadIn("C++ header")>
<if(PARSER)>
* The parser <mainName()> has the callable functions (rules) shown below,
<endif>
<if(LEXER)>
* The lexer <mainName()> has the callable functions (rules) shown below,
<endif>
<if(TREE_PARSER)>
* The tree parser <mainName()> has the callable functions (rules) shown below,
<endif>
* which
 will invoke the code for the associated rule in the source grammar
* assuming that the input stream is pointing to a token/text stream that could begin
* this rule.
*
* For instance if you call the first (topmost) rule in a parser grammar, you will
* get the results of a full parse, but calling a rule half way through the grammar will
* allow you to pass part of a full token stream to the parser, such as for syntax checking
* in editors and so on.
*
*/
// [The "BSD license"]
// Copyright (c) 2005-2009 Gokulakannan Somasundaram.
//
// All rights reserved.
```

```
//
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// (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
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#ifndef _<name>_H
#define
 _<name>_H
<actions.(actionScope).preincludes>
/* ============================================================================
* Standard antlr3 C++ runtime definitions
*/
#include \<antlr3.hpp>

/* End of standard antlr 3 runtime definitions
* ============================================================================
*/

<actions.(actionScope).includes>

<if(recognizer.grammar.delegates)>
// Include delegate definition header files
//
<recognizer.grammar.delegates: {g|#include "<g.recognizerName>.hpp"}; separator="\n">

<endif>


<actions.(actionScope).header>
```

```
#ifdef WIN32
// Disable: Unreferenced parameter,       - Rules with parameters that are not used
//          constant conditional,       - ANTLR realizes that a prediction is always true (synpred usually)
//          initialized but unused variable     - tree rewrite variables declared but not needed
//          Unreferenced local variable      - lexer rule declares but does not always use _type
//          potentially unitialized
 variable used   - retval always returned from a rule
//   unreferenced local function has been removed - susually getTokenNames or freeScope, they can go without
warnigns
//
// These are only really displayed at warning level /W4 but that is the code ideal I am aiming at
// and the codegen must generate some of these warnings by necessity, apart from 4100, which is
// usually generated when a parser rule is given a parameter that it does not use. Mostly though
// this is a matter of orthogonality hence I disable that one.
//
#pragma warning( disable : 4100 )
#pragma warning( disable : 4101 )
#pragma warning( disable : 4127 )
#pragma warning( disable : 4189 )
#pragma warning( disable : 4505 )
#pragma warning( disable : 4701 )
#endif
<if(backtracking)>

/* =========================
* BACKTRACKING IS ENABLED
* =========================
*/
<endif>

<beginNamespace(actions)>

<if(recognizer.grammar.delegators)>
// Include delegator definition classes
//
<recognizer.grammar.delegators:
 {g|class <g.recognizerName>; }; separator="\n">
<endif>

<actions.(actionScope).traits>
typedef <name>Traits <name>ImplTraits;

<rules:{r | <if(r.ruleDescriptor.isSynPred)> struct <r.ruleDescriptor.name> {\}; <endif>}; separator="\n">

class <name>Tokens
{
public:
```

```
 /** Symbolic definitions of all the tokens that the <grammarType()> will work with.
  *
  * Antlr will define EOF, but we can't use that as it it is too common in
  * in C header files and that would be confusing. There is no way to filter this out at the moment
  * so we just undef it here for now. That isn't the value we get back from C recognizers
  * anyway. We are looking for ANTLR_TOKEN_EOF.
  */
 enum Tokens
 {
  EOF_TOKEN = <name>ImplTraits::CommonTokenType::TOKEN_EOF
  <tokens:{it | , <it.name> = <it.type> }; separator="\n">
 };

};

/** Context tracking structure for <mainName()>
*/
class <name> : public <componentBaseType()>, public <name>Tokens
{
public:
 typedef <name>ImplTraits ImplTraits;
 typedef <name>
 ComponentType;
 typedef ComponentType::StreamType StreamType;
 typedef <componentBaseType()> BaseType;
 typedef ImplTraits::RecognizerSharedStateType\<StreamType> RecognizerSharedStateType;
 typedef StreamType InputType;
<if(recognizer.filterMode)>
 static const bool IsFiltered = true;
<else>
 static const bool IsFiltered = false;
<endif>

 <scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScopeDecl(it)><endif>}>
 <rules:{r | <if(r.ruleDescriptor.ruleScope)><ruleAttributeScopeDecl(scope=r.ruleDescriptor.ruleScope)><endif>}>

private:
<if(recognizer.grammar.delegates)>
 <recognizer.grammar.delegates:
      {g|<g.recognizerName>*  m_<g:delegateName()>;}; separator="\n">
<endif>
<if(recognizer.grammar.delegators)>
 <recognizer.grammar.delegators:
      {g|<g.recognizerName>*  m_<g:delegateName()>;}; separator="\n">
<endif>
<scopes:{it | <if(it.isDynamicGlobalScope)>
   <globalAttributeScopeDef(it)>
<endif>}; separator="\n\n">
```

```
<rules: {r |<if(r.ruleDescriptor.ruleScope)>
    <ruleAttributeScopeDef(scope=r.ruleDescriptor.ruleScope)>
<endif>}>
  <@members>
  <@end>

public:
  <name>(InputType* instream<recognizer.grammar.delegators:{g|, <g.recognizerName>*
<g:delegateName()>}>);
  <name>(InputType* instream, RecognizerSharedStateType* state<recognizer.grammar.delegators:{g|,
<g.recognizerName>* <g:delegateName()>}>);

  void init(InputType* instream <recognizer.grammar.delegators:{g|, <g.recognizerName>* <g:delegateName()>}>
);

  <actions.(actionScope).context>

<if(LEXER)>
<if(recognizer.filterMode)>
  void  memoize(ANTLR_MARKER  ruleIndex, ANTLR_MARKER  ruleParseStart);
  bool  alreadyParsedRule(ANTLR_MARKER ruleIndex);
  <filteringNextToken()>
<endif>
  <rules:{r | <if(!r.ruleDescriptor.isSynPred)><headerReturnType(ruleDescriptor=r.ruleDescriptor)>
m<r.ruleDescriptor.name>( <r.ruleDescriptor.parameterScope:parameterScope()>);<endif>}; separator="\n">
  <rules:{r | <if(r.ruleDescriptor.isSynPred)>  <headerReturnType(ruleDescriptor=r.ruleDescriptor)>
 msynpred( antlr3::ClassForwarder\< <r.ruleDescriptor.name> >
<r.ruleDescriptor.parameterScope:parameterScope()>);
  void m<r.ruleDescriptor.name>_fragment (<r.ruleDescriptor.parameterScope:parameterScope()>);<endif>};
separator="\n">
<endif>
<if(!LEXER)>
  <rules:{r | <headerReturnScope(ruleDescriptor=r.ruleDescriptor)>}>
  <rules:{r | <if(!r.ruleDescriptor.isSynPred)> <headerReturnType(ruleDescriptor=r.ruleDescriptor)>
<r.ruleDescriptor.name> (<r.ruleDescriptor.parameterScope:parameterScope()>); <endif>}; separator="\n">
  <rules:{r | <if(r.ruleDescriptor.isSynPred)>  <headerReturnType(ruleDescriptor=r.ruleDescriptor)> msynpred(
antlr3::ClassForwarder\< <r.ruleDescriptor.name> > <r.ruleDescriptor.parameterScope:parameterScope()>);
  void m<r.ruleDescriptor.name>_fragment (<r.ruleDescriptor.parameterScope:parameterScope()>);<endif>};
separator="\n">
<! generate rule/method definitions for imported rules so they
 appear to be defined in this
recognizer. !>
  // Delegated rules
<recognizer.grammar.delegatedRules:{ruleDescriptor|
  <headerReturnType(ruleDescriptor)>
<ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope()>);}; separator="\n">
<endif>
```

```
  const char *    getGrammarFileName();
  void            reset();
  ~<name>();

};

// Function protoypes for the constructor functions that external translation units
// such as delegators and delegates may wish to call.
//
<if(!recognizer.grammar.grammarIsRoot)>
extern ANTLR_UINT8*   <recognizer.grammar.composite.rootGrammar.recognizerName>TokenNames[];
<endif>


/* End of token definitions for <name>
* =============================================================================
*/

<endNamespace(actions)>

#endif

/* END - Note:Keep extra line feed to satisfy UNIX systems */

>>

grammarType() ::= <%
<if(PARSER)>
parser
<endif>
<if(LEXER)>
lexer
<endif>
<if(TREE_PARSER)>
tree parser
<endif>
%>

componentType() ::= <<
<if(PARSER)>
<name>ImplTraits::ParserType
<endif>
<if(LEXER)>
<name>ImplTraits::LexerType
<endif>
<if(TREE_PARSER)>
<name>ImplTraits::TreeParserType
<endif>
```

```
>>

componentBaseType()
 ::= <%
<if(PARSER)>
<name>ImplTraits::BaseParserType
<endif>
<if(LEXER)>
<name>ImplTraits::BaseLexerType
<endif>
<if(TREE_PARSER)>
<name>ImplTraits::BaseTreeParserType
<endif>
%>

streamType() ::= <<
<if(PARSER)>
<name>ImplTraits::ParserType::StreamType
<endif>
<if(LEXER)>
<name>ImplTraits::LexerType::StreamType
<endif>
<if(TREE_PARSER)>
<name>ImplTraits::TreeParserType::StreamType
<endif>
>>


mainName() ::= <%
<if(PARSER)>
<name>
<endif>
<if(LEXER)>
<name>
<endif>
<if(TREE_PARSER)>
<name>
<endif>
%>

headerReturnScope(ruleDescriptor) ::= "<returnScope(scope=ruleDescriptor.returnScope)>"

headerReturnType(ruleDescriptor) ::= <%
<if(LEXER)>
<if(!ruleDescriptor.isSynPred)>
void
<else>
<returnType()>
```

```
<endif>
<else>
<returnType()>
<endif>
%>

// Produce the lexer output
//
lexer(  grammar,
 name,
      tokens,
      scopes,

 rules,
      numRules,
      filterMode,
      superClass,
      labelType="ImplTraits::CommonTokenType*") ::= <<

using namespace antlr3;

<beginNamespace(actions)>

<if(filterMode)>

/* Override the normal MEMOIZE and HAVEALREADYPARSED macros as this is a filtering
* lexer. In filter mode, the memoizing and backtracking are gated at BACKTRACKING > 1 rather
* than just BACKTRACKING. In some cases this might generate code akin to:
*   if (BACKTRACKING) if (BACKTRACKING > 1) memoize.
*/
void <name>::memoize(ANTLR_MARKER  ruleIndex, ANTLR_MARKER  ruleParseStart)
{
 BaseType* base = this;
 if ( this->get_backtracking()>1 )
  base->memoize( ruleIndex, ruleParseStart );

}

bool <name>::alreadyParsedRule(ANTLR_MARKER ruleIndex)
{
 BaseType* base = this;
 if ( this->get_backtracking() > 1 )
  return base->haveParsedRule(ruleIndex);
 return false;
}

<endif>
```

```
/* ============================================================================
* Lexer matching rules end.
* ============================================================================
 */

<scopes:{it |<if(it.isDynamicGlobalScope)><globalAttributeScope(it)><endif>}>

<actions.lexer.members>

<name>::~<name>()
{
<if(memoize)>
 RuleMemoType* rulememo = this->getRuleMemo();
 if(rulememo != NULL)
 {
  delete rulememo;
  this->setRuleMemo(NULL);
 }
<endif>
<if(grammar.directDelegates)>
 // Free the lexers that we delegated to
 // functions to. NULL the state so we only free it once.
 //
 <grammar.directDelegates:
        {g| m_<g:delegateName()>->set_lexstate(NULL);
        delete m_<g:delegateName()>; }; separator="\n">
<endif>
}

void
<name>::reset()
{
   this->get_rec()->reset();
}

/** \brief Name of the grammar file that generated this code
*/
static const char fileName[] = "<fileName>";

/** \brief Return the name of the grammar file that generated this code.
*/
const char* <name>::getGrammarFileName()
{
 return fileName;
}

/** \brief Create a new lexer called <name>
*
```

```
* \param[in]    instream Pointer
 to an initialized input stream
* \return
*     - Success p<name> initialized for the lex start
*     - Fail NULL
*/
<name>::<name>(StreamType* instream<grammar.delegators:{g|, <g.recognizerName>* <g:delegateName()>}>)
:<name>ImplTraits::BaseLexerType(ANTLR_SIZE_HINT, instream, NULL)
{
 // See if we can create a new lexer with the standard constructor
 //
 this->init(instream <grammar.delegators:{g|, <g:delegateName()>}>);
}

/** \brief Create a new lexer called <name>
*
* \param[in]    instream Pointer to an initialized input stream
* \param[state] state Previously created shared recognizer stat
* \return
*     - Success p<name> initialized for the lex start
*     - Fail NULL
*/
<name>::<name>(StreamType* instream, RecognizerSharedStateType* state<grammar.delegators:{g|,
<g.recognizerName>* <g:delegateName()>}>)
:<name>ImplTraits::BaseLexerType(ANTLR_SIZE_HINT, instream, state)
{
 this->init(instream <grammar.delegators:{g|, <g:delegateName()>} >);
}

void <name>::init(StreamType*
 instream<grammar.delegators:{g|, <g.recognizerName>* <g:delegateName()>} >)
{
   /* -------------------------------------------------------------------
    * Memory for basic structure is allocated, now to fill in
    * in base ANTLR3 structures. We initialize the function pointers
    * for the standard ANTLR3 lexer function set, but upon return
    * from here, the programmer may set the pointers to provide custom
    * implementations of each function.
    *
    * We don't use the macros defined in <name>.h here so you can get a sense
    * of what goes where.
    */

<if(memoize)>
<if(grammar.grammarIsRoot)>
   // Create a LIST for recording rule memos.
   //
   this->setRuleMemo( new IntTrie(15) ); /* 16 bit depth is enough for 32768 rules! */
```

```
<endif>
<endif>

<if(grammar.directDelegates)>
 // Initialize the lexers that we are going to delegate some
 // functions to.
 //
 <grammar.directDelegates:
      {g|m_<g:delegateName()> = new <g.recognizerName>(instream,
 this->get_lexstate(), this<grammar.delegators:{g|, <g:delegateName()>}>);}; separator="\n">
<endif>
<if(grammar.delegators)>
 // Install the pointers back to lexers that will delegate us to perform certain functions
 // for them.
 //
 <grammar.delegators:
      {g| m_<g:delegateName()> = <g:delegateName()>;}; separator="\n">
<endif>
}

<if(cyclicDFAs)>

/* ============================================================================
* DFA tables for the lexer
*/
<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>
/* ============================================================================
* End of DFA tables for the lexer
*/
<endif>

/* ============================================================================
* Functions to match the lexer grammar defined tokens from the input stream
*/

<rules; separator="\n\n">

/* ============================================================================
* Lexer matching rules end.
* ============================================================================
 */
<if(synpreds)>

/* ============================================================================
* Lexer syntactic predicates
*/
<synpreds:{p | <lexerSynpred(predname=p)>}>
/* ============================================================================
```

```
* Lexer syntactic predicates end.
* ============================================================================
*/
<endif>

/* End of Lexer code
* ================================================
* ================================================
*/

<endNamespace(actions)>

>>


filteringNextToken() ::= <<
<name>ImplTraits::CommonTokenType*
<name>ImplTraits::TokenSourceType::nextToken()
{
  LexerType*   lexer;
  typename LexerType::RecognizerSharedStateType* state;

  lexer   = this->get_super();
  state = lexer->get_lexstate();

  /* Get rid of any previous token (token factory takes care of
   * any deallocation when this token is finally used up.
   */
  state->set_token_present( false );
   state->set_error( false );     /* Start out without an exception */
  state->set_failedflag(false);

  /* Record the start of the token in our input stream.
   */
  state->set_tokenStartCharIndex( lexer->index();
  state->set_tokenStartCharPositionInLine( lexer->getCharPositionInLine() );
  state->set_tokenStartLine( lexer->getLine() );
  state->set_text("");

  /* Now call the matching rules and see if we can generate a new token
   */
  for (;;)
  {
 if (lexer->LA(1) == ANTLR_CHARSTREAM_EOF)
 {
  /* Reached the end of the stream, nothing more to do.
   */
  CommonTokenType&    teof = m_eofToken;
```

```
  teof.set_startIndex(lexer->getCharIndex());
  teof.set_stopIndex(lexer->getCharIndex());
  teof.setLine(lexer->getLine());
  return  &teof;
  }

  state->set_token_present(false);
  state->set_error(false);     /* Start out without an exception */

  {
   ANTLR_MARKER   m;

  m = this->get_istream()->mark();
  state->set_backtracking(1);    /* No exceptions
*/
  state->set_failedflag(false);

  /* Call the generated lexer, see if it can get a new token together.
   */
  lexer->mTokens();
     state->set_backtracking(0);

    <! mTokens backtracks with synpred at BACKTRACKING==2
   and we set the synpredgate to allow actions at level 1. !>

  if(state->get_failed())
  {
   lexer->rewind(m);
   lexer->consume(); <! advance one char and try again !>
  }
  else
  {
   lexer->emit();     /* Assemble the token and emit it to the stream */
   TokenType& tok = state->get_token();
   return &tok;
  }
  }
   }
}
>>

actionGate() ::= "this->get_backtracking()==0"

filteringActionGate() ::= "this->get_backtracking()==1"

/** How to generate a parser */
genericParser(  grammar, name, scopes, tokens, tokenNames, rules, numRules,
```

```
            bitsets, inputStreamType, superClass,
            labelType, members, rewriteElementType,
            filterMode, ASTLabelType="ImplTraits::TreeType*") ::= <<

using namespace
 antlr3;
<if(grammar.grammarIsRoot)>
/** \brief Table of all token names in symbolic order, mainly used for
*         error reporting.
*/
ANTLR_UINT8* <name>TokenNames[<length(tokenNames)>+4]
    = {
       (ANTLR_UINT8*) "\<invalid>",       /* String to print to indicate an invalid token */
       (ANTLR_UINT8*) "\<EOR>",
       (ANTLR_UINT8*) "\<DOWN>",
       (ANTLR_UINT8*) "\<UP>",
       <tokenNames:{it |(ANTLR_UINT8*) <it>}; separator=",\n">
      };
<endif>

  <@members>

  <@end>

/** \brief Name of the grammar file that generated this code
*/
static const char fileName[] = "<fileName>";

/** \brief Return the name of the grammar file that generated this code.
*/
const char* <name>::getGrammarFileName()
{
 return fileName;
}
/** \brief Create a new <name> parser and return a context for it.
*
* \param[in] instream Pointer to an input stream interface.
*
* \return Pointer to new parser context upon success.
*/
<name>::<name>( StreamType* instream<grammar.delegators:{g|,
 <g.recognizerName>* <g:delegateName()>}>)
<constructorInitializerType("NULL")>
{
 // See if we can create a new parser with the standard constructor
 //
 this->init(instream<grammar.delegators:{g|, <g:delegateName()>}>);
}
```

```
/** \brief Create a new <name> parser and return a context for it.
*
* \param[in] instream Pointer to an input stream interface.
*
* \return Pointer to new parser context upon success.
*/
<name>::<name>( StreamType* instream, RecognizerSharedStateType* state<grammar.delegators:{g|,
<g.recognizerName>* <g:delegateName()>}>)
<constructorInitializerType("state")>
{
 this->init(instream <grammar.delegators:{g|, <g:delegateName()>}>);
}

void <name>::init(StreamType* instream<grammar.delegators:{g|, <g.recognizerName>* <g:delegateName()>}>)
{
   <actions.parser.apifuncs>
<if(memoize)>
<if(grammar.grammarIsRoot)>
   /* Create a LIST for recording rule memos.
    */
    typedef RecognizerSharedStateType::RuleMemoType RuleMemoType;
    this->setRuleMemo(
 new RuleMemoType(15) ); /* 16 bit depth is enough for 32768 rules! */<\n>
<endif>
<endif>
<if(grammar.directDelegates)>
 // Initialize the lexers that we are going to delegate some
 // functions to.
 //
 <grammar.directDelegates:
       {g|m_<g:delegateName()> = new <g.recognizerName>(instream, this->get_psrstate(),
this<grammar.delegators:{g|, <g:delegateName()>}>);}; separator="\n">
 <endif>
       <if(grammar.delegators)>
    // Install the pointers back to lexers that will delegate us to perform certain functions
    // for them.
    //
     <grammar.delegators: {g| m_<g:delegateName()> = <g:delegateName()>;}; separator="\n">
 <endif>
 /* Install the token table
 */
 this->get_psrstate()->set_tokenNames( <grammar.composite.rootGrammar.recognizerName>TokenNames );

 <@debugStuff()>

}
```

```
void
<name>::reset()
{
  this->get_rec()->reset();
}

/** Free the parser resources
*/
<name>::~<name>()
{
  <@cleanup>
  <@end>
<if(grammar.directDelegates)>
 // Free the parsers
 that we delegated to
 // functions to.NULL the state so we only free it once.
 //
 <grammar.directDelegates:
      {g| m_<g:delegateName()>->set_psrstate( NULL );
      delete m_<g:delegateName()>;}; separator="\n">
<endif>
<if(memoize)>
<if(grammar.grammarIsRoot)>
 if(this->getRuleMemo() != NULL)
 {
  delete this->getRuleMemo();
  this->setRuleMemo(NULL);
 }
<endif>
<endif>
}

/** Return token names used by this <grammarType()>
*
* The returned pointer is used as an index into the token names table (using the token
* number as the index).
*
* \return Pointer to first char * in the table.
*/
static ANTLR_UINT8** getTokenNames()
{
      return <grammar.composite.rootGrammar.recognizerName>TokenNames;
}

  <members>

/* Declare the bitsets
*/
```

```
<bitsets:{it | <bitsetDeclare(bitsetname={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>},
                words64=it.bits, traits={<name>ImplTraits} )>}>


<if(cyclicDFAs)>

/* ============================================================================
 * DFA tables for the parser
*/
<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>
/* ============================================================================
* End of DFA tables for the parser
*/
<endif>

/* ============================================
* Parsing rules
*/
<rules; separator="\n\n">
<if(grammar.delegatedRules)>
 // Delegated methods that appear to be a part of this
 // parser
 //
<grammar.delegatedRules:{ruleDescriptor|
  <returnType()> <name>::<ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope()>)
  {
     <if(ruleDescriptor.hasReturnValue)>return <endif>   m_<ruleDescriptor.grammar:delegateName()>-
><ruleDescriptor.name>( <ruleDescriptor.parameterScope.attributes:{a|<a.name>}; separator=", ">);
 \}}; separator="\n">

<endif>
/* End of parsing rules
* ============================================
*/

/* ============================================
* Syntactic predicates
*/
<synpreds:{p | <synpred(predname=p)>}>
/*
 End of syntactic predicates
* ============================================
*/

>>

constructorInitializerType(rec_state) ::=<<
<if(PARSER)>
```

```
  :ImplTraits::BaseParserType(ANTLR_SIZE_HINT, instream, <rec_state>)
<endif>
<if(TREE_PARSER)>
  :ImplTraits::BaseTreeParserType(ANTLR_SIZE_HINT, instream, <rec_state>)
<endif>
>>

parser( grammar,
  name,
  scopes,
  tokens,
  tokenNames,
  rules,
  numRules,
  bitsets,
  ASTLabelType,
  superClass="Parser",
  labelType="ImplTraits::CommonTokenType*",
  members={<actions.parser.members>}
  ) ::= <<
<beginNamespace(actions)>
<genericParser(inputStreamType="CommonTokenStreamType*", rewriteElementType="Token", filterMode=false,
...)>
<endNamespace(actions)>
>>

/** How to generate a tree parser; same as parser except the input
*  stream is a different type.
*/
treeParser( grammar,
  name,
  scopes,
  tokens,
  tokenNames,
  globalAction,
  rules,
  numRules,
  bitsets,
  filterMode,
  labelType={<ASTLabelType>},
  ASTLabelType="ImplTraits::TreeType*",
  superClass="TreeParser",
  members={<actions.treeparser.members>}
  )
 ::= <<
<beginNamespace(actions)>
<genericParser(inputStreamType="CommonTreeNodeStream*", rewriteElementType="Node", ...)>
<endNamespace(actions)>
```

```
>>

/** A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*  nor parameters etc..., just give simplest possible method.  Don't do
*  any of the normal memoization stuff in here either; it's a waste.
*  As predicates cannot be inlined into the invoking rule, they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
// $ANTLR start <ruleName>
void <name>::m<ruleName>_fragment( <ruleDescriptor.parameterScope:parameterScope()> )
{
 <ruleLabelDefs()>
 <ruleLabelInitializations()>
<if(trace)>
   ANTLR_PRINTF("enter <ruleName> %d failed = %d, backtracking = %d\\n", this->LT(1),failed,this-
>get_backtracking()
 );
   <block>
   ANTLR_PRINTF("exit <ruleName> %d, failed = %d, backtracking = %d\\n", this->LT(1),failed,this-
>get_backtracking());

<else>
   <block>
<endif>

goto rule<ruleDescriptor.name>Ex; /* Prevent compiler warnings */
rule<ruleDescriptor.name>Ex: ;
}
// $ANTLR end <ruleName>
>>

synpred(predname) ::= <<

bool <name>::msynpred( antlr3::ClassForwarder\< <predname> >  )
{
   ANTLR_MARKER   start;
   bool  success;

   this->inc_backtracking();
   <@start()>
   start = this->mark();
   this->m<predname>_fragment();     // can never throw exception
   success = !( this->get_failedflag() );
   this->rewind(start);
   <@stop()>
```

```
  this->dec_backtracking();
  this->set_failedflag(false);
  return success;
}<\n>
>>

lexerSynpred(predname) ::= <<
<synpred(predname)>
>>

ruleMemoization(rname) ::= <<
<if(memoize)>
if ( (this->get_backtracking()>0) && (this->haveParsedRule(<ruleDescriptor.index>)) )
{
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!ruleDescriptor.isSynPred)>
 retval.start
 = 0;<\n>
<endif>
<endif>
  <(ruleDescriptor.actions.after):execAfter()>
  <finalCode(finalBlock=finally)>
<if(!ruleDescriptor.isSynPred)>
  <scopeClean()><\n>
<endif>
  return <ruleReturnValue()>;
}
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
if  (this->hasException())
{
  goto rule<ruleDescriptor.name>Ex;
}
<if(backtracking)>
if (this->hasFailed())
{
  <scopeClean()>
  <@debugClean()>
  return <ruleReturnValue()>;
}
<endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
```

```
<if(backtracking)>
if (this->get_backtracking()>0)
{
  this->set_failedflag( true );
  <scopeClean()>
  return <ruleReturnValue()>;
}
<endif>
>>

/** How to generate code for a rule.  This includes any return type
*  data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize)
 ::= <<
/**
* $ANTLR start <ruleName>
* <fileName>:<description>
*/
<returnType()>
<name>::<ruleName>(<ruleDescriptor.parameterScope:parameterScope()>)
{
  <if(trace)>ANTLR_PRINTF("enter <ruleName> %s failed=%d, backtracking=%d\n", this->LT(1), this-
>get_backtracking() );<endif>
  <ruleDeclarations()>
  <ruleDescriptor.actions.declarations>
  <ruleLabelDefs()>
  <ruleInitializations()>
  <ruleDescriptor.actions.init>
  <ruleMemoization(rname=ruleName)>
  <ruleLabelInitializations()>

  <if(actions.(actionScope).rulecatch)>
   try {
  <else>
  <if(exceptions)>
     try {
  <endif>
  <endif>
  <@preamble()>
  {
     <block>
  }
  <ruleCleanUp()>

<if(exceptions)>
  <(ruleDescriptor.actions.after):execAfter()>
  <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
```

```
<else>
  <if(!emptyRule)>
   if (this->hasException())
      {
         this->preporterror();
         this->precover();

       <@setErrorReturnValue()>
      }
      <if(ruleDescriptor.actions.after)>
      else
      {
         <(ruleDescriptor.actions.after):execAfter()>
      }<\n>
      <endif>
 <if(actions.(actionScope).rulecatch)>
    } <actions.(actionScope).rulecatch>
      <endif>
  <endif>
<endif>

  <if(trace)>ANTLR_PRINTF("exit <ruleName> %d failed=%s backtracking=%s\n", this->LT(1), failed, this-
>get_backtracking() );<endif>
  <memoize()>
<if(finally)>
  <finalCode(finalBlock=finally)>
<endif>
  <scopeClean()>
  <@postamble()>
  return <ruleReturnValue()>;
}
/* $ANTLR end <ruleName> */
>>

finalCode(finalBlock) ::= <<
{
  <finalBlock>
}

>>

catch(decl,action) ::= <<
/* catch(decl,action)
*/
}catch (<e.decl>) {
  <e.action>
}
>>
```

```
ruleDeclarations() ::= <<

<if(ruleDescriptor.hasMultipleReturnValues)>
<returnType()> retval(this);<\n>
<else>
<if(PARSER)>
  <name>ImplTraits::RuleReturnValueType _antlr_rule_exit(this);
<endif>
<if(ruleDescriptor.returnScope)>
<ruleDescriptor.returnScope.attributes:{
 a |
<a.type> <a.name>;
}>
<endif>
<endif>
<if(memoize)>
ANTLR_MARKER <ruleDescriptor.name>_StartIndex;
<endif>
>>

ruleInitializations() ::= <<
/* Initialize rule variables
*/
<if(ruleDescriptor.returnScope)>
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor.returnScope.attributes:{ a | <if(a.initValue)>retval.<a.name> = <a.initValue>;<endif> }>
<else>
<ruleDescriptor.returnScope.attributes:{ a | <if(a.initValue)><a.name> = <a.initValue>;<endif> }>
<endif>
<endif>
<if(memoize)>
<ruleDescriptor.name>_StartIndex = this->index();<\n>
<endif>
<ruleDescriptor.useScopes:{it | m_<it>_stack.push(<it>Scope()); }; separator="\n">
<ruleDescriptor.ruleScope:{it | m_<it.name>_stack.push(<it.name>Scope()); }; separator="\n">
>>

ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,
 ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
  :{it |<labelType> <it.label.text> = NULL;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,ruleDescriptor.wildcardTreeListLabels]
   :{it |ImplTraits::TokenPtrsListType list_<it.label.text>;}; separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef(); separator="\n">
>>
```

```
ruleLabelInitializations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!ruleDescriptor.isSynPred)>
retval.call_start_placeholder();
<endif>
<endif>
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
   :{it |<labelType> <it.label.text> = NULL;}; separator="\n"
>
<ruleDescriptor.charLabels:{it |ANTLR_UINT32 <it.label.text>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels,
 ruleDescriptor.ruleListLabels]
   :{it | ImplTraits::IntTrieType<CommonTokenType>* list_<it.label.text>;}; separator="\n"
>
>>

lexerRuleLabelInit() ::= <<
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels,
 ruleDescriptor.ruleListLabels]
    :{it |list_<it.label.text> = new ImplTraits::IntTrieType<CommonTokenType>(31);}; separator="\n"
>
>>

lexerRuleLabelFree() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
   :{it |<it.label.text> = NULL;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels,
 ruleDescriptor.ruleListLabels]
   :{it | delete list_<it.label.text>;}; separator="\n"
>
>>

ruleReturnValue() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
```

```
<ruleDescriptor.singleValueReturnName>
<else>
retval
<endif>
<endif>
<endif>
%>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if ( this->get_backtracking() > 0 ) { this->memoize(<ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex); }
<endif>
<endif>
>>

ruleCleanUp() ::= <<

// This is where rules clean up and exit
//
goto rule<ruleDescriptor.name>Ex; /* Prevent compiler warnings */
rule<ruleDescriptor.name>Ex:
 ;
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
<if(!ruleDescriptor.isSynPred)>
retval.call_stop_placeholder();<\n>
<endif>
<endif>
<endif>
>>

scopeClean() ::= <<
<ruleDescriptor.useScopes:{it | m_<it>_stack.pop(); }; separator="\n">
<ruleDescriptor.ruleScope:{it | m_<it.name>_stack.pop(); }; separator="\n">

>>
/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules, which do not produce tokens.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
//   Comes from: <block.description>
/** \brief Lexer rule generated by ANTLR3
*
* $ANTLR start <ruleName>
*
* Looks to match the characters the constitute the token <ruleName>
* from the attached input stream.
```

```
*
*
* \remark
*  - lexer->error == true if an exception was thrown.
*/
void <name>::m<ruleName>(<ruleDescriptor.parameterScope:parameterScope()>)
{
  ANTLR_UINT32 _type;
  <ruleDeclarations()>
  <ruleDescriptor.actions.declarations>
  <lexerRuleLabelDefs()>
   <if(trace)>System.out.println("enter <ruleName> '"+(char)this->LA(1)+"' line="+ this->getLine()+":"+  this->getCharPositionInLine()+" failed="+failed+" backtracking="+this->get_backtracking());<endif>

<if(nakedBlock)>
  <ruleMemoization(rname=ruleName)>
  <lexerRuleLabelInit()>
  <ruleDescriptor.actions.init>

  <block><\n>
<else>
  <ruleMemoization(rname=ruleName)>
  <lexerRuleLabelInit()>
  _type     = <ruleName>;

  <ruleDescriptor.actions.init>

  <block>
 this->get_lexstate()->set_type(_type);
<endif>
  <if(trace)> ANTLR_FPRINTF(stderr, "exit <ruleName> '%c' line=%d:%d failed = %d, backtracking =%d\n",this->LA(1),this->getLine(),this->getCharPositionInLine(),failed,this->get_backtracking());<endif>
  <ruleCleanUp()>
  <lexerRuleLabelFree()>
  <(ruleDescriptor.actions.after):execAfter()>
  <memoize>
}
// $ANTLR end <ruleName>
>>

/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer
 rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
/** This is the entry point in to the lexer from an object that
*  wants to generate the next token, such as a pCOMMON_TOKEN_STREAM
*/
```

```
void
<name>::mTokens()
{
  <block><\n>

  goto ruleTokensEx; /* Prevent compiler warnings */
ruleTokensEx: ;
}
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<

// <fileName>:<description>
{
  int alt<decisionNumber>=<maxAlt>;
  <decls>
  <@predecision()>
  <decision>
  <@postdecision()>
  <@prebranch()>
  switch (alt<decisionNumber>)
  {
 <alts:{a | <altSwitchCase(i,a)>}>
  }
  <@postbranch()>
}
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
{
  //  <fileName>:<description>

  ANTLR_UINT32 alt<decisionNumber>;

   alt<decisionNumber>=<maxAlt>;

  <decls>
  <@predecision()>
  <decision>
  <@postdecision()>
  switch (alt<decisionNumber>)
  {
 <alts:{a | <altSwitchCase(i,a)>}>
  }
```

```
}
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n) ::= <<
// <fileName>:<description>
{
  int cnt<decisionNumber>=0;
  <decls>
  <@preloop()>

  for (;;)
  {
     int alt<decisionNumber>=<maxAlt>;
 <@predecision()>
 <decision>
 <@postdecision()>
 switch (alt<decisionNumber>)
 {

   <alts:{a | <altSwitchCase(i,a)>}>
    default:

 if ( cnt<decisionNumber> >= 1 )
 {
    goto loop<decisionNumber>;
 }
 <ruleBacktrackFailure()>
 <earlyExitEx()>
 <@earlyExitException()>
```

```
 goto rule<ruleDescriptor.name>Ex;
 }
 cnt<decisionNumber>++;
  }
  loop<decisionNumber>: ; /* Jump to here if this rule does not match */
  <@postloop()>
}
>>

earlyExitEx() ::= <<
/* mismatchedSetEx()
*/
new ANTLR_Exception\< <name>ImplTraits, EARLY_EXIT_EXCEPTION, StreamType>( this->get_rec(), "" );
<\n>
>>
positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
<<

// <fileName>:<description>
<decls>

<@preloop()>
for (;;)
{
  int alt<decisionNumber>=<maxAlt>;
  <@predecision()>
  <decision>
  <@postdecision()>
  switch (alt<decisionNumber>)
  {
 <alts:{a | <altSwitchCase(i,a)>}>
 default:
    goto loop<decisionNumber>; /*
 break out of the loop */
    break;
  }
}
loop<decisionNumber>: ; /* Jump out to here if this rule does not match */
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by antlr before code generation
*  so we can just use the normal block template
```

```
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
*/
altSwitchCase(altNum,alt) ::= <<
case <altNum>:
  <@prealt()>
  <alt>
  break;<\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
// <fileName>:<description>
{
  <@declarations()>
  <@initializations()>
  <elements:element()>
  <rew>
  <@cleanup()>
}
>>

// E L E M E N T S
/**
 What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

/** Dump the elements one per line */
element(e) ::= <<
<@prematch()>
<e.el><\n>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<if(label)><label> = <endif> this->matchToken(<token>, &FOLLOW_<token>_in_<ruleName><elementIndex>);
<checkRuleBacktrackFailure()>
>>

/** ids+=ID */
```

```
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

listLabel(label,elem) ::= <<
list_<label>.push_back(<elem>);
>>


/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = this->LA(1);<\n>
<endif>
this->matchc(<char>);
<checkRuleBacktrackFailure()>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = this->LA(1);<\n>
<endif>
this->matchRange(<a>, <b>);
<checkRuleBacktrackFailure()>
>>

/** For now,
 sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,terminalOptions,postmatchCode="") ::= <<
<if(label)>
<if(LEXER)>
<label>= this->LA(1);<\n>
<else>
<label>=(<labelType>) this->LT(1);<\n>
<endif>
<endif>
if ( <s> )
{
  this->consume();
  <postmatchCode>
<if(!LEXER)>
  this->set_perror_recovery(false);
<endif>
  <if(backtracking)> this->set_failedflag(false); <\n><endif>
}
else
```

```
{
  <ruleBacktrackFailure()>
  <mismatchedSetEx()>
  <@mismatchedSetException()>
<if(LEXER)>
  this->recover();
<else>
<! use following code to make it recover inline;
  this->recoverFromMismatchedSet(&FOLLOW_set_in_<ruleName><elementIndex>);
!>
<endif>
  goto rule<ruleDescriptor.name>Ex;
}<\n>
>>

mismatchedSetEx() ::= <<
new ANTLR_Exception\< <name>ImplTraits, MISMATCHED_SET_EXCEPTION, StreamType>( this->get_rec(),
"" );
<if(PARSER)>
this->get_exception()->set_expectingSet(NULL);
<! use following code to make it recover inline;
this->get_exception()->set_expectingSet(
 &FOLLOW_set_in_<ruleName><elementIndex> );
!>
<endif>
>>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(elem=label,...)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex) ::= <<
<if(label)>
ANTLR_MARKER <label>Start = this->getCharIndex();
this->matchs(<string>);
<checkRuleBacktrackFailure()>
<label> = new CommonTokenType;
<label>->set_type( CommonTokenType::TOKEN_INVALID );
<label>->set_startIndex( <label>Start);
<label>->set_stopIndex( this->getCharIndex()-1);
<label>->set_input( this->get_input() );
<else>
this->matchs(<string>);
<checkRuleBacktrackFailure()><\n>
```

```
<endif>
>>

wildcard(token,label,elementIndex,terminalOptions) ::= <<
<if(label)>
<label>=(<labelType>)this->LT(1);<\n>
<endif>
this->matchAnyToken();
<checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<wildcard(...)>
<listLabel(elem=label,...)>
>>

/** Match
 . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = this->LA(1);<\n>
<endif>
this->matchAny();
<checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(...)>
<listLabel(elem=label,...)>
>>

/** Match a rule reference by invoking it possibly with arguments
*  and a return value or values. The 'rule' argument was the
*  target rule name, but now is type Rule, whose toString is
*  same: the rule name.  Now though you can access full rule
*  descriptor stuff.
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
this->followPush(FOLLOW_<rule.name>_in_<ruleName><elementIndex>);
<if(label)><label>=<endif><if(scope)>m_<scope:delegateName()>-><endif><rule.name>(<if(args)><args;
separator=", "><endif>);<\n>
this->followPop();
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
```

```
<listLabel(elem=label,...)>
>>

/** A lexer rule reference
*  The
 'rule' argument was the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
/* <description> */
<if(label)>
{
  ANTLR_MARKER <label>Start<elementIndex> = this->getCharIndex();
  <if(scope)>m_<scope:delegateName()>-><endif>m<rule.name>(<if(scope)>m_<scope:delegateName()><endif>
<if(args)>, <endif><args; separator=", ">);
  <checkRuleBacktrackFailure()>
  <label> = new CommonTokenType();
  <label>->set_type( CommonTokenType::TOKEN_INVALID);
  <label>->set_startIndex( <label>Start<elementIndex> );
  <label>->set_stopIndex( this->getCharIndex()-1);
  <label>->set_input( this->get_input() );
}
<else>
<if(scope)>m_<scope:delegateName()>-><endif>m<rule.name>(<args; separator=", ">);
<checkRuleBacktrackFailure()>
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(...)>
<listLabel(elem=label,...)>
>>

/**
 EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
{
  ANTLR_UINT32 <label>Start<elementIndex>;
  <labelType> <label>;
  <label>Start<elementIndex> = this->getCharIndex();
  this->matchc(ANTLR_CHARSTREAM_EOF);
  <checkRuleBacktrackFailure()>
  <label> = new CommonTokenType();
  <label>->set_type( CommonTokenType::TOKEN_EOF );
  <label>->set_startIndex(<label>Start<elementIndex>);
```

```
  <label>->set_stopIndex(this->getCharIndex()-1);
  <label>->set_input( this->get_input() );
}
<else>
  this->matchc(ANTLR_CHARSTREAM_EOF);
  <checkRuleBacktrackFailure()>
  <endif>
>>

// used for left-recursive rules
recRuleDefArg()                   ::= "int <recRuleArg()>"
recRuleArg()                      ::= "_p"
recRuleAltPredicate(ruleName,opPrec)  ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction()          ::= "root_0=$<ruleName>_primary.tree;"
recRuleSetReturnAction(src,name)      ::= "$<name>=$<src>.<name>;"

/**
 match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList, enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( this->LA(1)== CommonTokenType::TOKEN_DOWN ) {
  this->matchToken(CommonTokenType::TOKEN_DOWN, NULL);
  <checkRuleBacktrackFailure()>
  <children:element()>
  this->matchToken(CommonTokenType::TOKEN_UP, NULL);
  <checkRuleBacktrackFailure()>
}
<else>
this->matchToken(CommonTokenType::TOKEN_DOWN, NULL);
<checkRuleBacktrackFailure()>
<children:element()>
this->matchToken(CommonTokenType::TOKEN_UP, NULL);
<checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
*  also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if ( !(<evalPredicate(...)>) )
{
  <ruleBacktrackFailure()>
  <newFPE(...)>
}
>>
```

```
newFPE() ::= <<
 ExceptionBaseType* ex = new ANTLR_Exception\<
 <name>ImplTraits, FAILED_PREDICATE_EXCEPTION, StreamType>( this->get_rec(), "<description>" );
   ex->set_ruleName( "<ruleName>" );
   <\n>
>>

// F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<

{
   int LA<decisionNumber>_<stateNumber> = this->LA(<k>);
   <edges; separator="\nelse ">
   else
   {
<if(eotPredictsAlt)>
      alt<decisionNumber>=<eotPredictsAlt>;
<else>
      <ruleBacktrackFailure()>

      <newNVException()>
      goto rule<ruleDescriptor.name>Ex;

<endif>
   }
}
>>

newNVException() ::= <<
ExceptionBaseType* ex = new ANTLR_Exception\< <name>ImplTraits, NO_VIABLE_ALT_EXCEPTION,
StreamType>( this->get_rec(), "<description>" );
ex->set_decisionNum( <decisionNumber> );
ex->set_state( <stateNumber> );
<@noViableAltException()>
<\n>
>>

/** Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but this
*  is faster,
 smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
{
   int LA<decisionNumber>_<stateNumber> = this->LA(<k>);
```

```
  <edges; separator="\nelse ">
}
>>

/** A DFA state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
*/

dfaLoopbackStateDecls()::= <<
ANTLR_UINT32   LA<decisionNumber>_<stateNumber>;
>>
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
{
 /* dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState)
  */
  int LA<decisionNumber>_<stateNumber> = this->LA(<k>);
  <edges; separator="\nelse "><\n>

 <if(eotPredictsAlt)>
  <if(!edges)>
 alt<decisionNumber>=<eotPredictsAlt>; <! if no edges, don't gen ELSE !>
 <else>
  else
  {
 alt<decisionNumber>=<eotPredictsAlt>;
  }<\n>
  <endif>
  <endif>
}
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber>=<alt>;"

/** A simple edge with an expression.  If the expression is satisfied,
*  enter to the target state.  To handle gated productions, we may
*  have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ( <if(predicates)>(<predicates>) && <endif>(<labelExpr>))
{
  <targetState>
}
>>
```

```
// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( this->LA(<k>) )
{
<edges; separator="\n">

default:
<if(eotPredictsAlt)>
   alt<decisionNumber>=<eotPredictsAlt>;
<else>
  <ruleBacktrackFailure()>
  <newNVException()>
  goto rule<ruleDescriptor.name>Ex;<\n>
<endif>
}<\n>
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( this->LA(<k>) )
{
  <edges; separator="\n">
}<\n>
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( this->LA(<k>) )
{
<edges; separator="\n"><\n>
<if(eotPredictsAlt)>
default:
  alt<decisionNumber>=<eotPredictsAlt>;
  break;<\n>
<endif>
}<\n>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
<labels:{it |case <it>:}; separator="\n">
 {
  <targetState>
 }
  break;
>>
```

```
// C y c l i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> =
 cdfa<decisionNumber>.predict(this, this->get_rec(), this->get_istream(), cdfa<decisionNumber> );
<checkRuleBacktrackFailure()>
>>

/* Dump DFA tables as static initialized arrays of shorts(16 bits)/characters(8 bits)
* which are then used to statically initialize the dfa structure, which means that there
* is no runtime initialization whatsoever, other than anything the C compiler might
* need to generate. In general the C compiler will lay out memory such that there is no
* runtime code required.
*/
cyclicDFA(dfa) ::= <<
/** Static dfa state tables for Cyclic dfa:
*    <dfa.description>
*/
static const ANTLR_INT32 dfa<dfa.decisionNumber>_eot[<dfa.numberOfStates>] =
   {
 <dfa.eot; wrap="\n", separator=", ", null="-1">
   };
static const ANTLR_INT32 dfa<dfa.decisionNumber>_eof[<dfa.numberOfStates>] =
   {
 <dfa.eof; wrap="\n", separator=", ", null="-1">
   };
static const ANTLR_INT32 dfa<dfa.decisionNumber>_min[<dfa.numberOfStates>] =
   {
 <dfa.min; wrap="\n", separator=",
 ", null="-1">
   };
static const ANTLR_INT32 dfa<dfa.decisionNumber>_max[<dfa.numberOfStates>] =
   {
 <dfa.max; wrap="\n", separator=", ", null="-1">
   };
static const ANTLR_INT32 dfa<dfa.decisionNumber>_accept[<dfa.numberOfStates>] =
   {
 <dfa.accept; wrap="\n", separator=", ", null="-1">
   };
static const ANTLR_INT32 dfa<dfa.decisionNumber>_special[<dfa.numberOfStates>] =
   {
 <dfa.special; wrap="\n", separator=", ", null="-1">
   };
```

```
/** Used when there is no transition table entry for a particular state */
static const ANTLR_INT32* dfa<dfa.decisionNumber>_T_empty  =   NULL;

<dfa.edgeTransitionClassMap.keys:{ table |
static const ANTLR_INT32 dfa<dfa.decisionNumber>_T<i0>[] =
   {
 <table; separator=", ", wrap="\n", null="-1">
  \};<\n>}; null = "">

/* Transition tables are a table of sub tables, with some tables
* reused for efficiency.
*/
static const ANTLR_INT32 * const dfa<dfa.decisionNumber>_transitions[] =
{
   <dfa.transitionEdgeTables:{xref|dfa<dfa.decisionNumber>_T<xref>};
 separator=", ", wrap="\n", null="NULL">
};

<@errorMethod()>

/* Declare tracking structure for Cyclic DFA <dfa.decisionNumber>
*/
class <name>CyclicDFA<dfa.decisionNumber> : public CyclicDFA\< <name>ImplTraits, <name> >, public
<name>Tokens
{
public:
 typedef CyclicDFA\< <name>ImplTraits, <name> >  BaseType;
 typedef BaseType::ContextType CtxType;

private:
<if(dfa.specialStateSTs)>
 //to maintain C-Target compatibility, we need to make some of ctx functions look like member funcs
 CtxType* m_ctx;
<endif>

public:
 <name>CyclicDFA<dfa.decisionNumber>( ANTLR_INT32 decisionNumber
    , const ANTLR_UCHAR* description
    , const ANTLR_INT32* const eot
    , const ANTLR_INT32* const eof
    , const ANTLR_INT32* const min
    , const ANTLR_INT32* const max
    , const ANTLR_INT32* const accept
    , const ANTLR_INT32* const special
    , const ANTLR_INT32* const *const transition)
    :BaseType( decisionNumber, description, eot, eof, min, max, accept,
       special,
```

```
transition )
{
<if(dfa.specialStateSTs)>
 m_ctx = NULL;
<endif>
}

  <if(dfa.specialStateSTs)>
  ANTLR_UINT32 LA(ANTLR_INT32 i)
  {
     return m_ctx->LA(i);
  }

  <if(PARSER)>
  const CtxType::CommonTokenType*  LT(ANTLR_INT32 k)
  {
     return m_ctx->LT(k);
  }
  <endif>
  <if(synpreds)>
  template\<typename PredType>
  bool msynpred( PredType pred )
  {
     return m_ctx->msynpred(pred);
  }
  <endif>

 ANTLR_INT32  specialStateTransition(CtxType * ctx, RecognizerType* recognizer, IntStreamType* is,
ANTLR_INT32 s)
 {
    ANTLR_INT32    _s;

    m_ctx = ctx;
    _s     = s;
    switch  (s)
    {
    <dfa.specialStateSTs:{state |
    case <i0>:

 <state>}; separator="\n">
    }
 <if(backtracking)>
    if ( ctx->get_backtracking() > 0)
    {
  ctx->set_failedflag( true );
 return -1;
    }
 <endif>
```

```
    ExceptionBaseType* ex = new ANTLR_Exception\< <name>ImplTraits, NO_VIABLE_ALT_EXCEPTION,
StreamType>(
 recognizer, "<dfa.description>" );
    ex->set_decisionNum( <dfa.decisionNumber> );
    ex->set_state(_s);
    <@noViableAltException()>
    return -1;
 }
 <endif>
};

static <name>CyclicDFA<dfa.decisionNumber>  cdfa<dfa.decisionNumber>(
    <dfa.decisionNumber>,      /* Decision number of this dfa     */
    /* Which decision this represents:   */
    (const ANTLR_UCHAR*)"<dfa.description>",
    dfa<dfa.decisionNumber>_eot,     /* EOT table       */
    dfa<dfa.decisionNumber>_eof,     /* EOF table       */
    dfa<dfa.decisionNumber>_min,     /* Minimum tokens for each state    */
    dfa<dfa.decisionNumber>_max,     /* Maximum tokens for each state    */
    dfa<dfa.decisionNumber>_accept, /* Accept table       */
    dfa<dfa.decisionNumber>_special, /* Special transition states     */
    dfa<dfa.decisionNumber>_transitions /* Table of transition tables     */

 );


/* End of Cyclic DFA <dfa.decisionNumber>
* ---------------------
*/
>>

/** A state in a cyclic DFA;
 it's a special state and part of a big switch on
*  state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
{
   ANTLR_UINT32 LA<decisionNumber>_<stateNumber>;<\n>
   ANTLR_MARKER index<decisionNumber>_<stateNumber>;<\n>

   LA<decisionNumber>_<stateNumber> = ctx->LA(1);<\n>
   <if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
   index<decisionNumber>_<stateNumber> = ctx->index();<\n>
   ctx->rewindLast();<\n>
   <endif>
   s = -1;
   <edges; separator="\nelse ">
 <if(semPredState)> <! return input cursor to state before we rewound !>
```

```
 ctx->seek(index<decisionNumber>_<stateNumber>);<\n>
 <endif>
   if ( s>=0 )
   {
 return s;
   }
}
break;
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ( <if(predicates)>(<predicates>) && <endif>(<labelExpr>) )
{
   s = <targetStateNumber>;
}<\n>
>>

/**
 An edge pointing at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber>;<\n>
>>


// D F A  E X P R E S S I O N S

andPredicates(left,right) ::= "( (<left>) && (<right>) )"

orPredicates(operands) ::= "(<operands:{o|(<o>)}; separator=\"||\">)"

notPredicate(pred) ::= "!( <evalPredicate(pred,{})> )"

evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "this->msynpred( antlr3::ClassForwarder\<<pred>>() )"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber> == <atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "this->LA(<k>) == <atom>"
```

```
lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <%
((LA<decisionNumber>_<stateNumber> >= <lower>) &&
 (LA<decisionNumber>_<stateNumber> \<= <upper>))
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "((this->LA(<k>) >=
<lower>) && (this->LA(<k>) \<= <upper>))"

setTest(ranges) ::= "<ranges; separator=\" || \">"

// A T T R I B U T E S

makeScopeSet() ::= <<
/* makeScopeSet()
*/
/** Definition of the <scope.name> scope variable tracking
*  structure. An instance of this structure is created by calling
*  <name>_<scope.name>Push().
*/
struct  <scopeStruct(sname=scope.name,...)>
{
  /* ============================================================================
   * Programmer defined variables...
   */
  <scope.attributes:{it |<it.decl>;}; separator="\n">

  /* End of programmer defined variables
   * ============================================================================
   */
};

>>

globalAttributeScopeDecl(scope) ::= <<
<if(scope.attributes)>
/* globalAttributeScopeDecl(scope)
*/
<makeScopeSet(...)>
<endif>
>>

ruleAttributeScopeDecl(scope)
 ::= <<
<if(scope.attributes)>
/* ruleAttributeScopeDecl(scope)
*/
<makeScopeSet(...)>
<endif>
```

```
>>

globalAttributeScopeDef(scope) ::=
<<
/* globalAttributeScopeDef(scope)
*/
<if(scope.attributes)>

StackType\< <scopeStruct(sname=scope.name)> > <scopeStack(sname=scope.name)>;

<endif>
>>

ruleAttributeScopeDef(scope) ::= <<
<if(scope.attributes)>
/* ruleAttributeScopeDef(scope)
*/
StackType\< <scopeStruct(sname=scope.name)> >  <scopeStack(sname=scope.name,...)>;

<endif>
>>

scopeStruct(sname) ::= <<
<sname>Scope
>>

scopeStack(sname) ::= <<
m_<sname>_stack
>>

returnStructName(r) ::= "<r.name>_return"

returnType() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor.grammar.recognizerName>::<ruleDescriptor:returnStructName()>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnType>
<else>
void
<endif>
<endif>
<else>
bool
<endif>
%>
```

```
/** Generate the C type associated with a single or multiple
 return
*  value(s).
*/
ruleLabelType(referencedRule) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
<referencedRule.name>_return
<else>
<if(referencedRule.hasSingleReturnValue)>
<referencedRule.singleValueReturnType>
<else>
void
<endif>
<endif>
%>

delegateName(d) ::= <<
<if(d.label)><d.label><else>g<d.name><endif>
>>

/** Using a type to init value map, try to init a type; if not in table
*  must be an object, default value is "0".
*/
initValue(typeName) ::= <<
= <cTypeInitMap.(typeName)>
>>

/** Define a rule label  */
ruleLabelDef(label) ::= <<
<ruleLabelType(referencedRule=label.referencedRule)> <label.label.text>;
>>
/**  Rule label default value */
ruleLabelInitVal(label) ::= <<
>>

ASTLabelType() ::=
"<if(recognizer.ASTLabelType)><recognizer.ASTLabelType><else>ImplTraits::TreeType*<endif>"

/** Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
*  subgroups to stick in members.
 */
returnScope(scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
struct <ruleDescriptor:returnStructName()> : public <name>ImplTraits::RuleReturnValueType
{
```

```
public:
  typedef <name>ImplTraits::RuleReturnValueType BaseType;
  <ruleDescriptor:returnStructName()>()
     : BaseType()
     <if(scope)>, <scope.attributes:{it | <it.name>() }; separator=","><endif>
     { init(); }
  <ruleDescriptor:returnStructName()>( BaseParserType* parser )
     : BaseType(parser)
     <if(scope)>, <scope.attributes:{it | <it.name>() }; separator=","><endif>
     { init(); }
  <ruleDescriptor:returnStructName()>( const <ruleDescriptor:returnStructName()>& other )
     : BaseType(other)
  <if(scope)>, <scope.attributes:{it | <it.name>(other.<it.name>) }; separator=", "><endif>
  { copy(other); }
  ~<ruleDescriptor:returnStructName()>()
  {
     <@ruleReturnMembersDelete()>
  }

  <ruleDescriptor:returnStructName()>&
   operator=( const <ruleDescriptor:returnStructName()>& other )
  {
     BaseType::operator=( other );
     <if(scope)><scope.attributes:{it | <it.name> = other.<it.name>; }; separator="\n"><endif>
     copy(other);
   return *this;
  }
  <@ruleReturnMembers()>
  void init() { <@ruleReturnMembersInit()> }
  void copy( const <ruleDescriptor:returnStructName()>& other) { <@ruleReturnMembersCopy()> }
<else>
struct <ruleDescriptor:returnStructName()>
{
public:
  <name>ImplTraits::<recognizer.ASTLabelType>       start;
  <name>ImplTraits::<recognizer.ASTLabelType>       stop;
  <ruleDescriptor:returnStructName()>( const <ruleDescriptor:returnStructName()>& other )
  <if(scope.attributes)>
  <scope.attributes:{it | <it.name>(other.<it.name>) }; separator=",">
  <endif>
  {
    start = other.start;
    stop  = other.stop;
  }

  <ruleDescriptor:returnStructName()>&
  operator=( const <ruleDescriptor:returnStructName()>& other
```

```
)
  {
    start = other.start;
    stop  = other.stop;

   <scope.attributes:{it | <it.name> = other.<it.name>; }; separator="\n">
   return *this;
  }
<endif>
  <if(scope)><scope.attributes:{it |<it.type> <it.name>;}; separator="\n"><endif>
};

<endif>
<endif>
>>

parameterScope(scope) ::= <<
<scope.attributes:{it |<it.decl>}; separator=", ">
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name>=<expr>;"

/** Note that the scopeAttributeRef does not have access to the
* grammar name directly
*/
scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
 m_<scope>_stack.at( m_<scope>_stack.size()-<negIndex>-1).<attr.name>
<else>
<if(index)>
 m_<scope>_stack.at(<index>).<attr.name>
<else>
 m_<scope>_stack.peek().<attr.name>
<endif>
<endif>
%>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <%
<if(negIndex)>
 m_<scope>_stack.at( m_<scope>_stack.size()-<negIndex>-1).<attr.name> = <expr>;
<else>
<if(index)>
  m_<scope>_stack.at(<index>).<attr.name> = <expr>;
<else>
 m_<scope>_stack.peek().<attr.name> =<expr>;
<endif>
<endif>
```

```
%>

/** $x is either global scope or x is rule with dynamic scope; refers
*  to stack itself not top of stack.  This is useful for predicates
*  like {$function.size()>0 && $function::name.equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
<scope>.<attr.name>
<else>
<scope>
<endif>
>>

returnAttributeRef(ruleDescriptor,attr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>
<else>
<attr.name>
<endif>
>>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>=<expr>;
<else>
<attr.name>=<expr>;
<endif>
>>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids}
 or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


// not sure the next are the right approach
//
tokenLabelPropertyRef_text(scope,attr) ::= "(<scope>->getText())"
tokenLabelPropertyRef_type(scope,attr) ::= "(<scope>->get_type())"
tokenLabelPropertyRef_line(scope,attr) ::= "(<scope>->get_line())"
tokenLabelPropertyRef_pos(scope,attr) ::= "(<scope>->get_charPositionInLine())"
tokenLabelPropertyRef_channel(scope,attr) ::= "(<scope>->get_channel())"
```

```
tokenLabelPropertyRef_index(scope,attr) ::= "(<scope>->get_tokenIndex())"
tokenLabelPropertyRef_tree(scope,attr) ::= "(<scope>->get_tree())"
tokenLabelPropertyRef_int(scope,attr) ::= "(<name>ImplTraits::ConvertToInt32(<scope>->getText()))"

ruleLabelPropertyRef_start(scope,attr) ::= "(<scope>.start)"
ruleLabelPropertyRef_stop(scope,attr) ::= "(<scope>.stop)"
ruleLabelPropertyRef_tree(scope,attr) ::= "(<scope>.tree)"
ruleLabelPropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
(this->get_strstream()->toStringSS(<scope>.start, <scope>.start))
<else>
(this->get_strstream()->toStringTT(<scope>.start,
 <scope>.stop))
<endif>
>>

ruleLabelPropertyRef_st(scope,attr) ::= "<scope>.st"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::= "(<scope>->get_type())"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "(<scope>->get_line())"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "(<scope>->get_charPositionInLine())"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "(<scope>->get_channel())"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "(<scope>->get_tokenIndex())"
lexerRuleLabelPropertyRef_text(scope,attr) ::= "(<scope>->getText())"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "retval.start"
rulePropertyRef_stop(scope,attr) ::= "retval.stop"
rulePropertyRef_tree(scope,attr) ::= "retval.tree"
rulePropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
this->get_input()->toStringSS(
 this->get_adaptor()->getTokenStartIndex(retval.start), this->get_adaptor()->getTokenStopIndex(retval.start))
<else>
this->get_strstream()->toStringTT(retval.start, this->LT(-1))
<endif>
>>
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "this->getText()"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "this->get_state()->get_tokenStartLine()"
lexerRulePropertyRef_pos(scope,attr) ::= "this->get_state()->get_tokenStartCharPositionInLine()"
lexerRulePropertyRef_channel(scope,attr) ::= "this->get_state()->get_channel()"
lexerRulePropertyRef_start(scope,attr) ::= "this->get_state()->get_tokenStartCharIndex()"
```

```
lexerRulePropertyRef_stop(scope,attr) ::= "(this->getCharIndex()-1)"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_int(scope,attr) ::= "(<name>ImplTraits::ConvertToInt32(<scope>->getText()))"


// setting $st and $tree is allowed in local rule.
 everything else is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree=<expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st=<expr>;"


/** How to deal with an @after for C targets. Because we cannot rely on
*  any garbage collection, after code is executed even in backtracking
*  mode. Must be documented clearly.
*/
execAfter(action) ::= <<
{
  <action>
}
>>

/** How to execute an action (when not backtracking) */
execAction(action) ::= <<
<if(backtracking)>
<if(actions.(actionScope).synpredgate)>
if ( <actions.(actionScope).synpredgate> )
{
  <action>
}
<else>
if ( BACKTRACKING == 0 )
{
  <action>
}
<endif>
<else>
{
  <action>
}
<endif>
>>

// M I S C (properties, etc...)

bitsetDeclare(bitsetname, words64, traits) ::= <<

/** Bitset defining follow set for error recovery in rule state: <name>  */
static ANTLR_BITWORD <bitsetname>_bits[] = { <words64:{it |ANTLR_UINT64_LIT(<it>)}; separator=", "> };
```

```
static  <traits>::BitsetListType <bitsetname>(
 <bitsetname>_bits, <length(words64)> );
>>

codeFileExtension() ::= ".cpp"

true_value() ::= "true"
false_value() ::= "false"
```

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* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/Cpp/Cpp.stg
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*/
```
/** Template subgroup to add template rewrite output
*  If debugging, then you'll also get STDbg.stg loaded.
*/

@outputFile.imports() ::= <<
<@super.imports()>
import stringtemplate3
```

```
>>

/** Add this to each rule's return value struct */
@returnScope.ruleReturnInit() ::= <<
self.st = None
>>

@returnScope.ruleReturnMembers() ::= <<
def getTemplate(self):
  return self.st

def toString(self):
  if self.st is not None:
     return self.st.toString()
  return None
__str__
 = toString

>>

@genericParser.init() ::= <<
<@super.init()>
self.templateLib = stringtemplate3.StringTemplateGroup(
  '<name>Templates', lexer='angle-bracket'
  )

>>

@genericParser.members() ::= <<
<@super.members()>
def setTemplateLib(self, templateLib):
  self.templateLib = templateLib

def getTemplateLib(self):
  return self.templateLib

>>

/** x+=rule when output=template */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(label, {<label>.st})>
>>

rewriteTemplate(alts) ::= <<
# TEMPLATE REWRITE
<if(backtracking)>
if <actions.(actionScope).synpredgate>:
```

```
  <first(alts):rewriteTemplateAltFirst()>
  <rest(alts):{it | el<rewriteTemplateAlt(it)>}>
  <if(rewriteMode)><replaceTextInLine()><endif>

<else>
<first(alts):rewriteTemplateAltFirst()>
<rest(alts):{it | el<rewriteTemplateAlt(it)>}>
<if(rewriteMode)><replaceTextInLine()><endif>
<endif>
>>

replaceTextInLine() ::= <<
<if(TREE_PARSER)>
self.input.getTokenStream().replace(

 self.input.getTreeAdaptor().getTokenStartIndex(retval.start),
  self.input.getTreeAdaptor().getTokenStopIndex(retval.start),
  retval.st
  )
<else>
self.input.replace(
  retval.start.getTokenIndex(),
  self.input.LT(-1).getTokenIndex(),
  retval.st
  )
<endif>
>>

rewriteTemplateAltFirst(alt) ::= <<
<if(alt.pred)>
if <alt.pred>:
  # <alt.description>
  retval.st = <alt.alt>
<\n>
<else>
# <alt.description>
retval.st = <alt.alt>
<\n>
<endif>
>>

rewriteTemplateAlt(alt) ::= <<
<if(alt.pred)>if <alt.pred>:
  # <alt.description>
  retval.st = <alt.alt>
<\n>
<else>se:
  # <alt.description>
```

```
  retval.st = <alt.alt>
<\n>
<endif>
>>

rewriteEmptyTemplate(alts) ::= <<
None
>>

/** Invoke a template with a set of attribute name/value pairs.
*  Set the value of the rule's template *after* having set
*  the attributes because the rule's template might be used as
*  an attribute to build a bigger template; you get a self-embedded
*  template.
*/
rewriteExternalTemplate(name,args)
 ::= <%
self.templateLib.getInstanceOf("<name>"<if(args)>, attributes={<args:{a | "<a.name>": <a.value>}; separator=",
">}<endif>)
%>

/** expr is a string expression that says what template to load */
rewriteIndirectTemplate(expr,args) ::= <%
self.templateLib.getInstanceOf(<expr><if(args)>, attributes={<args:{a | "<a.name>": <a.value>}; separator=",
">}<endif>)
%>

/** Invoke an inline template with a set of attribute name/value pairs */
rewriteInlineTemplate(args, template) ::= <%
stringtemplate3.StringTemplate("<template>", group=self.templateLib<if(args)>, attributes={<args:{a |
"<a.name>": <a.value>}; separator=", ">}<endif>)
%>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
<action>
>>

/** An action has %st.attrName=expr; or %{st}.attrName=expr; */
actionSetAttribute(st,attrName,expr) ::= <<
(<st>)["<attrName>"] = <expr>
>>

/** Translate %{stringExpr} */
actionStringConstructor(stringExpr) ::= <<
stringtemplate3.StringTemplate(<stringExpr>, group=self.templateLib)
>>
```

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in path(s):
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/Python/ST.stg
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*/

/** Templates for building ASTs during tree parsing.
*
* Deal with many combinations. Dimensions are:
* Auto build or rewrite
*   no label, label, list label (label/no-label handled together)
*   child, root
*   token, set, rule, wildcard
*
* Each combination has its own template except that label/no label
* is combined into tokenRef, ruleRef, ...
*/

```
/** Add a variable to track last
 element matched */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
<ASTLabelType> _last;<\n>
<ASTLabelType> _first_0;<\n>
>>

/** Add a variable to track last element matched */
ruleInitializations() ::= <<
<super.ruleInitializations()>
_last = NULL;<\n>
_first_0 = NULL;<\n>
>>

/** What to emit when there is no rewrite rule.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
<if(backtracking)>if ( BACKTRACKING ==0 ) {<endif>
<if(rewriteMode)>
retval.tree = (<ASTLabelType>)_first_0;
if ( ADAPTOR->getParent(ADAPTOR, retval.tree) != NULL && ADAPTOR->isNilNode(ADAPTOR,
ADAPTOR->getParent(ADAPTOR, retval.tree) ) )
{
  retval.tree = (<ASTLabelType>)ADAPTOR->getParent(ADAPTOR, retval.tree);
}
<endif>
<if(backtracking)>}<endif>
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
   enclosingTreeLevel, treeLevel) ::= <<
_last = (<ASTLabelType>)LT(1);
{
<ASTLabelType>
 _save_last_<treeLevel>;
<ASTLabelType> _first_<treeLevel>;
<if(!rewriteMode)>
<ASTLabelType> root_<treeLevel>;
<endif>
_save_last_<treeLevel> = _last;
_first_<treeLevel>     = NULL;
<if(!rewriteMode)>
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->nilNode(ADAPTOR));
```

```
<endif>
<root:element()>
<if(rewriteMode)>
<if(backtracking)>if ( BACKTRACKING ==0 ) {<endif>
<if(root.el.rule)>
if ( _first_<enclosingTreeLevel> == NULL ) _first_<enclosingTreeLevel> = <root.el.label>.tree;
<else>
if ( _first_<enclosingTreeLevel> == NULL ) _first_<enclosingTreeLevel> = <root.el.label>;
<endif>
<if(backtracking)>}<endif>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( LA(1)==ANTLR3_TOKEN_DOWN ) {
  MATCHT(ANTLR3_TOKEN_DOWN, NULL);
  <children:element()>
  MATCHT(ANTLR3_TOKEN_UP, NULL);
}
<else>
MATCHT(ANTLR3_TOKEN_DOWN, NULL);
<children:element()>
MATCHT(ANTLR3_TOKEN_UP, NULL);
<endif>
<if(!rewriteMode)>
ADAPTOR->addChild(ADAPTOR, root_<enclosingTreeLevel>,
 root_<treeLevel>);
<endif>
_last = _save_last_<treeLevel>;
}<\n>
>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
*  setting of _last
*/
tokenRefBang(token,label,elementIndex,terminalOptions) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.tokenRef(...)>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( BACKTRACKING ==0 ) {<endif>
<if(terminalOptions.node)>
```

<label>_tree = <terminalOptions.node>New(<label>);
<else>
<label>_tree = (<ASTLabelType>)ADAPTOR->dupNode(ADAPTOR, <label>);
<endif>
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else>
<if(backtracking)>if (BACKTRACKING ==0) {<endif>
if (_first_<treeLevel> == NULL) _first_<treeLevel> = <label>;
<if(backtracking)>}<endif>
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions)
 ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if (BACKTRACKING == 0) {<endif>
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>New(<label>);
<else>
<label>_tree = (<ASTLabelType>)ADAPTOR->dupNode(ADAPTOR, <label>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)ADAPTOR->becomeRoot(ADAPTOR, <label>_tree, root_<treeLevel>);
<if(backtracking)>}<endif>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,terminalOptions) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.wildcard(...)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>

) {<endif>
<label>_tree = (<ASTLabelType>)ADAPTOR->dupTree(ADAPTOR, <label>);
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
if (_first_<treeLevel>==null) _first_<treeLevel> = <label>;
<endif>
>>

// SET AST

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if (BACKTRACKING == 0) {<endif>
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>New(<label>);
<else>
<label>_tree = (<ASTLabelType>)ADAPTOR->dupNode(ADAPTOR, <label>);
<endif><\n>
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <label>_tree);
<if(backtracking)>\}<endif>
<endif>
}
,...)>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
<matchSet(...)>
<noRewrite()> <! set return tree !>
>>

matchSetBang(s,label,terminalOptions,elementIndex,postmatchCode)
 ::= <<
_last = (<ASTLabelType>)LT(1);
<super.matchSet(...)>
>>

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>){<endif>
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>New(<label>);
<else>
<label>_tree = (<ASTLabelType>)ADAPTOR->dupNode(ADAPTOR, <label>);

```
<endif>
root_<treeLevel> = (<ASTLabelType>)ADAPTOR->becomeRoot(ADAPTOR, <label>_tree, root_<treeLevel>);
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )
{
<endif>
<if(!rewriteMode)>
 ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <label>.tree);
<else>
 if ( _first_<treeLevel> == NULL ) _first_<treeLevel> = <label>.tree;
<endif>
<if(backtracking)>}<endif>
>>

/**
 x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<super.listLabelAST(elem=label,...)>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( ( <actions.(actionScope).synpredgate> ) ) <endif>root_<treeLevel> =
(<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, <label>.tree, root_<treeLevel>));
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<super.listLabelAST(elem=label,...)>
>>
```

```
/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.ruleRefTrack(...)>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.ruleRefTrackAndListLabel(...)>
>>
/**
 ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.ruleRefRootTrack(...)>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.ruleRefRuleRootTrackAndListLabel(...)>
>>


/** Streams for token refs are tree nodes now; override to
*  change nextToken to nextNode.
*/
createRewriteNodeFromElement(token,terminalOptions,scope) ::= <<
<if(terminalOptions.node)>
<terminalOptions.node>New(stream_<token>->nextNode(stream_<token>))
<else>
stream_<token>->nextNode(stream_<token>)
<endif>
>>

ruleCleanUp() ::= <<
<super.ruleCleanUp(...)>
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {<\n>
<endif>
<if(!ruleDescriptor.isSynPred)>
 retval.stop = LT(-1);<\n>
<endif>
 retval.tree = (<ASTLabelType>)ADAPTOR->rulePostProcessing(ADAPTOR, root_0);
<if(backtracking)>
}
<endif>
```

<ruleDescriptor.allTokenRefsInAltsWithRewrites
   :{if (stream_<it> != NULL) stream_<it>->free(stream_<it>);}; separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites
  :{if (stream_<it> != NULL) stream_<it>->free(stream_<it>);}; separator="\n">
>>

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* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/C/ASTTreeParser.stg
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*/

/** Templates for building ASTs during tree parsing.
*
* Deal with many combinations. Dimensions are:
* Auto build or rewrite
*   no label, label, list label (label/no-label handled together)
*   child, root
*   token, set, rule, wildcard
*
* Each combination has its own template except that label/no label

```
*  is combined into tokenRef, ruleRef, ...
*/

/* addition memVars for returnscopes */
@returnScopeInterface.memVars() ::= <<
/* ASTTreeParser returnScopeInterface.memVars
 */
<recognizer.ASTLabelType; null="CommonTree"> *tree;
>>

/** the interface of returnScope methodsDecl */
@returnScopeInterface.methodsDecl() ::= <<
/* ASTTreeParser returnScopeInterface.methodsDecl */
- (<recognizer.ASTLabelType; null="CommonTree"> *)getTree;
- (void) setTree:(<recognizer.ASTLabelType; null="CommonTree"> *)aTree;<\n>
>>

/** the implementation of returnScope methods */
@returnScope.methods() ::= <<
/* ASTTreeParser returnScope.methods */
- (<ASTLabelType> *)getTree
{
  return tree;
}

- (void) setTree:(<ASTLabelType> *)aTree
{
  if (tree != aTree) {
     if (tree != nil) [tree release];
     if (aTree != nil) [aTree retain];
     tree = aTree;
  }
}

- (void) dealloc
{
  [self setTree:nil];
  [super dealloc];
}

@synthesize tree;
>>

@returnScopeProperties() ::= <<
@property (retain) <recognizer.ASTLabelType; null="CommonTree"> *tree;
>>

/** Add a variable to track last element matched */
```

```
ruleDeclarations() ::= <<
/* ASTTreeParser
 ruleDeclarations */
<super.ruleDeclarations()>
<ASTLabelType> *_first_0 = nil;
<ASTLabelType> *_last = nil;<\n>
>>

/** What to emit when there is no rewrite rule.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
/* ASTTreeParser noRewrite */
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(rewriteMode)>
retval.tree = (<ASTLabelType> *)_first_0;
if ( [treeAdaptor getParent:retval.tree] != nil && [treeAdaptor isNil:[treeAdaptor getParent:retval.tree]] ) )
  retval.tree = (<ASTLabelType> *)[treeAdaptor getParent:retval.tree];
<endif>
<if(backtracking)>}<endif>
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
   enclosingTreeLevel, treeLevel) ::= <<
/* ASTTreeParser tree */
_last = (<ASTLabelType> *)[input LT:1];
{
<ASTLabelType> *_save_last_<treeLevel> = _last;
<ASTLabelType> *_first_<treeLevel> = nil;
<if(!rewriteMode)>
<ASTLabelType>
 *root_<treeLevel> = [[[treeAdaptor class] newEmptyTree] retain];
<endif>
<root:element()>
<if(rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
<if(root.el.rule)>
if ( _first_<enclosingTreeLevel>==nil ) _first_<enclosingTreeLevel> = <root.el.label>.tree;
<else>
if ( _first_<enclosingTreeLevel>==nil ) _first_<enclosingTreeLevel> = <root.el.label>;
<endif>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( [input LA:1] == TokenTypeDOWN ) {
```

```
  [self match:input TokenType:TokenTypeDOWN Follow:nil]; <checkRuleBacktrackFailure()>
  <children:element()>
  [self match:input TokenType:TokenTypeUP Follow:nil]; <checkRuleBacktrackFailure()>
}
<else>
[self match:input TokenType:TokenTypeDOWN Follow:nil]; <checkRuleBacktrackFailure()>
<children:element()>
[self match:input TokenType:TokenTypeUP Follow:nil]; <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
[treeAdaptor addChild:root_<treeLevel> toTree:root_<enclosingTreeLevel>];
<endif>
_last
 = _save_last_<treeLevel>;
}<\n>
>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
*  setting of _last
*/
tokenRefBang(token,label,elementIndex,terminalOptions) ::= <<
/* ASTTreeParser tokenRefBang */
_last = (<ASTLabelType> *)[input LT:1];
<super.tokenRef(...)>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
/* ASTTreeParser tokenRef */
_last = (<ASTLabelType> *)[input LT:1];
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
  <label>_tree = [<terminalOptions.node> new<terminalOptions.node>:<label>];
<else>
  <label>_tree = (<ASTLabelType> *)[treeAdaptor dupNode:<label>];
<endif><\n>
  [treeAdaptor addChild:<label>_tree toTree:root_<treeLevel>];
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
if ( _first_<treeLevel>==nil
 ) _first_<treeLevel> = <label>;
<endif>
>>
```

```
/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
/* ASTTreeParser tokenRefAndListLabel */
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex) ::= <<
/* ASTTreeParser tokenRefRuleRoot */
_last = (<ASTLabelType> *)[input LT:1];
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = [<terminalOptions.node> new<terminalOptions.node>:<label>];
<else>
<label>_tree = (<ASTLabelType> *)[treeAdaptor dupNode:<label>];
<endif><\n>
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:<label>_tree old:root_<treeLevel>];
<if(backtracking)>}<endif>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
/* ASTTreeParser tokenRefRuleRootAndListLabel
 */
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,terminalOptions) ::= <<
/* ASTTreeParser wildcard */
_last = (<ASTLabelType> *)[input LT:1];
<super.wildcard(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = (<ASTLabelType> *)[adaptor dupTree:<label>];
[adaptor addChild:<label>_tree toTree:root_<treeLevel>];
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
if ( _first_<treeLevel> == nil ) _first_<treeLevel> = <label>;
<endif>
>>
```

```
// SET AST

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
/* ASTTreeParser matchSet */
_last = (<ASTLabelType> *)[input LT:1];
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = [<terminalOptions.node>
 new<terminalOptions.node>:<label>];
<else>
<label>_tree = (<ASTLabelType> *)[adaptor dupNode:<label>];
<endif><\n>
[adaptor addChild:<label>_tree toTree:root_<treeLevel>];
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
/* ASTTreeParser matchRuleBlockSet */
<matchSet(...)>
<noRewrite(...)> <! set return tree !>
>>

matchSetBang(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
/* ASTTreeParser matchSetBang */
_last = (<ASTLabelType> *)[input LT:1];
<super.matchSet(...)>
>>

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
/* ASTTreeParser matchSetRuleRoot */
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = [<terminalOptions.node> new<terminalOptions.node>:<label>];
<else>
<label>_tree = (<ASTLabelType> *)[adaptor dupNode:<label>];
<endif><\n>
root_<treeLevel>
 = (<ASTLabelType> *)[adaptor becomeRoot:<label>_tree old:root_<treeLevel>];
<if(backtracking)>\}<endif>
<endif>
```

```
}, ...
)>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRef */
_last = (<ASTLabelType> *)[input LT:1];
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>
<if(!rewriteMode)>
  [treeAdaptor addChild:<label>.tree toTree:root_<treeLevel>];
<else> <! rewrite mode !>
if ( _first_<treeLevel> == nil ) _first_<treeLevel> = <label>.tree;
<endif>
>>

/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRefAndListLabel */
<ruleRef(...)>
<! <listLabel(elem = "["+label+" getTree]",...)> !>
<listLabel(elem = {[<label> getTree]},...)>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRefRuleRoot */
_last = (<ASTLabelType> *)[input LT:1];
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if
 ( state.backtracking == 0 ) <endif>
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:<label>.tree old:root_<treeLevel>];
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRefRuleRootAndListLabel */
<ruleRefRuleRoot(...)>
<listLabel(elem = {[<label> getTree]},...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
```

```
/* ASTTreeParser ruleRefTrack */
_last = (<ASTLabelType> *)[input LT:1];
<super.ruleRefTrack(...)>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRefTrackAndListLabel */
_last = (<ASTLabelType> *)[input LT:1];
<super.ruleRefTrackAndListLabel(...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser
 ruleRefRuleRootTrack */
_last = (<ASTLabelType> *)[input LT:1];
<super.ruleRefRootTrack(...)>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRefRuleRootTrackAndListLabel */
_last = (<ASTLabelType> *)[input LT:1];
<super.ruleRefRuleRootTrackAndListLabel(...)>
>>

/** Streams for token refs are tree nodes now; override to
*  change nextToken to nextNode.
*/
createRewriteNodeFromElement(token,terminalOptions,scope) ::= <<
/* ASTTreeParser createRewriteNodeFromElement */
<if(terminalOptions.node)>
<! new <terminalOptions.node>(stream_<token>.nextNode()) !>
[[[<terminalOptions.node>(stream_<token> alloc] init] nextNode];
<else>
<! stream_<token>.nextNode() !>
[stream_<token> nextNode]
<endif>
>>

ruleCleanUp() ::= <<
/* ASTTreeParser ruleCleanUp */
<super.ruleCleanUp()>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<\n><endif>
retval.tree = (<ASTLabelType> *)[treeAdaptor
```

rulePostProcessing:root_0];
<if(backtracking)>}<endif>
<endif>
>>

Found in path(s):
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/ObjC/ASTTreeParser.stg
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THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

javaTypeInitMap ::= [
 "int":"0",
 "long":"0",
 "float":"0.0f",
 "double":"0.0",
 "boolean":"false",
 "byte":"0",
 "short":"0",
 "char":"0",
 default:"null" // anything other than an atomic type
]

// System.Boolean.ToString() returns "True" and "False", but the proper C# literals are "true" and "false"
// The Java version of Boolean returns "true" and "false", so they map to themselves here.
booleanLiteral ::= [
 "True":"true",
 "False":"false",
 "true":"true",
 "false":"false",
 default:"false"
]

/**
 The overall file structure of a recognizer; stores methods for rules
* and cyclic DFAs plus support code.
*/

```
outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,
        docComment, recognizer,
        name, tokens, tokenNames, rules, cyclicDFAs,
    bitsets, buildTemplate, buildAST, rewriteMode, profile,
    backtracking, synpreds, memoize, numRules,
    fileName, ANTLRVersion, generatedTimestamp, trace,
    scopes, superClass, literals) ::=
<<
// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>
<actions.(actionScope).header>

<@imports>
import org.antlr.runtime.*;
<if(TREE_PARSER)>
import org.antlr.runtime.tree.*;
<endif>
import java.util.Stack;
import java.util.List;
import java.util.ArrayList;
<if(backtracking)>
import java.util.Map;
import java.util.HashMap;
<endif>
<@end>

<docComment>
@SuppressWarnings("all")
<recognizer>

>>

lexer(grammar, name, tokens, scopes, rules, numRules, filterMode, labelType="CommonToken",
    superClass="Lexer")
 ::= <<
public class <grammar.recognizerName> extends <@superClassName><superClass><@end> {
 <tokens:{it | public static final int <it.name>=<it.type>;}; separator="\n">
 <scopes:{it |<if(it.isDynamicGlobalScope)><globalAttributeScope(it)><endif>}>
 <actions.lexer.members>

 // delegates
 <grammar.delegates:
  {g|public <g.recognizerName> <g:delegateName()>;}; separator="\n">
 // delegators
 <grammar.delegators:
  {g|public <g.recognizerName> <g:delegateName()>;}; separator="\n">
 <last(grammar.delegators):{g|public <g.recognizerName> gParent;}>
 public <superClass>[] getDelegates() {
  return new <superClass>[] {<grammar.delegates: {g|<g:delegateName()>}; separator = ", ">};
```

```
 }

 public <grammar.recognizerName>() {} <! needed by subclasses !>
 public <grammar.recognizerName>(CharStream input<grammar.delegators:{g|, <g.recognizerName>
<g:delegateName()>}>) {
  this(input, new RecognizerSharedState()<grammar.delegators:{g|, <g:delegateName()>}>);
 }
 public <grammar.recognizerName>(CharStream
 input, RecognizerSharedState state<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>) {
  super(input,state);
<if(memoize)>
<if(grammar.grammarIsRoot)>
  state.ruleMemo = new HashMap[<numRules>+1];<\n><! index from 1..n !>
<endif>
<endif>
  <grammar.directDelegates:
   {g|<g:delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{p|, <p:delegateName()>}>,
this);}; separator="\n">
  <grammar.delegators:
   {g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
  <last(grammar.delegators):{g|gParent = <g:delegateName()>;}>
 }
 @Override public String getGrammarFileName() { return "<fileName>"; }

<if(filterMode)>
 <filteringNextToken()>
<endif>
 <rules; separator="\n\n">

 <synpreds:{p | <lexerSynpred(p)>}>

 <cyclicDFAs:{dfa | protected DFA<dfa.decisionNumber> dfa<dfa.decisionNumber> = new
DFA<dfa.decisionNumber>(this);}; separator="\n">
 <cyclicDFAs:cyclicDFA(); separator="\n\n"><! dump tables for all DFA !>

}
>>

/** A override of
 Lexer.nextToken() that backtracks over mTokens() looking
*  for matches.  No error can be generated upon error; just rewind, consume
*  a token and then try again.  backtracking needs to be set as well.
*  Make rule memoization happen only at levels above 1 as we start mTokens
*  at backtracking==1.
*/
filteringNextToken() ::= <<
@Override
public Token nextToken() {
```

```
 while (true) {
  if ( input.LA(1)==CharStream.EOF ) {
   Token eof = new CommonToken(input,Token.EOF,
         Token.DEFAULT_CHANNEL,
         input.index(),input.index());
   eof.setLine(getLine());
   eof.setCharPositionInLine(getCharPositionInLine());
   return eof;
  }
  state.token = null;
 state.channel = Token.DEFAULT_CHANNEL;
  state.tokenStartCharIndex = input.index();
  state.tokenStartCharPositionInLine = input.getCharPositionInLine();
  state.tokenStartLine = input.getLine();
 state.text = null;
  try {
   int m = input.mark();
   state.backtracking=1; <! means we won't throw slow exception !>
   state.failed=false;
   mTokens();
   state.backtracking=0;
   <!
  mTokens backtracks with synpred at backtracking==2
     and we set the synpredgate to allow actions at level 1. !>
   if ( state.failed ) {
    input.rewind(m);
    input.consume(); <! advance one char and try again !>
   }
   else {
    emit();
    return state.token;
   }
  }
  catch (RecognitionException re) {
   // shouldn't happen in backtracking mode, but...
   reportError(re);
   recover(re);
  }
 }
}

@Override
public void memoize(IntStream input,
  int ruleIndex,
  int ruleStartIndex)
{
if ( state.backtracking>1 ) super.memoize(input, ruleIndex, ruleStartIndex);
}
```

```
@Override
public boolean alreadyParsedRule(IntStream input, int ruleIndex) {
if ( state.backtracking>1 ) return super.alreadyParsedRule(input, ruleIndex);
return false;
}
>>

actionGate() ::= "state.backtracking==0"

filteringActionGate() ::= "state.backtracking==1"

/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules,
 numRules,
            bitsets, inputStreamType, superClass,
            labelType, members, rewriteElementType,
            filterMode, ASTLabelType="Object") ::= <<
public class <grammar.recognizerName> extends <@superClassName><superClass><@end> {
<if(grammar.grammarIsRoot)>
 public static final String[] tokenNames = new String[] {
  "\<invalid>", "\<EOR>", "\<DOWN>", "\<UP>", <tokenNames; separator=", ", wrap="\n\t\t">
 };
<endif>
 <tokens:{it |public static final int <it.name>=<it.type>;}; separator="\n">

 // delegates
 <grammar.delegates: {g|public <g.recognizerName> <g:delegateName()>;}; separator="\n">
 public <superClass>[] getDelegates() {
  return new <superClass>[] {<grammar.delegates: {g|<g:delegateName()>}; separator = ", ">};
 }

 // delegators
 <grammar.delegators:
  {g|public <g.recognizerName> <g:delegateName()>;}; separator="\n">
 <last(grammar.delegators):{g|public <g.recognizerName> gParent;}>

 <scopes:{it |<if(it.isDynamicGlobalScope)><globalAttributeScope(it)><endif>}>

<@members>
 <!
 WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>
 public <grammar.recognizerName>(<inputStreamType> input<grammar.delegators:{g|, <g.recognizerName>
<g:delegateName()>}>) {
  this(input, new RecognizerSharedState()<grammar.delegators:{g|, <g:delegateName()>}>);
 }
 public <grammar.recognizerName>(<inputStreamType> input, RecognizerSharedState
state<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>) {
```

```
 super(input, state);
 <parserCtorBody()>
 <grammar.directDelegates:
  {g|<g:delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{p|, <p:delegateName()>}>,
this);}; separator="\n">
 <grammar.indirectDelegates:{g | <g:delegateName()> = <g.delegator:delegateName()>.<g:delegateName()>;};
separator="\n">
 <last(grammar.delegators):{g|gParent = <g:delegateName()>;}>
 }
<@end>

 @Override public String[] getTokenNames() { return
<grammar.composite.rootGrammar.recognizerName>.tokenNames; }
 @Override public String getGrammarFileName()
 { return "<fileName>"; }

 <members>

 <rules; separator="\n\n">

<! generate rule/method definitions for imported rules so they
  appear to be defined in this recognizer. !>
 // Delegated rules
<grammar.delegatedRules:{ruleDescriptor|
 public <returnType(ruleDescriptor)> <ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope()>)
throws <ruleDescriptor.throwsSpec; separator=", "> { <if(ruleDescriptor.hasReturnValue)>return
<endif><ruleDescriptor.grammar:delegateName()>.<ruleDescriptor.name>(<if(ruleDescriptor.parameterScope)><ru
leDescriptor.parameterScope.attributes:{a|<a.name>}; separator=", "><endif>); \}}; separator="\n">

 <synpreds:{p | <synpred(p)>}>

 <cyclicDFAs:{dfa | protected DFA<dfa.decisionNumber> dfa<dfa.decisionNumber> = new
DFA<dfa.decisionNumber>(this);}; separator="\n">
 <cyclicDFAs:cyclicDFA(); separator="\n\n"><! dump tables for all DFA !>

 <bitsets:{it | <bitset(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>},
      words64=it.bits)>};
 separator="\n">
}
>>

parserCtorBody() ::= <<
<if(memoize)>
<if(grammar.grammarIsRoot)>
this.state.ruleMemo = new HashMap[<length(grammar.allImportedRules)>+1];<\n><! index from 1..n !>
<endif>
<endif>
<grammar.delegators:
```

```
 {g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets,
     ASTLabelType="Object", superClass="Parser", labelType="Token",
     members={<actions.parser.members>}) ::= <<
<genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
           bitsets, "TokenStream", superClass,
           labelType, members, "Token",
           false, ASTLabelType)>
>>

/** How to generate a tree parser; same as parser except the input
*  stream is a different type.
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules,
         numRules, bitsets, filterMode, labelType={<ASTLabelType>}, ASTLabelType="Object",
superClass={<if(filterMode)><if(buildAST)>TreeRewriter<else>TreeFilter<endif><else>TreeParser<endif>},
          members={<actions.treeparser.members>}
         ) ::= <<
<genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
           bitsets, "TreeNodeStream", superClass,
           labelType, members, "Node",
           filterMode, ASTLabelType)>
>>

/** A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*  nor parameters etc..., just give simplest possible method.  Don't do
*  any of the normal memoization stuff in here either; it's a waste.
*  As predicates cannot be inlined into the invoking rule, they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
// $ANTLR start <ruleName>
public final void <ruleName>_fragment(<ruleDescriptor.parameterScope:parameterScope()>) throws
<ruleDescriptor.throwsSpec:{x|<x>};
 separator=", "> {
 <ruleLabelDefs()>
<if(trace)>
 traceIn("<ruleName>_fragment", <ruleDescriptor.index>);
 try {
  <block>
 }
 finally {
  traceOut("<ruleName>_fragment", <ruleDescriptor.index>);
 }
```

```
<else>
 <block>
<endif>
}
// $ANTLR end <ruleName>
>>

synpred(name) ::= <<
public final boolean <name>() {
 state.backtracking++;
 <@start()>
 int start = input.mark();
 try {
  <name>_fragment(); // can never throw exception
 } catch (RecognitionException re) {
  System.err.println("impossible: "+re);
 }
 boolean success = !state.failed;
 input.rewind(start);
 <@stop()>
 state.backtracking--;
 state.failed=false;
 return success;
}<\n>
>>

lexerSynpred(name) ::= <<
<synpred(name)>
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if ( state.backtracking>0 && alreadyParsedRule(input, <ruleDescriptor.index>) ) {
<returnStatement(({<ruleReturnValue()>}))> }
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if(backtracking)>if
 (state.failed) <returnStatement(({<ruleReturnValue()>}))><endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>if (state.backtracking>0) {state.failed=true;
<returnStatement(({<ruleReturnValue()>}))>}<endif>
>>
```

```
/** How to generate code for a rule.  This includes any return type
*  data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
<returnScope(scope=ruleDescriptor.returnScope)>

// $ANTLR start "<ruleName>"
// <fileName>:<description>
<if(isPredefinedRewriteRule.(ruleName) && filterMode && buildAST)>
@Override
<endif>
public final <returnType(ruleDescriptor)> <ruleName>(<ruleDescriptor.parameterScope:parameterScope()>) throws
<ruleDescriptor.throwsSpec:{x|<x>}; separator=", "> {
 <if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>);<endif>
 <ruleScopeSetUp()>
 <ruleDeclarations()>
 <ruleLabelDefs()>
 <ruleDescriptor.actions.init>
 <@preamble()>
 try
 {
  <ruleMemoization(name=ruleName)>
  <block>
  <ruleCleanUp()>
  <(ruleDescriptor.actions.after):execAction()>
 }
<if(exceptions)>
 <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
 <actions.(actionScope).rulecatch>
<else>
 catch (RecognitionException re) {
  reportError(re);
  recover(input,re);
  <@setErrorReturnValue()>
 }
<endif>
<endif>
<endif>
 finally {
  // do for sure before leaving
  <if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>);<endif>
  <memoize()>
  <ruleScopeCleanUp()>
```

```
 <finally>
 }
 <@postamble()>
 <returnStatement(({<ruleReturnValue()>}), false)>
}
// $ANTLR end "<ruleName>"
>>

returnStatement(returnValue, force=true) ::= <%
<if(!isEmptyString.(returnValue))>
 return <returnValue>;
<elseif(force)>
 return;
<endif>
%>

catch(decl,action) ::= <<
catch (<e.decl>) {
 <e.action>
}
>>

ruleDeclarations()
 ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<returnType(ruleDescriptor)> retval = new <returnType(ruleDescriptor)>();
retval.start = input.LT(1);
<elseif(ruleDescriptor.returnScope)>
<ruleDescriptor.returnScope.attributes:{ a |
<a.type> <a.name> = <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>;
}>
<endif>
<if(memoize)>
int <ruleDescriptor.name>_StartIndex = input.index();
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{it |<it>_stack.push(new <it>_scope());}; separator="\n">
<ruleDescriptor.ruleScope:{it |<it.name>_stack.push(new <it.name>_scope());}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{it |<it>_stack.pop();}; separator="\n">
<ruleDescriptor.ruleScope:{it |<it.name>_stack.pop();}; separator="\n">
>>
```

```
ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,
 ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
 :{it |<labelType> <it.label.text>=null;};
 separator="\n"
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,ruleDescriptor.wildcardTreeListLabels]
 :{it |List\<Object> list_<it.label.text>=null;}; separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef(); separator="\n">
<ruleDescriptor.ruleListLabels:{ll|RuleReturnScope <ll.label.text> = null;}; separator="\n">
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
 :{it |<labelType> <it.label.text>=null;}; separator="\n"
>
<ruleDescriptor.charLabels:{it |int <it.label.text>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels]
 :{it |List\<Object> list_<it.label.text>=null;}; separator="\n"
>
>>

ruleReturnValue() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
retval
<endif>
<endif>
<endif>
%>

ruleCleanUp() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
retval.stop
 = input.LT(-1);
<endif>
<endif>
>>

memoize() ::= <<
```

```
<if(memoize)>
<if(backtracking)>
if ( state.backtracking>0 ) { memoize(input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex); }
<endif>
<endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
// $ANTLR start "<ruleName>"
public final void m<ruleName>(<ruleDescriptor.parameterScope:parameterScope()>) throws RecognitionException
{
 <if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>);<endif>
 <ruleScopeSetUp()>
 <ruleDeclarations()>
 try {
<if(nakedBlock)>
  <ruleMemoization(name=ruleName)>
  <lexerRuleLabelDefs()>
  <ruleDescriptor.actions.init>
  <block>
<else>
  int _type = <ruleName>;
  int _channel = DEFAULT_TOKEN_CHANNEL;
  <ruleMemoization(name=ruleName)>
  <lexerRuleLabelDefs()>
  <ruleDescriptor.actions.init>
  <block>
  <ruleCleanUp()>
  state.type = _type;
  state.channel
 = _channel;
  <(ruleDescriptor.actions.after):execAction()>
<endif>
 }
 finally {
  // do for sure before leaving
  <if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>);<endif>
  <ruleScopeCleanUp()>
  <memoize()>
 }
}
// $ANTLR end "<ruleName>"
>>

/** How to generate code for the implicitly-defined lexer grammar rule
```

```
*  that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
@Override
public void mTokens() throws RecognitionException {
 <block>
}
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
int alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
<@prebranch()>
switch (alt<decisionNumber>) {
 <alts:{a | <altSwitchCase(i,a)>}>
}
<@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description)
 ::= <<
// <fileName>:<description>
int alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
switch (alt<decisionNumber>) {
 <alts:{a | <altSwitchCase(i,a)>}>
}
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>
```

```
/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n) ::= <<
// <fileName>:<description>
int cnt<decisionNumber>=0;
<decls>
<@preloop()>
loop<decisionNumber>:
while (true) {
 int alt<decisionNumber>=<maxAlt>;
 <@predecision()>
 <decision>
 <@postdecision()>
 switch
 (alt<decisionNumber>) {
 <alts:{a | <altSwitchCase(i,a)>}>
 default :
  if ( cnt<decisionNumber> >= 1 ) break loop<decisionNumber>;
  <ruleBacktrackFailure()>
  EarlyExitException eee = new EarlyExitException(<decisionNumber>, input);
  <@earlyExitException()>
  throw eee;
 }
 cnt<decisionNumber>++;
}
<@postloop()>
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
<<
// <fileName>:<description>
<decls>
<@preloop()>
loop<decisionNumber>:
while (true) {
 int alt<decisionNumber>=<maxAlt>;
```

```
 <@predecision()>
 <decision>
 <@postdecision()>
 switch (alt<decisionNumber>) {
 <alts:{a | <altSwitchCase(i,a)>}>
 default :
  break loop<decisionNumber>;
 }
}
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
 *  so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
*/
altSwitchCase(altNum,alt) ::= <<
case <altNum> :
 <@prealt()>
 <alt>
 break;<\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
// <fileName>:<description>
{
<@declarations()>
<elements:element()>
<rew>
<@cleanup()>
}
>>

/** What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""
```

```
// E L E M E N T S

/** Dump the elements one per line */
element(e) ::= <<
<@prematch()>
<e.el>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions={}) ::=
 <<
<if(label)><label>=(<labelType>)<endif>match(input,<token>,FOLLOW_<token>_in_<ruleName><elementIndex
>); <checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(token,label,elementIndex,terminalOptions)>
<listLabel(label, label)>
>>

listLabel(label,elem) ::= <<
if (list_<label>==null) list_<label>=new ArrayList\<Object>();
list_<label>.add(<elem>);
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = input.LA(1);
<endif>
match(<char>); <checkRuleBacktrackFailure()>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = input.LA(1);
<endif>
matchRange(<a>,<b>); <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="",terminalOptions={}) ::= <<
<if(label)>
<if(LEXER)>
<label>= input.LA(1);
<else>
```

```
<label>=<castToLabelType("input.LT(1)")>;
<endif>
<endif>
if ( <s>
 ) {
 input.consume();
 <postmatchCode>
<if(!LEXER)>
 state.errorRecovery=false;
<endif>
 <if(backtracking)>state.failed=false;<endif>
}
else {
 <ruleBacktrackFailure()>
 MismatchedSetException mse = new MismatchedSetException(null,input);
 <@mismatchedSetException()>
<if(LEXER)>
 recover(mse);
 throw mse;
<else>
 throw mse;
 <! use following code to make it recover inline; remove throw mse;
 recoverFromMismatchedSet(input,mse,FOLLOW_set_in_<ruleName><elementIndex>);
 !>
<endif>
}
>>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(label, label)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex="0") ::= <<
<if(label)>
int <label>Start = getCharIndex();
match(<string>); <checkRuleBacktrackFailure()>
int <label>StartLine<elementIndex> = getLine();
int <label>StartCharPos<elementIndex> = getCharPositionInLine();
<label> = new <labelType>(input, Token.INVALID_TOKEN_TYPE, Token.DEFAULT_CHANNEL,
 <label>Start, getCharIndex()-1);
<label>.setLine(<label>StartLine<elementIndex>);
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>);
<else>
match(<string>); <checkRuleBacktrackFailure()>
```

```
<endif>
>>

wildcard(token,label,elementIndex,terminalOptions={}) ::= <<
<if(label)>
<label>=<castToLabelType("input.LT(1)")>;
<endif>
matchAny(input); <checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<wildcard(...)>
<listLabel(label, label)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = input.LA(1);
<endif>
matchAny(); <checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(label, elementIndex)>
<listLabel(label, label)>
>>

/** Match a rule reference by invoking it possibly with arguments
*  and a return value or values.  The 'rule' argument was the
*  target rule name, but now is type Rule, whose toString is
*  same: the rule
 name.  Now though you can access full rule
*  descriptor stuff.
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
pushFollow(FOLLOW_<rule.name>_in_<ruleName><elementIndex>);
<if(label)><label>=<endif><if(scope)><scope:delegateName()>.<endif><rule.name>(<args; separator=", ">);
state._fsp--;
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(rule,label,elementIndex,args,scope)>
<listLabel(label, label)>
>>
```

```
/** A lexer rule reference.
*
*  The 'rule' argument was the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
<if(label)>
int <label>Start<elementIndex> = getCharIndex();
int <label>StartLine<elementIndex> = getLine();
int <label>StartCharPos<elementIndex> = getCharPositionInLine();
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">);
 <checkRuleBacktrackFailure()>
<label> = new <labelType>(input, Token.INVALID_TOKEN_TYPE, Token.DEFAULT_CHANNEL,
<label>Start<elementIndex>, getCharIndex()-1);
<label>.setLine(<label>StartLine<elementIndex>);
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>);
<else>
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">);
<checkRuleBacktrackFailure()>
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(rule,label,args,elementIndex,scope)>
<listLabel(label, label)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
int <label>Start<elementIndex> = getCharIndex();
int <label>StartLine<elementIndex> = getLine();
int <label>StartCharPos<elementIndex> = getCharPositionInLine();
match(EOF); <checkRuleBacktrackFailure()>
<labelType> <label> = new <labelType>(input, EOF, Token.DEFAULT_CHANNEL, <label>Start<elementIndex>,
getCharIndex()-1);
<label>.setLine(<label>StartLine<elementIndex>);
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>);
<else>
match(EOF);
 <checkRuleBacktrackFailure()>
<endif>
>>

// used for left-recursive rules
recRuleDefArg()                 ::= "int <recRuleArg()>"
```

```
recRuleArg()                        ::= "_p"
recRuleAltPredicate(ruleName,opPrec)  ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction()            ::= "root_0=$<ruleName>_primary.tree;"
recRuleSetReturnAction(src,name)    ::= "$<name>=$<src>.<name>;"

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
   enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( input.LA(1)==Token.DOWN ) {
 match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
 <children:element()>
 match(input, Token.UP, null); <checkRuleBacktrackFailure()>
}
<else>
match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
<children:element()>
match(input,
 Token.UP, null); <checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
*  also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if ( !(<evalPredicate(pred,description)>) ) {
 <ruleBacktrackFailure()>
 throw new FailedPredicateException(input, "<ruleName>", "<description>");
}
>>

// F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<stateNumber> = input.LA(<k>);
<edges; separator="\nelse ">
<if((!isTrue.(last(edges).labelExpr)) && (!last(edges).predicates))>
else {
<if(eotPredictsAlt)>
 alt<decisionNumber>=<eotPredictsAlt>;
<else>
 <ruleBacktrackFailure()>
 <(nvaExceptionWrapperMap.(k))({NoViableAltException nvae =
 new NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input);
<@noViableAltException()>
```

```
throw nvae;})>
<endif>
}
<endif>
>>

nvaExceptionWrapperMap ::= [
 "1":"wrapNvaExceptionForK1",
 "2":"wrapNvaExceptionForK2",
 default:"wrapNvaExceptionForKN"
]

wrapNvaExceptionForK1(exceptionCode)
 ::= <<
<exceptionCode>
>>

wrapNvaExceptionForK2(exceptionCode) ::= <<
int nvaeMark = input.mark();
try {
 input.consume();
 <exceptionCode>
} finally {
 input.rewind(nvaeMark);
}
>>

wrapNvaExceptionForKN(exceptionCode) ::= <<
int nvaeMark = input.mark();
try {
 for (int nvaeConsume = 0; nvaeConsume \< <k> - 1; nvaeConsume++) {
  input.consume();
 }
 <exceptionCode>
} finally {
 input.rewind(nvaeMark);
}
>>

/** Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but this
*  is faster, smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<stateNumber> = input.LA(<k>);
<edges; separator="\nelse ">
>>
```

```
/** A DFA
 state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<stateNumber> = input.LA(<k>);
<edges; separator="\nelse ">
<if(eotPredictsAlt)>
<if(!edges)>
alt<decisionNumber>=<eotPredictsAlt>; <! if no edges, don't gen ELSE !>
<else>
else {
 alt<decisionNumber>=<eotPredictsAlt>;
}
<endif>
<endif>
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber>=<alt>;"

/** A simple edge with an expression.  If the expression is satisfied,
*  enter to the target state.  To handle gated productions, we may
*  have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr,
 targetState, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>) {
 <targetState>
}
>>

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( input.LA(<k>) ) {
<edges; separator="\n">
default:
<if(eotPredictsAlt)>
 alt<decisionNumber>=<eotPredictsAlt>;
<else>
```

```
 <ruleBacktrackFailure()>
 <(nvaExceptionWrapperMap.(k))({NoViableAltException nvae =
 new NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input);
<@noViableAltException()>
throw nvae;})>
<endif>
}
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( input.LA(<k>) ) {
 <edges; separator="\n">
}
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( input.LA(<k>)
 ) {
<edges; separator="\n">
<if(eotPredictsAlt)>
default:
 alt<decisionNumber>=<eotPredictsAlt>;
 break;
<endif>
}
>>

dfaEdgeSwitch(labels, targetState) ::= <<
<labels:{it |case <it>:}; separator="\n">
 {
 <targetState>
 }
 break;
>>

// C y c l i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = dfa<decisionNumber>.predict(input);
>>

/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple, concatenated strings.
```

```
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach.  See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa)
 ::= <<
static final String DFA<dfa.decisionNumber>_eotS =
 "<dfa.javaCompressedEOT; wrap="\"+\n\t\"">";
static final String DFA<dfa.decisionNumber>_eofS =
 "<dfa.javaCompressedEOF; wrap="\"+\n\t\"">";
static final String DFA<dfa.decisionNumber>_minS =
 "<dfa.javaCompressedMin; wrap="\"+\n\t\"">";
static final String DFA<dfa.decisionNumber>_maxS =
 "<dfa.javaCompressedMax; wrap="\"+\n\t\"">";
static final String DFA<dfa.decisionNumber>_acceptS =
 "<dfa.javaCompressedAccept; wrap="\"+\n\t\"">";
static final String DFA<dfa.decisionNumber>_specialS =
 "<dfa.javaCompressedSpecial; wrap="\"+\n\t\"">}>";
static final String[] DFA<dfa.decisionNumber>_transitionS = {
  <dfa.javaCompressedTransition:{s|"<s; wrap="\"+\n\"">"}; separator=",\n">
};

static final short[] DFA<dfa.decisionNumber>_eot =
DFA.unpackEncodedString(DFA<dfa.decisionNumber>_eotS);
static final short[] DFA<dfa.decisionNumber>_eof =
DFA.unpackEncodedString(DFA<dfa.decisionNumber>_eofS);
static final char[] DFA<dfa.decisionNumber>_min
 = DFA.unpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_minS);
static final char[] DFA<dfa.decisionNumber>_max =
DFA.unpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_maxS);
static final short[] DFA<dfa.decisionNumber>_accept =
DFA.unpackEncodedString(DFA<dfa.decisionNumber>_acceptS);
static final short[] DFA<dfa.decisionNumber>_special =
DFA.unpackEncodedString(DFA<dfa.decisionNumber>_specialS);
static final short[][] DFA<dfa.decisionNumber>_transition;

static {
 int numStates = DFA<dfa.decisionNumber>_transitionS.length;
 DFA<dfa.decisionNumber>_transition = new short[numStates][];
 for (int i=0; i\<numStates; i++) {
  DFA<dfa.decisionNumber>_transition[i] = DFA.unpackEncodedString(DFA<dfa.decisionNumber>_transitionS[i]);
 }
}

protected class DFA<dfa.decisionNumber> extends DFA {

 public DFA<dfa.decisionNumber>(BaseRecognizer recognizer) {
```

```
 this.recognizer = recognizer;
 this.decisionNumber = <dfa.decisionNumber>;
 this.eot = DFA<dfa.decisionNumber>_eot;
 this.eof
= DFA<dfa.decisionNumber>_eof;
 this.min = DFA<dfa.decisionNumber>_min;
 this.max = DFA<dfa.decisionNumber>_max;
 this.accept = DFA<dfa.decisionNumber>_accept;
 this.special = DFA<dfa.decisionNumber>_special;
 this.transition = DFA<dfa.decisionNumber>_transition;
}
@Override
public String getDescription() {
 return "<dfa.description>";
}
 <@errorMethod()>
<if(dfa.specialStateSTs)>
 @Override
 public int specialStateTransition(int s, IntStream _input) throws NoViableAltException {
  <if(LEXER)>
  IntStream input = _input;
  <endif>
  <if(PARSER)>
  TokenStream input = (TokenStream)_input;
  <endif>
  <if(TREE_PARSER)>
  TreeNodeStream input = (TreeNodeStream)_input;
  <endif>
  int _s = s;
  switch ( s ) {
  <dfa.specialStateSTs:{state |
  case <i0> : <! compressed special state numbers 0..n-1 !>
   <state>}; separator="\n">
  }
<if(backtracking)>
  if (state.backtracking>0) {state.failed=true; return -1;}
<endif>
  NoViableAltException nvae =
   new NoViableAltException(getDescription(),
 <dfa.decisionNumber>, _s, input);
  error(nvae);
  throw nvae;
 }
<endif>
}
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
```

```
*  state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
int LA<decisionNumber>_<stateNumber> = input.LA(1);
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
int index<decisionNumber>_<stateNumber> = input.index();
input.rewind();
<endif>
s = -1;
<edges; separator="\nelse ">
<if(semPredState)> <! return input cursor to state before we rewound !>
input.seek(index<decisionNumber>_<stateNumber>);
<endif>
if ( s>=0 ) return s;
break;
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>) {s = <targetStateNumber>;}
>>

/** An edge pointing
 at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber>;
>>


// D F A  E X P R E S S I O N S

andPredicates(left,right) ::= "(<left>&&<right>)"

orPredicates(operands) ::= "(<operands; separator=\"||\">)"

notPredicate(pred) ::= "!(<evalPredicate(pred,{})>)"

evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "<pred>()"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber>==<atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
```

```
*  somewhere.  Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "input.LA(<k>)==<atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <%
(LA<decisionNumber>_<stateNumber> >= <lower> && LA<decisionNumber>_<stateNumber> \<= <upper>)
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt)
 ::= "(input.LA(<k>) >= <lower> && input.LA(<k>) \<= <upper>)"

setTest(ranges) ::= <<
<ranges; separator="||">
>>

// A T T R I B U T E S

globalAttributeScope(scope) ::= <<
<if(scope.attributes)>
protected static class <scope.name>_scope {
 <scope.attributes:{it |<it.decl>;}; separator="\n">
}
protected Stack\<<scope.name>_scope> <scope.name>_stack = new Stack\<<scope.name>_scope>();
<endif>
>>

ruleAttributeScope(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
protected static class <scope.name>_scope {
 <scope.attributes:{it |<it.decl>;}; separator="\n">
}
protected Stack\<<scope.name>_scope> <scope.name>_stack = new Stack\<<scope.name>_scope>();
<endif>
<endif>
>>

returnStructName(r) ::= "<r.name>_return"

returnType(ruleDescriptor) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor.grammar.recognizerName>.<ruleDescriptor:returnStructName()>
<elseif(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnType>
<else>
void
<endif>
%>
```

```
/** Generate
 the Java type associated with a single or multiple return
*  values.
*/
ruleLabelType(referencedRule) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
<returnScopeBaseType()>
<elseif(referencedRule.hasSingleReturnValue)>
<referencedRule.singleValueReturnType>
<else>
void
<endif>
%>

delegateName(d) ::= <<
<if(d.label)><d.label><else>g<d.name><endif>
>>

/** Using a type to init value map, try to init a type; if not in table
*  must be an object, default value is "null".
*/
initValue(typeName) ::= <<
<javaTypeInitMap.(typeName)>
>>

/** Define a rule label including default value */
ruleLabelDef(label) ::= <%
<ruleLabelType(referencedRule=label.referencedRule)> <label.label.text> =
<initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))>;
%>

/** Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
*  subgroups to stick in members.
*/
returnScope(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
public
 static class <ruleDescriptor:returnStructName()> extends <returnScopeBaseType()> {
 <if(scope)><scope.attributes:{it |public <it.decl>;}; separator="\n"><endif>
 <@ruleReturnMembers()>
};
<endif>
>>

returnScopeBaseType() ::= <%
<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope
```

```
%>

parameterScope(scope) ::= <<
<scope.attributes:{it |<it.decl>}; separator=", ">
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name> =<expr>;"

scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
<scope>_stack.elementAt(<scope>_stack.size()-<negIndex>-1).<attr.name>
<else>
<if(index)>
<scope>_stack.elementAt(<index>).<attr.name>
<else>
<scope>_stack.peek().<attr.name>
<endif>
<endif>
%>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <%
<if(negIndex)>
<scope>_stack.elementAt(<scope>_stack.size()-<negIndex>-1).<attr.name> =<expr>;
<else>
<if(index)>
<scope>_stack.elementAt(<index>).<attr.name> =<expr>;
<else>
<scope>_stack.peek().<attr.name>
 =<expr>;
<endif>
<endif>
%>

/** $x is either global scope or x is rule with dynamic scope; refers
*  to stack itself not top of stack.  This is useful for predicates
*  like {$function.size()>0 && $function::name.equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
(<scope>!=null?((<returnType(referencedRule)>)<scope>).<attr.name>:<initValue(attr.type)>)
<else>
<scope>
<endif>
%>
```

```
returnAttributeRef(ruleDescriptor,attr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>
<else>
<attr.name>
<endif>
%>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name> =<expr>;
<else>
<attr.name> =<expr>;
<endif>
%>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/**
 ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


// not sure the next are the right approach

tokenLabelPropertyRef_text(scope,attr) ::= "(<scope>!=null?<scope>.getText():null)"
tokenLabelPropertyRef_type(scope,attr) ::= "(<scope>!=null?<scope>.getType():0)"
tokenLabelPropertyRef_line(scope,attr) ::= "(<scope>!=null?<scope>.getLine():0)"
tokenLabelPropertyRef_pos(scope,attr) ::= "(<scope>!=null?<scope>.getCharPositionInLine():0)"
tokenLabelPropertyRef_channel(scope,attr) ::= "(<scope>!=null?<scope>.getChannel():0)"
tokenLabelPropertyRef_index(scope,attr) ::= "(<scope>!=null?<scope>.getTokenIndex():0)"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"
tokenLabelPropertyRef_int(scope,attr) ::= "(<scope>!=null?Integer.valueOf(<scope>.getText()):0)"

ruleLabelPropertyRef_start(scope,attr) ::= "(<scope>!=null?(<castToLabelType({<scope>.start})>):null)"
ruleLabelPropertyRef_stop(scope,attr) ::= "(<scope>!=null?(<castToLabelType({<scope>.stop})>):null)"
ruleLabelPropertyRef_tree(scope,attr)
 ::= "(<scope>!=null?((<ASTLabelType>)<scope>.getTree()):null)"
ruleLabelPropertyRef_text(scope,attr) ::= <%
<if(TREE_PARSER)>
(<scope>!=null?(input.getTokenStream().toString(
 input.getTreeAdaptor().getTokenStartIndex(<scope>.start),
 input.getTreeAdaptor().getTokenStopIndex(<scope>.start))):null)
<else>
(<scope>!=null?input.toString(<scope>.start,<scope>.stop):null)
<endif>
```

```
%>

ruleLabelPropertyRef_st(scope,attr) ::= "(<scope>!=null?((StringTemplate)<scope>.getTemplate()):null)"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::=
 "(<scope>!=null?<scope>.getType():0)"
lexerRuleLabelPropertyRef_line(scope,attr) ::=
 "(<scope>!=null?<scope>.getLine():0)"
lexerRuleLabelPropertyRef_pos(scope,attr) ::=
 "(<scope>!=null?<scope>.getCharPositionInLine():-1)"
lexerRuleLabelPropertyRef_channel(scope,attr) ::=
 "(<scope>!=null?<scope>.getChannel():0)"
lexerRuleLabelPropertyRef_index(scope,attr)
 ::=
 "(<scope>!=null?<scope>.getTokenIndex():0)"
lexerRuleLabelPropertyRef_text(scope,attr) ::=
 "(<scope>!=null?<scope>.getText():null)"
lexerRuleLabelPropertyRef_int(scope,attr) ::=
 "(<scope>!=null?Integer.valueOf(<scope>.getText()):0)"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "(<castToLabelType(\"retval.start\")>)"
rulePropertyRef_stop(scope,attr) ::= "(<castToLabelType(\"retval.stop\")>)"
rulePropertyRef_tree(scope,attr) ::= "retval.tree"
rulePropertyRef_text(scope,attr) ::= <%
<if(TREE_PARSER)>
input.getTokenStream().toString(
 input.getTreeAdaptor().getTokenStartIndex(retval.start),
 input.getTreeAdaptor().getTokenStopIndex(retval.start))
<else>
input.toString(retval.start,input.LT(-1))
<endif>
%>
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "getText()"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr)
 ::= "state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(getCharIndex()-1)"
lexerRulePropertyRef_int(scope,attr) ::= "Integer.valueOf(<scope>.getText())"
```

```
// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree =<expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st =<expr>;"

/** How to execute an action (only when not backtracking) */
execAction(action) ::= <%
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {
 <action>
}
<else>
<action>
<endif>
%>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)

bitset(name,
 words64) ::= <<
public static final BitSet <name> = new BitSet(new long[]{<words64:{it |<it>L};separator=",">});
>>

codeFileExtension() ::= ".java"

true_value() ::= "true"
false_value() ::= "false"

isEmptyString ::= [
 "" : true,
 default : false
]

isTrue ::= [
 "true" : true,
 default : false
]

isDefaultLabelType ::= [
 "Token" : true,
 default : false
]

isPredefinedRewriteRule ::= [
```

"topdown" : true,
"bottomup" : true,
default : false
]

castToLabelType(value) ::= <%
<if(!isDefaultLabelType.(labelType))>
(<labelType>)
<endif>
<value>
%>

Found in path(s):
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/Java/Java.stg
No license file was found, but licenses were detected in source scan.

/*
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(INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/
/** Add an adaptor property that knows how to build trees */

```
@headerFile.members() ::= <<
/* @headerFile.members() */
pANTLR3_BASE_TREE_ADAPTOR adaptor;
pANTLR3_VECTOR_FACTORY  vectors;
/* End @headerFile.members() */
>>

/** Install the tree adaptor interface pointer and anything else that
*  tree parsers and producers require.
*/
@genericParser.apifuncs() ::= <<
<if(PARSER)>
ADAPTOR = ANTLR3_TREE_ADAPTORNew(instream->tstream->tokenSource->strFactory);<\n>
<endif>
ctx->vectors =
 antlr3VectorFactoryNew(0);
>>

@genericParser.cleanup() ::= <<
ctx->vectors->close(ctx->vectors);
<if(PARSER)>
/* We created the adaptor so we must free it
*/
ADAPTOR->free(ADAPTOR);
<endif>
>>

@returnScope.ruleReturnMembers() ::= <<

<super.ASTLabelType()> tree;

>>

/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
<ASTLabelType> root_0;<\n>
>>

ruleInitializations() ::= <<
<super.ruleInitializations()>
root_0 = NULL;<\n>
>>

ruleLabelDefs() ::= <<
<super.ruleLabelDefs()>
<ruleDescriptor.tokenLabels:{it | <ASTLabelType> <it.label.text>_tree;}; separator="\n">
<ruleDescriptor.tokenListLabels:{it | <ASTLabelType> <it.label.text>_tree;}; separator="\n">
```

```
<ruleDescriptor.allTokenRefsInAltsWithRewrites
  :{it | pANTLR3_REWRITE_RULE_<rewriteElementType>_STREAM stream_<it>;}; separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites
  :{it | pANTLR3_REWRITE_RULE_SUBTREE_STREAM
 stream_<it>;}; separator="\n">
>>

/* Note that we defer the actual creation of any rewrite streams we need here and just initialize
* them to NULL. This saves creating huge numbers of rewrite streams that cannot be used as only
* one alt will be taken in a rule, but we are declaring all the streams here. So we define
* a macro that conatins the create code, then use this macro later to check if the stream
* has been created yet. Checking for NULL is almost free in C.
*/
ruleLabelInitializations() ::= <<
<super.ruleLabelInitializations()>
<ruleDescriptor.tokenLabels:{it | <it.label.text>_tree   = NULL;}; separator="\n">
<ruleDescriptor.tokenListLabels:{it | <it.label.text>_tree   = NULL;}; separator="\n">

<ruleDescriptor.allTokenRefsInAltsWithRewrites
:{it | stream_<it>   = NULL;
#define CREATE_stream_<it>  if (stream_<it> == NULL) {stream_<it> =
antlr3RewriteRule<rewriteElementType>StreamNewAE(ADAPTOR, RECOGNIZER, (pANTLR3_UINT8)"token
<it>"); \} };
 separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites
:{it | stream_<it>   = NULL;
#define CREATE_stream_<it>  if (stream_<it> == NULL) {stream_<it> =
antlr3RewriteRuleSubtreeStreamNewAE(ADAPTOR, RECOGNIZER, (pANTLR3_UINT8)"rule <it>"); \}};
separator="\n">

<if(ruleDescriptor.hasMultipleReturnValues)>
retval.tree  = NULL;
<endif>
>>


/**  a rule label including default value */
ruleLabelInitVal(label) ::= <<
<super.ruleLabelInitVal(...)>
<label.label.text>.tree = NULL;
>>

/** When doing auto AST construction, we must define some variables;
*  These should be turned off if doing rewrites.  This must be a "mode"
*  as a rule could have both rewrite and AST within the same alternative
*  block.
*/
@alt.declarations() ::= <<
```

```
<if(autoAST)>
<if(outerAlt)>
<endif>
<endif>
>>

@alt.initializations() ::= <<
<if(autoAST)>
<if(outerAlt)>
<if(!rewriteMode)>
root_0 = (<ASTLabelType>)(ADAPTOR->nilNode(ADAPTOR));<\n>
<endif>
<endif>
<endif>
>>


// T r a c k i n g  R u l e  E l e m e
 n t s
//
/** ID but track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) { <endif>CREATE_stream_<token>;
stream_<token>->add(stream_<token>, <label>, NULL);<if(backtracking)> }<endif><\n>
>>

/** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
*  to the tracking list stream_ID for use in the rewrite.
*/
tokenRefTrackAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefTrack(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>CREATE_stream_<token>; stream_<token>-
>add(stream_<token>, <label>, NULL);<if(backtracking)> }<endif><\n>
>>

wildcardTrack(label,elementIndex) ::= <<
<super.wildcard(...)>
>>

/**
```

```
 rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) { <endif>CREATE_stream_<rule.name>;
stream_<rule.name>->add(stream_<rule.name>, <label>.tree, NULL);<if(backtracking)> }<endif>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(...)>
<listLabelTrack(...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) { <endif>CREATE_stream_<rule.name>;
stream_<rule.name>->add(stream_<rule.name>, <label>.tree, NULL);<if(backtracking)> }<endif>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)>
<listLabelAST(...)>
>>


// RULE REF AST



/** Match ^(label+=TOKEN
 ...) track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefRuleRootTrack(...)>
<listLabel(elem=label,...)>
>>


/* How to accumulate lists when we are doing rewrite tracking...
*/
listLabelTrack(label) ::= <<
/* listLabelTrack(label)
*/
if (list_<label> == NULL)
{
  list_<label>=ctx->vectors->newVector(ctx->vectors);
}
```

```
list_<label>->add(list_<label>, <label>.tree, NULL);
>>

/* How to accumulate lists of rule outputs (only allowed with AST
* option but if the user is going to walk the tree, they will want
* all their custom elements from rule returns.
*
* Normally, we use inline structures (which the compiler lays down
* code to copy from heap allocations. However, here we want to accumulate copies
* of the returned structures because we are adding them to a list. This only makes sense if the
* grammar is not rewriting the tree as a tree rewrite only preserves the tree, not the object/structure
* returned from the
 rule. The rewrite will extract the tree pointer. However, if we are not going to
* do a tree re-write, then the user may wish to iterate the structures returned by the rule in
* action code and will expect the user defined returns[] elements to be available when they do this.
* Hence we cannot just preserve the tree that was returned. So, we must copy the local structure and provide
* a function that can free the allocated space. We cannot know how to free user allocated elements and
* presume that the user will know to do this using their own factories for the structures they allocate.
*/
listLabelAST(label) ::= <<
if (list_<label> == NULL)
{
  list_<label>=ctx->vectors->newVector(ctx->vectors);
}
{
  RETURN_TYPE_<label> * tcopy;

  tcopy = (RETURN_TYPE_<label> *)ANTLR3_MALLOC(sizeof(RETURN_TYPE_<label>)); /* Note no
memory allocation checks! */
  ANTLR3_MEMCPY((void *)(tcopy), (const void *)&<label>, sizeof(RETURN_TYPE_<label>));
  list_<label>->add(list_<label>, (void
 *)tcopy, freeScope);  /* Add whatever the return type is */<\n>
}
>>

// R e w r i t e

rewriteCode(
 alts,
 description,
 referencedElementsDeep, // ALL referenced elements to right of ->
 referencedTokenLabels,
 referencedTokenListLabels,
 referencedRuleLabels,
 referencedRuleListLabels,
  referencedWildcardLabels,
  referencedWildcardListLabels,
 rewriteBlockLevel,
```

```
 enclosingTreeLevel,
 treeLevel) ::=
<<

/* AST REWRITE
* elements          : <referencedElementsDeep; separator=", ">
* token labels      : <referencedTokenLabels; separator=", ">
* rule labels       : <referencedRuleLabels; separator=", ">
* token list labels : <referencedTokenListLabels; separator=", ">
* rule list labels  : <referencedRuleListLabels; separator=", ">
*/
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) <\n>
<endif>
{
 <rewriteCodeLabelsDecl()>
 <rewriteCodeLabelsInit()>
 root_0       = (<ASTLabelType>)(ADAPTOR->nilNode(ADAPTOR));
 <prevRuleRootRef()>.tree    = root_0;
 <alts:rewriteAlt();
 separator="else ">
 <if(TREE_PARSER)>
 <if(rewriteMode)>
 <prevRuleRootRef()>.tree = (<ASTLabelType>)(ADAPTOR->rulePostProcessing(ADAPTOR, root_0));
 INPUT->replaceChildren(INPUT, ADAPTOR->getParent(ADAPTOR, retval.start),
                  ADAPTOR->getChildIndex(ADAPTOR, retval.start),
                  ADAPTOR->getChildIndex(ADAPTOR, _last),
                  retval.tree);
 <endif>
 <endif>
 <prevRuleRootRef()>.tree = root_0; // set result root
 <rewriteCodeLabelsFree()>

}
>>

rewriteCodeLabelsDecl() ::= <<
<referencedTokenLabels
  :{it | pANTLR3_REWRITE_RULE_<rewriteElementType>_STREAM stream_<it>;};
  separator="\n"
>
<referencedTokenListLabels
  :{it | pANTLR3_REWRITE_RULE_<rewriteElementType>_STREAM stream_<it>;};
  separator="\n"
>
<referencedRuleLabels
  :{it | pANTLR3_REWRITE_RULE_SUBTREE_STREAM stream_<it>;};
  separator="\n"
```

```
>
<referencedRuleListLabels
  :{it | pANTLR3_REWRITE_RULE_SUBTREE_STREAM stream_<it>;};
  separator="\n"
>
>>

rewriteCodeLabelsInit()
 ::= <<
<referencedTokenLabels
:{it | stream_<it>=antlr3RewriteRule<rewriteElementType>StreamNewAEE(ADAPTOR,  RECOGNIZER,
(pANTLR3_UINT8)"token <it>", <it>);};
separator="\n"
>
<referencedTokenListLabels
:{it | stream_<it>=antlr3RewriteRule<rewriteElementType>StreamNewAEV(ADAPTOR,  RECOGNIZER,
(pANTLR3_UINT8)"token <it>", list_<it>); };
separator="\n"
>
<referencedRuleLabels
:{it | stream_<it>=antlr3RewriteRuleSubtreeStreamNewAEE(ADAPTOR,  RECOGNIZER,
(pANTLR3_UINT8)"token <it>", <it>.tree != NULL ? <it>.tree : NULL);};
separator="\n"
>
<referencedRuleListLabels
:{it | stream_<it>=antlr3RewriteRuleSubtreeStreamNewAEV(ADAPTOR,  RECOGNIZER,
(pANTLR3_UINT8)"token <it>", list_<it>);};
separator="\n"
>
>>
rewriteCodeLabelsFree() ::= <<
<referencedTokenLabels
:{it | if (stream_<it> != NULL) stream_<it>->free(stream_<it>); };
separator="\n"
>
<referencedTokenListLabels
:{it | if (stream_<it> != NULL) stream_<it>->free(stream_<it>);};
separator="\n"
>
<referencedRuleLabels
:{it
 | if (stream_<it> != NULL) stream_<it>->free(stream_<it>);};
separator="\n"
>
<referencedRuleListLabels
:{it | if (stream_<it> != NULL) stream_<it>->free(stream_<it>);};
separator="\n"
>
```

```
>>

/** Generate code for an optional rewrite block; note it uses the deep ref'd element
 *  list rather shallow like other blocks.
 */
rewriteOptionalBlock(
 alt,
 rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements,  // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
{
 if ( <referencedElementsDeep:{el | (stream_<el> != NULL && stream_<el>->hasNext(stream_<el>)) };
separator="|| "> )
 {
  <alt>
 }
 <referencedElementsDeep:{el | if ( stream_<el> != NULL) stream_<el>->reset(stream_<el>);<\n>}>
}<\n>
>>

rewriteClosureBlock(
 alt,
 rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements,  // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
{
 while
 ( <referencedElements:{el | (stream_<el> != NULL && stream_<el>->hasNext(stream_<el>)) }; separator="|| "> )
 {
  <alt>
 }
 <referencedElements:{el | if (stream_<el> != NULL) stream_<el>->reset(stream_<el>);<\n>}>
}<\n>
>>
RewriteEarlyExitException() ::=
<<
CONSTRUCTEX();
EXCEPTION->type         = ANTLR3_REWRITE_EARLY_EXCEPTION;
EXCEPTION->name         = (void *)ANTLR3_REWRITE_EARLY_EXCEPTION_NAME;
>>
rewritePositiveClosureBlock(
 alt,
```

```
 rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements,  // elements in immediately block; no nested blocks
 description) ::=
<<
if (<referencedElements:{el | (stream_<el> == NULL || !stream_<el>->hasNext(stream_<el>)) }; separator="|| "> )
{
  <RewriteEarlyExitException()>
}
else
{
 while ( <referencedElements:{el | (stream_<el>->hasNext(stream_<el>)) }; separator="|| "> ) {
  <alt>
 }
 <referencedElements:{el | stream_<el>->reset(stream_<el>);<\n>}>
}
>>

rewriteAlt(a) ::= <<
// <a.description>
<if(a.pred)>
if (<a.pred>)
{
   <a.alt>
}<\n>
<else>
{
  <a.alt>
}<\n>
<endif>
>>

/** For empty rewrites: "r : ... -> ;" */
rewriteEmptyAlt() ::= "root_0 = NULL; /* \<-- rewriteEmptyAlt()) */"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
{
  <ASTLabelType> root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->nilNode(ADAPTOR));
  <root:rewriteElement()>
  <children:rewriteElement()>
  ADAPTOR->addChild(ADAPTOR, root_<enclosingTreeLevel>, root_<treeLevel>);
}<\n>
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>"

rewriteElement(e) ::= <<
```

```
<@pregen()>
<e.el>
>>

/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,terminalOptions,args) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <createRewriteNodeFromElement(...)>);<\n>
>>

/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<label> == NULL ? NULL : stream_<label>-
>nextNode(stream_<label>));<\n>
>>

/**
 Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<label> == NULL ? NULL : stream_<label>-
>nextNode(stream_<label>));<\n>
>>

/** Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRootToken(ADAPTOR, stream_<label> == NULL ?
NULL : stream_<label>->nextToken(stream_<label>), root_<treeLevel>));<\n>
>>

/** Gen ^($label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^(ID ...) or ^(ID[args] ...) */
rewriteTokenRefRoot(token,elementIndex,terminalOptions,args) ::= <<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR,
<createRewriteNodeFromElement(...)>, root_<treeLevel>));<\n>
>>

rewriteImaginaryTokenRef(args,token,terminalOptions,elementIndex) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <createImaginaryNode(tokenType=token,
 ...)>);<\n>
>>

rewriteImaginaryTokenRefRoot(args,token,terminalOptions,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR,
<createImaginaryNode(tokenType=token, ...)>, root_<treeLevel>));<\n>
>>

/** plain -> {foo} action */
```

```
rewriteAction(action) ::= <<
root_0 = <action>;<\n>
>>

/** What is the name of the previous value of this rule's root tree?  This
*  let's us refer to $rule to mean previous value.  I am reusing the
*  variable 'tree' sitting in retval struct to hold the value of root_0 right
*  before I set it during rewrites.  The assign will be to retval.tree.
*/
prevRuleRootRef() ::= "retval"

rewriteRuleRef(rule,dup) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<rule> == NULL ? NULL : stream_<rule>-
>nextTree(stream_<rule>));<\n>
>>

rewriteRuleRefRoot(rule,dup) ::= <<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, stream_<rule> == NULL ? NULL
: stream_<rule>->nextNode(stream_<rule>), root_<treeLevel>));<\n>
>>

rewriteNodeAction(action)
 ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <action>);<\n>
>>

rewriteNodeActionRoot(action) ::= <<
root_<treeLevel> = (<ASLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, <action>, root_<treeLevel>));<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<label> == NULL ? NULL : stream_<label>-
>nextTree(stream_<label>));<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<label> == NULL ? NULL : stream_<label>-
>nextTree(stream_<label>));<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, stream_<label> == NULL ? NULL
: stream_<label>->nextNode(stream_<label>), root_<treeLevel>));<\n>
>>
```

```
/** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label)
 ::= <<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRoot((<ASTLabelType>)(stream_<label> == NULL
? NULL : stream_<label>->nextNode(stream_<label>), root_<treeLevel>));<\n>
>>

rewriteWildcardLabelRef(label) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<label> == NULL ? NULL : stream_<label>-
>nextTree(stream_<label>));<\n>
>>

createImaginaryNode(tokenType,terminalOptions,args) ::= <<
<if(terminalOptions.node)>
<! new MethodNode(IDLabel, args) !>
<terminalOptions.node>New(<tokenType><if(args)>, <args; separator=", "><endif>)
<else>
<if(args)>

#if <length(args)> == 2
 (<ASTLabelType>)ADAPTOR->createTypeTokenText(ADAPTOR, <tokenType>, TOKTEXT(<args; separator=",
">))
#else
 (<ASTLabelType>)ADAPTOR->createTypeText(ADAPTOR, <tokenType>, (pANTLR3_UINT8)<args;
separator=", ">)
#endif

<else>
(<ASTLabelType>)ADAPTOR->createTypeText(ADAPTOR, <tokenType>, (pANTLR3_UINT8)"<tokenType>")
<endif>
<endif>
>>

createRewriteNodeFromElement(token,terminalOptions,args)
 ::= <<
<if(terminalOptions.node)>
<terminalOptions.node>New(stream_<token>->nextToken(stream_<token>)<if(args)>, <args; separator=",
"><endif>)
<else>
<if(args)> <! must create new node from old !>

#if <length(args)> == 2
ADAPTOR->createTypeTokenText(ADAPTOR, <token>->getType(<token>, TOKTEXT(<token>, <args;
separator=", ">)) /* JIMI */
#else
ADAPTOR->createTypeToken(ADAPTOR, <token>->getType(<token>, <token>, <args; separator=", ">)
#endif
```

<else>
stream_<token> == NULL ? NULL : stream_<token>->nextNode(stream_<token>)
<endif>
<endif>
>>

Found in path(s):
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/C/AST.stg
No license file was found, but licenses were detected in source scan.

/*
[The "BSD license"]
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(INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

/** The API version of the runtime that recognizers generated by this runtime
* need.
*/
apiVersion() ::= "1"

// System.Boolean.ToString() returns "True" and "False", but the proper C# literals are "true" and "false"
// The Java version of Boolean returns "true" and "false", so they map to themselves here.
booleanLiteral ::= [
	"True":"true",

```
        "False":"false",
        "true":"true",
        "false":"false",
        default:"false"
]

/** The overall file structure
 of a recognizer; stores methods for rules
*  and cyclic DFAs plus support code.
*/
outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,
          docComment, recognizer,
          name, tokens, tokenNames, rules, cyclicDFAs,
          bitsets, buildTemplate, buildAST, rewriteMode, profile,
          backtracking, synpreds, memoize, numRules,
          fileName, ANTLRVersion, generatedTimestamp, trace,
          scopes, superClass, literals) ::=
<<
# $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>

<@imports>
import sys
from antlr3 import *
<if(TREE_PARSER)>
from antlr3.tree import *<\n>
<endif>
from antlr3.compat import set, frozenset
<@end>

<actions.(actionScope).header>

<! <docComment> !>

# for convenience in actions
HIDDEN = BaseRecognizer.HIDDEN

# token types
<tokens:{it | <it.name>=<it.type>}; separator="\n">

<recognizer>

<if(actions.(actionScope).main)>
<actions.(actionScope).main>
<else>
def main(argv, stdin=sys.stdin, stdout=sys.stdout, stderr=sys.stderr):
<if(LEXER)>
    from antlr3.main import LexerMain
   main = LexerMain(<recognizer.name>)<\n>
```

```
<endif>
<if(PARSER)>
  from antlr3.main import ParserMain
  main = ParserMain("<recognizer.grammar.name>Lexer", <recognizer.name>)<\n>
<endif>
<if(TREE_PARSER)>
  from antlr3.main import WalkerMain
  main = WalkerMain(<recognizer.name>)<\n>
<endif>
  main.stdin = stdin
  main.stdout = stdout
  main.stderr = stderr
  main.execute(argv)<\n>
<endif>

<actions.(actionScope).footer>

if __name__ == '__main__':
  main(sys.argv)

>>

lexer(grammar, name, tokens, scopes, rules, numRules, filterMode,
    labelType="CommonToken", superClass="Lexer") ::= <<
<grammar.directDelegates:
{g|from <g.recognizerName> import <g.recognizerName>}; separator="\n">

class <grammar.recognizerName>(<@superClassName><superClass><@end>):
  <scopes:{it|<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>

  grammarFileName = "<fileName>"
  api_version = <apiVersion()>

   def __init__(self<grammar.delegators:{g|, <g:delegateName()>}>, input=None, state=None):
      if state is None:
         state = RecognizerSharedState()
      super(<grammar.recognizerName>, self).__init__(input, state)

<if(memoize)>
<if(grammar.grammarIsRoot)>
      self._state.ruleMemo = {}
<endif>
<endif>

      <grammar.directDelegates:
       {g|self.<g:delegateName()> = <g.recognizerName>(<trunc(g.delegators):{p|<p:delegateName()>, }>self, input,
state)}; separator="\n">
      <grammar.directDelegates:
```

```
      {g|<g.delegates:{h|self.<h:delegateName()> = self.<g:delegateName()>.<h:delegateName()>};
separator="\n">}; separator="\n">
      <grammar.delegators:
       {g|self.<g:delegateName()> = <g:delegateName()>}; separator="\n">
      <last(grammar.delegators):
    {g|self.gParent = <g:delegateName()>}; separator="\n">
      self.delegates = [<grammar.delegates: {g|self.<g:delegateName()>}; separator = ", ">]

      <cyclicDFAs:{dfa | <cyclicDFAInit(dfa)>};
 separator="\n">

      <actions.lexer.init>


  <actions.lexer.members>


<if(filterMode)>
  <filteringNextToken()>
<endif>
  <rules; separator="\n\n">

  <synpreds:{p | <lexerSynpred(p)>}>

  <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>


>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
*  for matches.  No error can be generated upon error; just rewind, consume
*  a token and then try again.  backtracking needs to be set as well.
*  Make rule memoization happen only at levels above 1 as we start mTokens
*  at backtracking==1.
*/
filteringNextToken() ::= <<
def nextToken(self):
  while True:
      if self.input.LA(1) == EOF:
         return self.makeEOFToken()

      self._state.token = None
      self._state.channel = DEFAULT_CHANNEL
      self._state.tokenStartCharIndex = self.input.index()
      self._state.tokenStartCharPositionInLine = self.input.charPositionInLine
      self._state.tokenStartLine
 = self.input.line
      self._state._text = None
```

```
        try:
            m = self.input.mark()
            try:
                # means we won't throw slow exception
                self._state.backtracking = 1
                try:
                    self.mTokens()
                finally:
                    self._state.backtracking = 0

            except BacktrackingFailed:
                # mTokens backtracks with synpred at backtracking==2
                # and we set the synpredgate to allow actions at level 1.
                self.input.rewind(m)
                self.input.consume() # advance one char and try again

            else:
                self.emit()
                return self._state.token

        except RecognitionException, re:
            # shouldn't happen in backtracking mode, but...
            self.reportError(re)
            self.recover(re)


def memoize(self, input, ruleIndex, ruleStartIndex, success):
  if self._state.backtracking > 1:
     #
 is Lexer always superclass?
     super(<grammar.recognizerName>, self).memoize(input, ruleIndex, ruleStartIndex, success)


def alreadyParsedRule(self, input, ruleIndex):
  if self._state.backtracking > 1:
     return super(<grammar.recognizerName>, self).alreadyParsedRule(input, ruleIndex)
  return False


>>

actionGate() ::= "self._state.backtracking == 0"

filteringActionGate() ::= "self._state.backtracking == 1"

/** How to generate a parser */

genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
```

```
        bitsets, inputStreamType, superClass, labelType, members,
    rewriteElementType, filterMode, init, ASTLabelType="Object") ::= <<
<if(grammar.grammarIsRoot)>
# token names
tokenNames = [
  "\<invalid>", "\<EOR>", "\<DOWN>", "\<UP>",
  <tokenNames; wrap, separator=", ">
]<\n>
<else>
from <grammar.composite.rootGrammar.recognizerName> import tokenNames<\n>
<endif>
<scopes:{it|<if(it.isDynamicGlobalScope)><globalAttributeScopeClass(scope=it)><endif>}>

<grammar.directDelegates:
 {g|from <g.recognizerName> import <g.recognizerName>}; separator="\n">

<rules:{it|<ruleAttributeScopeClass(scope=it.ruleDescriptor.ruleScope)>}>

class <grammar.recognizerName>(<@superClassName><superClass><@end>):
  grammarFileName = "<fileName>"
  api_version = <apiVersion()>
  tokenNames = tokenNames

  def __init__(self<grammar.delegators:{g|, <g:delegateName()>}>, input, state=None, *args, **kwargs):
    if state is None:
      state = RecognizerSharedState()

    <@args()>
    super(<grammar.recognizerName>, self).__init__(input, state, *args, **kwargs)

<if(memoize)>
<if(grammar.grammarIsRoot)>
    self._state.ruleMemo = {}
<endif>
<endif>

    <cyclicDFAs:{dfa | <cyclicDFAInit(dfa)>}; separator="\n">

    <scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScopeStack(scope=it)><endif>}>
 <rules:{it | <ruleAttributeScopeStack(scope=it.ruleDescriptor.ruleScope)>}>

    <init>

    <grammar.delegators:
      {g|self.<g:delegateName()> = <g:delegateName()>}; separator="\n">
    <grammar.directDelegates:
     {g|self.<g:delegateName()> = <g.recognizerName>(<trunc(g.delegators):{p|<p:delegateName()>, }>self, input,
state)}; separator="\n">
```

```
      <grammar.directDelegates:
       {g|<g.delegates:{h|self.<h:delegateName()> = self.<g:delegateName()>.<h:delegateName()>};
separator="\n"}; separator="\n">
      <last(grammar.delegators):
    {g|self.gParent = self.<g:delegateName()>}; separator="\n">
      self.delegates = [<grammar.delegates: {g|self.<g:delegateName()>}; separator = ", ">]

 <@init><@end>


  <@members><@end>

  <members>

  <rules; separator="\n\n">

  <! generate rule/method definitions for imported rules so they
     appear to be defined in this recognizer. !>
  <grammar.delegatedRules:{ruleDescriptor| <delegateRule(ruleDescriptor)> }; separator="\n">

  <synpreds:{p | <synpred(p)>}>

  <cyclicDFAs:cyclicDFA()> <! dump
 tables for all DFA !>

  <bitsets:{it | FOLLOW_<it.name>_in_<it.inName><it.tokenIndex> = frozenset([<it.tokenTypes:{it |
<it>};separator=", ">])<\n>}>

>>

delegateRule(ruleDescriptor) ::= <<
def <ruleDescriptor.name>(self, <ruleDescriptor.parameterScope:parameterScope()>):
<\ >   <if(ruleDescriptor.hasReturnValue)>return
<endif>self.<ruleDescriptor.grammar:delegateName()>.<ruleDescriptor.name>(<if(ruleDescriptor.parameterScope)
><ruleDescriptor.parameterScope.attributes:{a|<a.name>}; separator=", "><endif>)


>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets,
     ASTLabelType="Object", superClass="Parser", labelType="Token",
     members={<actions.parser.members>},
     init={<actions.parser.init>}
     ) ::= <<
<genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
           bitsets, "TokenStream", superClass,
           labelType, members, "Token",
           false, init, ASTLabelType)>
```

```
>>

/** How to generate a tree
 parser; same as parser except the input
*  stream is a different type.
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules,
        numRules, bitsets, filterMode, labelType={<ASTLabelType>}, ASTLabelType="Object",
superClass={<if(filterMode)><if(buildAST)>TreeRewriter<else>TreeFilter<endif><else>TreeParser<endif>},
 members={<actions.treeparser.members>},
   init={<actions.treeparser.init>}
        ) ::= <<
<genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
           bitsets, "TreeNodeStream", superClass,
           labelType, members, "Node",
           filterMode, init, ASTLabelType)>
>>

/** A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*  nor parameters etc..., just give simplest possible method.  Don't do
*  any of the normal memoization stuff in here either; it's a waste.
*  As predicates
 cannot be inlined into the invoking rule, they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
# $ANTLR start "<ruleName>"
def <ruleName>_fragment(self, <ruleDescriptor.parameterScope:parameterScope()>):
  <ruleLabelDefs()>
<if(trace)>
  self.traceIn("<ruleName>_fragment", <ruleDescriptor.index>)
  try:
     <block>

  finally:
     self.traceOut("<ruleName>_fragment", <ruleDescriptor.index>)

<else>
  <block>
<endif>
# $ANTLR end "<ruleName>"


>>

synpred(name) ::= <<
```

```
def <name>(self):
  self._state.backtracking += 1
  <@start()>
  start = self.input.mark()
  try:
     self.<name>_fragment()
  except BacktrackingFailed:
     success = False
  else:
     success = True
  self.input.rewind(start)
  <@stop()>
  self._state.backtracking -= 1
  return success


>>

lexerSynpred(name) ::= <<
<synpred(name)>
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if self._state.backtracking
 > 0 and self.alreadyParsedRule(self.input, <ruleDescriptor.index>):
  # for cached failed rules, alreadyParsedRule will raise an exception
  success = True
  return <ruleReturnValue()>

<endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>
if self._state.backtracking > 0:
  raise BacktrackingFailed

<endif>
>>

/** How to generate code for a rule.  This includes any return type
*  data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<returnScope(scope=ruleDescriptor.returnScope)>
```

```
# $ANTLR start "<ruleName>"
# <fileName>:<description>
<ruleDescriptor.actions.decorate>
def <ruleName>(self, <ruleDescriptor.parameterScope:parameterScope()>):
<if(trace)>
  self.traceIn("<ruleName>", <ruleDescriptor.index>)<\n>
<endif>
  <ruleScopeSetUp()>
  <ruleDeclarations()>
  <ruleLabelDefs()>
  <ruleDescriptor.actions.init>
   <@preamble()>
  <@body><ruleBody()><@end>
  <@postamble()>
  return <ruleReturnValue()>

# $ANTLR end "<ruleName>"
>>

ruleBody() ::= <<
<if(memoize)>
<if(backtracking)>
success = False<\n>
<endif>
<endif>
try:
  try:
     <ruleMemoization(name=ruleName)>
     <block>
     <ruleCleanUp()>
     <(ruleDescriptor.actions.after):execAction()>

<if(memoize)>
<if(backtracking)>
     success = True<\n>
<endif>
<endif>
<if(exceptions)>
  <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
  <actions.(actionScope).rulecatch>
<else>
  except RecognitionException, re:
     self.reportError(re)
     self.recover(self.input, re)
     <@setErrorReturnValue()>
```

```
<endif>
<else>
  finally:
     pass

<endif>
<endif>
finally:
<if(trace)>
  self.traceOut("<ruleName>", <ruleDescriptor.index>)<\n>
<endif>
  <memoize()>
  <ruleScopeCleanUp()>
  <finally>
  pass
>>

catch(decl,action)
 ::= <<
except <e.decl>:
  <e.action>

>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval = self.<ruleDescriptor.name>_return()
retval.start = self.input.LT(1)<\n>
<elseif(ruleDescriptor.returnScope)>
<ruleDescriptor.returnScope.attributes:{ a |
<a.name> = <if(a.initValue)><a.initValue><else>None<endif>
}>
<endif>
<if(memoize)>
<ruleDescriptor.name>_StartIndex = self.input.index()
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{it | self.<it>_stack.append(<it>_scope())}; separator="\n">
<ruleDescriptor.ruleScope:{it | self.<it.name>_stack.append(<it.name>_scope())}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{it | self.<it>_stack.pop()}; separator="\n">
<ruleDescriptor.ruleScope:{it | self.<it.name>_stack.pop()}; separator="\n">
>>
```

```
ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,
 ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
    :{it | <it.label.text> = None}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,
 ruleDescriptor.wildcardTreeListLabels]
   :{it | list_<it.label.text> = None}; separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef(); separator="\n">
<ruleDescriptor.ruleListLabels:{it | <it.label.text> = None}; separator="\n">
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
   :{it | <it.label.text> = None}; separator="\n"
>
<ruleDescriptor.charLabels:{it | <it.label.text> = None}; separator="\n">
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels]
   :{it | list_<it.label.text> = None}; separator="\n"
>
>>

ruleReturnValue() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
retval
<endif>
<endif>
<endif>
%>

ruleCleanUp() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
retval.stop
 = self.input.LT(-1)<\n>
<endif>
<endif>
>>
```

```
memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if self._state.backtracking > 0:
  self.memoize(self.input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex, success)

<endif>
<endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
# $ANTLR start "<ruleName>"
def m<ruleName>(self, <ruleDescriptor.parameterScope:parameterScope()>):
<if(trace)>
  self.traceIn("<ruleName>", <ruleDescriptor.index>)<\n>
<endif>
  <ruleScopeSetUp()>
  <ruleDeclarations()>
<if(memoize)>
<if(backtracking)>
  success = False<\n>
<endif>
<endif>
  try:
<if(nakedBlock)>
      <ruleMemoization(name=ruleName)>
      <lexerRuleLabelDefs()>
      <ruleDescriptor.actions.init>
      <block><\n>
<else>
      _type = <ruleName>
      _channel = DEFAULT_CHANNEL

      <ruleMemoization(name=ruleName)>
       <lexerRuleLabelDefs()>
      <ruleDescriptor.actions.init>
      <block>
      <ruleCleanUp()>
      self._state.type = _type
      self._state.channel = _channel
      <(ruleDescriptor.actions.after):execAction()>
<endif>
<if(memoize)>
<if(backtracking)>
      success = True<\n>
```

```
<endif>
<endif>

   finally:
<if(trace)>
      self.traceOut("<ruleName>", <ruleDescriptor.index>)<\n>
<endif>
 <ruleScopeCleanUp()>
      <memoize()>
      pass

# $ANTLR end "<ruleName>"


>>

/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
def mTokens(self):
   <block><\n>


>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
# <fileName>:<description>
alt<decisionNumber> = <maxAlt>
<decls>
<@body><blockBody()><@end>
>>

blockBody()
 ::= <<
<@predecision()>
<@decision><decision><@end>
<@postdecision()>
<@prebranch()>
<alts:{a | <altSwitchCase(i, a)>}; separator="\nel">
<@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
```

```
# <fileName>:<description>
alt<decisionNumber> = <maxAlt>
<decls>
<@predecision()>
<@decision><decision><@end>
<@postdecision()>
<alts:{a | <altSwitchCase(i, a)>}; separator="\nel">
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
# <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
# <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n)
 ::= <<
# <fileName>:<description>
cnt<decisionNumber> = 0
<decls>
<@preloop()>
<@loopBody>
<positiveClosureBlockLoop()>
<@end>
<@postloop()>
>>

positiveClosureBlockLoop() ::= <<
while True: #loop<decisionNumber>
  alt<decisionNumber> = <maxAlt>
  <@predecision()>
  <@decisionBody><decision><@end>
  <@postdecision()>
  <alts:{a | <altSwitchCase(i, a)>}; separator="\nel">
  else:
```

```
      if cnt<decisionNumber> >= 1:
         break #loop<decisionNumber>

      <ruleBacktrackFailure()>
      eee = EarlyExitException(<decisionNumber>, self.input)
      <@earlyExitException()>
      raise eee

   cnt<decisionNumber> += 1
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
<<
# <fileName>:<description>
<decls>
<@preloop()>
<@loopBody>
<closureBlockLoop()>
<@end>
<@postloop()>
>>

closureBlockLoop()
 ::= <<
while True: #loop<decisionNumber>
   alt<decisionNumber> = <maxAlt>
   <@predecision()>
   <@decisionBody><decision><@end>
   <@postdecision()>
   <alts:{a | <altSwitchCase(i, a)>}; separator="\nel">
   else:
      break #loop<decisionNumber>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
*  so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
```

```
*  does the jump to the code that actually matches that alternative.
*/
altSwitchCase(altNum,alt) ::= <<
if alt<decisionNumber> == <altNum>:
  <@prealt()>
  <alt>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,
 treeLevel,rew) ::= <<
# <fileName>:<description>
pass <! so empty alternatives are a valid block !>
<@declarations()>
<elements:element()>
<rew>
<@cleanup()>
>>

/** What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one per line */
element(e) ::= <<
<@prematch()>
<e.el><\n>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <<
<if(label)><label> = <endif>self.match(self.input, <token>,
self.FOLLOW_<token>_in_<ruleName><elementIndex>)
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(token,label,elementIndex,terminalOptions)>
<listLabel(label, label)>
>>

listLabel(label, elem) ::= <<
if list_<label> is None:
  list_<label> = []
list_<label>.append(<elem>)<\n>
```

```
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label>
 = self.input.LA(1)<\n>
<endif>
self.match(<char>)
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = self.input.LA(1)<\n>
<endif>
self.matchRange(<a>, <b>)
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="",terminalOptions={}) ::= <<
<if(label)>
<label> = self.input.LT(1)<\n>
<endif>
if <s>:
  self.input.consume()
  <postmatchCode>
<if(!LEXER)>
  self._state.errorRecovery = False<\n>
<endif>

else:
  <ruleBacktrackFailure()>
  mse = MismatchedSetException(None, self.input)
  <@mismatchedSetException()>
<if(LEXER)>
  self.recover(mse)
  raise mse
<else>
  raise mse
  <! use following code to make it recover inline; remove throw mse;
  self.recoverFromMismatchedSet(
     self.input, mse, self.FOLLOW_set_in_<ruleName><elementIndex>
     )
  !>
<endif>
<\n>
>>
```

```
matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(label,
 label)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex="0") ::= <<
<if(label)>
<label>Start = self.getCharIndex()
self.match(<string>)
<label>StartLine<elementIndex> = self.getLine()
<label>StartCharPos<elementIndex> = self.getCharPositionInLine()
<label> = <labelType>(input=self.input, type=INVALID_TOKEN_TYPE, channel=DEFAULT_CHANNEL,
start=<label>Start, stop=self.getCharIndex()-1)
<label>.setLine(<label>StartLine<elementIndex>)
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>)
<else>
self.match(<string>)
<endif>
>>

wildcard(token,label,elementIndex,terminalOptions={}) ::= <<
<if(label)>
<label> = self.input.LT(1)<\n>
<endif>
self.matchAny(self.input)
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<wildcard(...)>
<listLabel(label,label)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = self.input.LA(1)<\n>
<endif>
self.matchAny()
>>

wildcardCharListLabel(label,
 elementIndex) ::= <<
<wildcardChar(label, elementIndex)>
```

```
<listLabel(label, label)>
>>

/** Match a rule reference by invoking it possibly with arguments
*  and a return value or values. The 'rule' argument was the
*  target rule name, but now is type Rule, whose toString is
*  same: the rule name.  Now though you can access full rule
*  descriptor stuff.
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
self._state.following.append(self.FOLLOW_<rule.name>_in_<ruleName><elementIndex>)
<if(label)><label> = <endif>self.<if(scope)><scope:delegateName()>.<endif><rule.name>(<args; separator=",
">)<\n>
self._state.following.pop()
>>

/** ids+=rule */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(rule,label,elementIndex,args,scope)>
<listLabel(label, label)>
>>

/** A lexer rule reference
*  The 'rule' argument was the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access
 full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
<if(label)>
<label>Start<elementIndex> = self.getCharIndex()
self.<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">)
<label>StartLine<elementIndex> = self.getLine()
<label>StartCharPos<elementIndex> = self.getCharPositionInLine()
<label> = <labelType>(
  input=self.input,
  type=INVALID_TOKEN_TYPE,
  channel=DEFAULT_CHANNEL,
  start=<label>Start<elementIndex>,
  stop=self.getCharIndex()-1)
<label>.setLine(<label>StartLine<elementIndex>)
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>)
<else>
self.<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">)
<endif>
>>

/** i+=INT in lexer */
```

```
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(rule,label,args,elementIndex,scope)>
<listLabel(label, label)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
<label>Start<elementIndex>
 = self.getCharIndex()
<label>StartLine<elementIndex> = self.getLine()
<label>StartCharPos<elementIndex> = self.getCharPositionInLine()
self.match(EOF)
<label> = <labelType>(input=self.input, type=EOF, channel=DEFAULT_CHANNEL,
start=<label>Start<elementIndex>, stop=self.getCharIndex()-1)
<label>.setLine(<label>StartLine<elementIndex>)
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>)
<else>
self.match(EOF)
<endif>
>>

// used for left-recursive rules
recRuleDefArg()                 ::= "<recRuleArg()>"
recRuleArg()                    ::= "_p"
recRuleAltPredicate(ruleName, opPrec) ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction()        ::= "root_0 = $<ruleName>_primary.tree"
recRuleSetReturnAction(src, name)   ::= "$<name> = $<src>.<name>"

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if
 self.input.LA(1) == DOWN:
   self.match(self.input, DOWN, None)
   <children:element()>
   self.match(self.input, UP, None)

<else>
self.match(self.input, DOWN, None)
<children:element()>
self.match(self.input, UP, None)
<endif>
>>
```

```
/** Every predicate is used as a validating predicate (even when it is
*  also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if not (<evalPredicate(pred, description)>):
  <ruleBacktrackFailure()>
  raise FailedPredicateException(self.input, "<ruleName>", "<description>")

>>

// F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber>_<stateNumber> = self.input.LA(<k>)<\n>
<edges; separator="\nel">
else:
<if(eotPredictsAlt)>
  alt<decisionNumber> = <eotPredictsAlt>
<else>
  <ruleBacktrackFailure()>
  nvae = NoViableAltException("<description>", <decisionNumber>, <stateNumber>, self.input)<\n>

 <@noViableAltException()>
  raise nvae<\n>
<endif>
>>

/** Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but this
*  is faster, smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber>_<stateNumber> = self.input.LA(<k>)<\n>
<edges; separator="\nel">
>>

/** A DFA state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber>_<stateNumber> = self.input.LA(<k>)<\n>
<edges; separator="\nel"><\n>
<if(eotPredictsAlt)>
<if(!edges)>
```

```
alt<decisionNumber>
 = <eotPredictsAlt> <! if no edges, don't gen ELSE !>
<else>
else:
  alt<decisionNumber> = <eotPredictsAlt>
<\n>
<endif>
<endif>
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber> = <alt>"

/** A simple edge with an expression.  If the expression is satisfied,
*  enter to the target state.  To handle gated productions, we may
*  have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if (<labelExpr>) <if(predicates)>and (<predicates>)<endif>:
  <targetState>
>>

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
<!
 FIXME: this is one of the few occasion, where I miss a switch statement
 in Python.
 ATM this is implemented as a list of if .. elif ..
 This may be replaced by faster a dictionary lookup, when I find a solution
 for the cases when an edge is not a plain dfaAcceptState.
!>
LA<decisionNumber> = self.input.LA(<k>)
<edges; separator="\nel">
else:
<if(eotPredictsAlt)>
  alt<decisionNumber> = <eotPredictsAlt>
<else>
  <ruleBacktrackFailure()>
  nvae = NoViableAltException("<description>", <decisionNumber>, <stateNumber>, self.input)<\n>
  <@noViableAltException()>
  raise nvae<\n>
<endif>

>>
```

```
dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber> = self.input.LA(<k>)
<edges; separator="\nel">
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber> = self.input.LA(<k>)
<edges; separator="\nel">
<if(eotPredictsAlt)>
else:
  alt<decisionNumber> = <eotPredictsAlt>
<endif>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
if <labels:{it | LA<decisionNumber>
 == <it>}; separator=" or ">:
  <targetState>
>>

// C y c l i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = self.dfa<decisionNumber>.predict(self.input)
>>

/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple, concatenated strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach.  See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa) ::= <<
# lookup tables for DFA #<dfa.decisionNumber>

DFA<dfa.decisionNumber>_eot = DFA.unpack(
  u"<dfa.javaCompressedEOT; wrap="\"\n    u\"">"
  )

DFA<dfa.decisionNumber>_eof
```

```
 = DFA.unpack(
  u"<dfa.javaCompressedEOF; wrap="\"\n    u\"">"
  )

DFA<dfa.decisionNumber>_min = DFA.unpack(
  u"<dfa.javaCompressedMin; wrap="\"\n    u\"">"
  )

DFA<dfa.decisionNumber>_max = DFA.unpack(
  u"<dfa.javaCompressedMax; wrap="\"\n    u\"">"
  )

DFA<dfa.decisionNumber>_accept = DFA.unpack(
  u"<dfa.javaCompressedAccept; wrap="\"\n    u\"">"
  )

DFA<dfa.decisionNumber>_special = DFA.unpack(
  u"<dfa.javaCompressedSpecial; wrap="\"\n    u\"">"
  )


DFA<dfa.decisionNumber>_transition = [
  <dfa.javaCompressedTransition:{s|DFA.unpack(u"<s; wrap="\"\nu\"">")}; separator=",\n">
]

# class definition for DFA #<dfa.decisionNumber>

class DFA<dfa.decisionNumber>(DFA):
  pass

  <@errorMethod()>

<if(dfa.specialStateSTs)>
  def specialStateTransition(self_, s, input):
      # convince pylint that my self_ magic is ok ;)
      # pylint: disable-msg=E0213

      # pretend we are a member of the recognizer
      # thus semantic predicates
 can be evaluated
      self = self_.recognizer

      _s = s

      <dfa.specialStateSTs:{state | if s == <i0>: <! compressed special state numbers 0..n-1 !>
  <state>}; separator="\nel">

<if(backtracking)>
```

```
        if self._state.backtracking > 0:
            raise BacktrackingFailed

<endif>
        nvae = NoViableAltException(self_.getDescription(), <dfa.decisionNumber>, _s, input)
        self_.error(nvae)
        raise nvae<\n>
<endif>

>>

cyclicDFAInit(dfa) ::= <<
self.dfa<dfa.decisionNumber> = self.DFA<dfa.decisionNumber>(
  self, <dfa.decisionNumber>,
  eot = self.DFA<dfa.decisionNumber>_eot,
  eof = self.DFA<dfa.decisionNumber>_eof,
  min = self.DFA<dfa.decisionNumber>_min,
  max = self.DFA<dfa.decisionNumber>_max,
  accept = self.DFA<dfa.decisionNumber>_accept,
  special = self.DFA<dfa.decisionNumber>_special,
  transition = self.DFA<dfa.decisionNumber>_transition
  )<\n>
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch
 on
*  state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
LA<decisionNumber>_<stateNumber> = input.LA(1)<\n>
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
index<decisionNumber>_<stateNumber> = input.index()
input.rewind()<\n>
<endif>
s = -1
<edges; separator="\nel">
<if(semPredState)> <! return input cursor to state before we rewound !>
input.seek(index<decisionNumber>_<stateNumber>)<\n>
<endif>
if s >= 0:
  return s
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if (<labelExpr>)<if(predicates)> and (<predicates>)<endif>:
```

```
  s = <targetStateNumber><\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
se:
  s = <targetStateNumber><\n>
>>


// D
 F A  E X P R E S S I O N S

andPredicates(left,right) ::= "((<left>) and (<right>))"

orPredicates(operands) ::= "(<operands; separator=\" or \">)"

notPredicate(pred) ::= "not (<evalPredicate(pred, {})>)"

evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "self.<pred>()"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber> == <atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "self.input.LA(<k>) == <atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <%
(<lower> \<= LA<decisionNumber>_<stateNumber> \<= <upper>)
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "(<lower> \<=
self.input.LA(<k>) \<= <upper>)"

setTest(ranges) ::= "<ranges; separator=\" or \">"

// A T T R I B U T E S

globalAttributeScopeClass(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
class
```

```
 <scope.name>_scope(object):
   def __init__(self):
       <scope.attributes:{it | self.<it.decl> = None}; separator="\n">

<endif>
<endif>
>>

globalAttributeScopeStack(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
self.<scope.name>_stack = []<\n>
<endif>
<endif>
>>

ruleAttributeScopeClass(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
class <scope.name>_scope(object):
   def __init__(self):
       <scope.attributes:{it | self.<it.decl> = None}; separator="\n">

<endif>
<endif>
>>

ruleAttributeScopeStack(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
self.<scope.name>_stack = []<\n>
<endif>
<endif>
>>

delegateName(d) ::= <<
<if(d.label)><d.label><else>g<d.name><endif>
>>

/** Define a rule label including default value */
ruleLabelDef(label) ::= <<
<label.label.text> = None
>>

returnStructName(r) ::= "<r.name>_return"

/** Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave
```

```
 a hole for
*  subgroups to stick in members.
*/
returnScope(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
class <ruleDescriptor:returnStructName()>(<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope):
  def __init__(self):
     super(<grammar.recognizerName>.<ruleDescriptor:returnStructName()>, self).__init__()

     <if(scope)><scope.attributes:{it | self.<it.decl> = None}; separator="\n"><endif>
     <@ruleReturnInit()>


  <@ruleReturnMembers()>

<endif>
>>

parameterScope(scope) ::= <<
<if(scope)><scope.attributes:{it | <it.decl>}; separator=", "><endif>
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name> = <expr>"

scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
self.<scope>_stack[-<negIndex>].<attr.name>
<else>
<if(index)>
self.<scope>_stack[<index>].<attr.name>
<else>
self.<scope>_stack[-1].<attr.name>
<endif>
<endif>
%>

/* not applying patch because of bug in action parser!

<if(negIndex)>
((len(self.<scope>_stack)
 - <negIndex> - 1) >= 0 and [self.<scope>_stack[-<negIndex>].<attr.name>] or [None])[0]
<else>
<if(index)>
((<index> \< len(self.<scope>_stack)) and [self.<scope>_stack[<index>].<attr.name>] or [None])[0]
<else>
((len(self.<scope>_stack) > 0) and [self.<scope>_stack[-1].<attr.name>] or [None])[0]
<endif>
```

```
<endif>

*/

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <%
<if(negIndex)>
<!FIXME: this seems not to be used by ActionTranslator...!>
self.<scope>_stack[-<negIndex>].<attr.name> = <expr>
<else>
<if(index)>
<!FIXME: this seems not to be used by ActionTranslator...!>
self.<scope>_stack[<index>].<attr.name> = <expr>
<else>
self.<scope>_stack[-1].<attr.name> = <expr>
<endif>
<endif>
%>

/** $x is either global scope or x is rule with dynamic scope; refers
*  to stack itself not top of stack.  This is useful for predicates
*  like {$function.size()>0 && $function::name.equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "self.<scope>_stack"

/**
 reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
((<scope> is not None) and [<scope>.<attr.name>] or [None])[0]
<else>
<scope>
<endif>
%>

returnAttributeRef(ruleDescriptor,attr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>
<else>
<attr.name>
<endif>
%>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name> = <expr>
<else>
<attr.name> = <expr>
<endif>
```

```
%>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


// not sure the next are the right approach; and they are evaluated early;
// they cannot see TREE_PARSER or PARSER attributes for example. :(

tokenLabelPropertyRef_text(scope,attr) ::= "<scope>.text"
tokenLabelPropertyRef_type(scope,attr) ::= "<scope>.type"
tokenLabelPropertyRef_line(scope,attr)
 ::= "<scope>.line"
tokenLabelPropertyRef_pos(scope,attr) ::= "<scope>.charPositionInLine"
tokenLabelPropertyRef_channel(scope,attr) ::= "<scope>.channel"
tokenLabelPropertyRef_index(scope,attr) ::= "<scope>.index"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"

ruleLabelPropertyRef_start(scope,attr) ::= "<scope>.start"
ruleLabelPropertyRef_stop(scope,attr) ::= "<scope>.stop"
ruleLabelPropertyRef_tree(scope,attr) ::= "<scope>.tree"
ruleLabelPropertyRef_text(scope,attr) ::= <%
<if(TREE_PARSER)>
((<scope> is not None) and [self.input.getTokenStream().toString(
  self.input.getTreeAdaptor().getTokenStartIndex(<scope>.start),
  self.input.getTreeAdaptor().getTokenStopIndex(<scope>.start)
  )] or [None])[0]
<else>
((<scope> is not None) and [self.input.toString(<scope>.start,<scope>.stop)] or [None])[0]
<endif>
%>
ruleLabelPropertyRef_st(scope,attr) ::= "((<scope> is not None) and [<scope>.st] or [None])[0]"

/** Isolated $RULE ref ok in lexer as
 it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::= "((<scope> is not None) and [<scope>.type] or [0])[0]"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "((<scope> is not None) and [<scope>.line] or [0])[0]"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "((<scope> is not None) and [<scope>.charPositionInLine] or
[0])[0]"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "((<scope> is not None) and [<scope>.channel] or [0])[0]"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "((<scope> is not None) and [<scope>.index] or [0])[0]"
lexerRuleLabelPropertyRef_text(scope,attr) ::= "((<scope> is not None) and [<scope>.text] or [None])[0]"
lexerRuleLabelPropertyRef_int(scope,attr) ::= "((<scope> is not None) and [int(<scope>.text)] or [0])[0]"
```

```
// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "retval.start"
rulePropertyRef_stop(scope,attr) ::= "retval.stop" //mmm... or input.LT(-1)??
rulePropertyRef_tree(scope,attr)
 ::= "retval.tree"
rulePropertyRef_text(scope,attr) ::= "self.input.toString(retval.start, self.input.LT(-1))"
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "self.text"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "self._state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "self._state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "self._state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(self.getCharIndex()-1)"
lexerRulePropertyRef_int(scope,attr) ::= "int(<scope>.text)"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree =<expr>"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st =<expr>"


/**
 How to execute an action (only when not backtracking) */
execAction(action) ::= <<
<if(backtracking)>
<if(actions.(actionScope).synpredgate)>
if <actions.(actionScope).synpredgate>:
   pass
   <action>

<else>
if <actions.(actionScope).synpredgate>:
   pass
   <action>

<endif>
<else>
#action start
<action>
#action end
<endif>
>>

/** How to always execute an action even when backtracking */
```

execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)

codeFileExtension() ::= ".py"

true_value() ::= "True"
false_value() ::= "False"

Found in path(s):
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/Python/Python.stg
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*/

/** Templates for building ASTs during tree parsing.
*
* Deal with many combinations. Dimensions are:
* Auto build or rewrite
*   no label, label, list label (label/no-label handled together)

```
*    child, root
*    token, set, rule, wildcard
*
*  Each combination has its own template except that label/no label
*  is combined into tokenRef, ruleRef, ...
*/

/** Add a variable to track last element matched */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
<if(!ruleDescriptor.isSynPred)>
<ASTLabelType>
 _first_0 = null;
<ASTLabelType> _last = null;<\n>
<endif>
>>

/** What to emit when there is no rewrite rule.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel=false, treeLevel=false) ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(rewriteMode)>
retval.tree = _first_0;
if ( adaptor.getParent(retval.tree)!=null && adaptor.isNil( adaptor.getParent(retval.tree) ) )
 retval.tree = (<ASTLabelType>)adaptor.getParent(retval.tree);
<endif>
<if(backtracking)>}<endif>
<endif>
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
  enclosingTreeLevel, treeLevel) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
{
<ASTLabelType> _save_last_<treeLevel> = _last;
<ASTLabelType> _first_<treeLevel> = null;
<if(!rewriteMode)>
<ASTLabelType> root_<treeLevel>
 = (<ASTLabelType>)adaptor.nil();
<endif>
<root:element()>
<if(rewriteMode)>
```

```
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
<if(root.el.rule)>
if ( _first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> =
(<ASTLabelType>)<root.el.label>.getTree();
<elseif(root.el.label)>
if ( _first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> = <root.el.label>;
<endif>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( input.LA(1)==Token.DOWN ) {
 match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
 <children:element()>
 match(input, Token.UP, null); <checkRuleBacktrackFailure()>
}
<else>
match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
<children:element()>
match(input, Token.UP, null); <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>);
<endif>
_last = _save_last_<treeLevel>;
}<\n>
<else>
<super.tree(...)>
<endif>
>>

// TOKEN AST STUFF

/** ID!
 and output=AST (same as plain tokenRef) 'cept add
*  setting of _last
*/
tokenRefBang(token,label,elementIndex,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<else>
<super.tokenRefBang(...)>
<endif>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
```

```
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
<else>
<label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
<endif><\n>
adaptor.addChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;
<endif>
<else>
<super.tokenRef(...)>
<endif>
>>

/** label+=TOKEN auto
 construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
<tokenRef(...)>
<listLabel(elem=label,...)>
<else>
<super.tokenRefAndListLabel(...)>
<endif>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
<else>
<label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>}<endif>
<endif>
<else>
<super.tokenRefRuleRoot(...)>
```

```
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
<else>
<super.tokenRefRuleRootAndListLabel(...)>
<endif>
>>

/**
 Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.wildcard(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = (<ASTLabelType>)adaptor.dupTree(<label>);
adaptor.addChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;
<endif>
<else>
<super.wildcard(...)>
<endif>
>>

// SET AST

matchSet(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree
 = new <terminalOptions.node>(<label>);
<else>
<label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
<endif><\n>
adaptor.addChild(root_<treeLevel>, <label>_tree);
```

```
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
<else>
<super.matchSet(...)>
<endif>
>>

matchRuleBlockSet(s,label,elementIndex,postmatchCode,treeLevel="0",terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
<matchSet(...)>
<noRewrite(...)> <! set return tree !>
<else>
<super.matchRuleBlockSet(...)>
<endif>
>>

matchSetBang(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.matchSet(...)>
<else>
<super.matchSetBang(...)>
<endif>
>>

matchSetRuleRoot(s,label,elementIndex,debug,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree
 = new <terminalOptions.node>(<label>);
<else>
<label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
<else>
<super.matchSetRuleRoot(...)>
<endif>
>>
```

```
// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>
<if(!rewriteMode)>
adaptor.addChild(root_<treeLevel>, <label>.getTree());
<else> <! rewrite mode !>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = (<ASTLabelType>)<label>.getTree();
<endif>
<else>
<super.ruleRef(...)>
<endif>
>>

/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
<ruleRef(...)>
<listLabel(label, {<label>.getTree()})>
<else>
<super.ruleRefAndListLabel(...)>
<endif>
>>

/**
 ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>root_<treeLevel> =
(<ASTLabelType>)adaptor.becomeRoot(<label>.getTree(), root_<treeLevel>);
<endif>
<else>
<super.ruleRefRuleRoot(...)>
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
<ruleRefRuleRoot(...)>
<listLabel(label, {<label>.getTree()})>
```

```
<else>
<super.ruleRefRuleRootAndListLabel(...)>
<endif>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefTrack(...)>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::=
 <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefTrackAndListLabel(...)>
<else>
<super.ruleRefTrackAndListLabel(...)>
<endif>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefRootTrack(...)>
<else>
<super.ruleRefRootTrack(...)>
<endif>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefRuleRootTrackAndListLabel(...)>
<else>
<super.ruleRefRuleRootTrackAndListLabel(...)>
<endif>
>>

/** Streams for token refs are tree nodes now; override to
*  change nextToken to nextNode.
*/
createRewriteNodeFromElement(token,args,terminalOptions={}) ::= <<
<if(terminalOptions.node)>
new <terminalOptions.node>(stream_<token>.nextNode())
```

<else>
stream_<token>.nextNode()
<endif>
>>

ruleCleanUp() ::=
 <<
<super.ruleCleanUp()>
<if(!ruleDescriptor.isSynPred)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<\n><endif>
retval.tree = (<ASTLabelType>)adaptor.rulePostProcessing(root_0);
<if(backtracking)>}<endif>
<endif>
<endif>
>>

Found in path(s):
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/Java/ASTTreeParser.stg
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*/
group AST;

@outputFile.imports() ::= <<
<@super.imports()><if(!TREE_PARSER)><! tree parser would already have imported !>
Antlr.Runtime.Tree,<\n><endif>
>>

@genericParser.members() ::= <<
<@super.members()>
<parserMembers()>
>>

@genericParser.membersConstructor() ::= <<
<@super.membersConstructor()>
<parserMembersConstructor()>
>>

@genericParser.membersImplementation()
 ::= <<
<@super.membersImplementation()>
<parserMembersImplementation()>
>>

/** Add an adaptor property that knows how to build trees */
parserMembers() ::= <<
 strict protected
   FAdaptor: ITreeAdaptor;
   procedure SetAdaptor(const Value: ITreeAdaptor);
   property Adaptor: ITreeAdaptor read FAdaptor;
 public
   property TreeAdaptor: ITreeAdaptor read FAdaptor write SetAdaptor;

>>

parserMembersConstructor() ::= <<
FAdaptor := TCommonTreeAdaptor.Create;
>>

parserMembersImplementation() ::= <<
procedure T<grammar.recognizerName>.SetAdaptor(const Value: ITreeAdaptor);
begin
 FAdaptor := Value;
 <grammar.directDelegates:{g|<g:delegateName()>.TreeAdaptor := FAdaptor;}>
end;
```

```
>>

@returnScope.ruleReturnMembers() ::= <<
function T<grammar.recognizerName>.T<ruleDescriptor:returnStructName()>.GetTree: IANTLRInterface;
begin
 Result := FTree;
end;

procedure T<grammar.recognizerName>.T<ruleDescriptor:returnStructName()>.SetTree(const Value:
IANTLRInterface);
begin
 FTree := Value
 as I<ASTLabelType>;
end;
>>

@returnScopeDeclaration.ruleReturnMembers() ::= <<
strict private
 FTree: I<ASTLabelType>;
protected
 { IRuleReturnScope }
 function GetTree: IANTLRInterface; override;
 procedure SetTree(const Value: IANTLRInterface); override;
>>

/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
Root[0] := nil;<\n>
>>

ruleDeclarationVars() ::= <<
<super.ruleDeclarationVars()>
Root: array [0..63] of I<ASTLabelType>;
>>

ruleLabelDefs() ::= <<
<super.ruleLabelDefs()>
<ruleDescriptor.tokenLabels:{<it.label.text>_tree := nil;}; separator="\n">
<ruleDescriptor.tokenListLabels:{<it.label.text>_tree := nil;}; separator="\n">
<ruleDescriptor.allTokenRefsInAltsWithRewrites:{Locals['Stream_<it>'] :=
TRewriteRule<rewriteElementType>Stream.Create(Adaptor,'token <it>');}; separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites:{Locals['Stream_<it>'] :=
TRewriteRuleSubtreeStream.Create(Adaptor,'rule <it>');}; separator="\n">
>>

ruleLabelDefVars()
```

::= <<
<super.ruleLabelDefVars()>
<ruleDescriptor.tokenLabels:{<it.label.text>_tree: I<ASTLabelType>;}; separator="\n">
<ruleDescriptor.tokenListLabels:{<it.label.text>_tree: I<ASTLabelType>;}; separator="\n">
>>
/** When doing auto AST construction, we must define some variables;
* These should be turned off if doing rewrites. This must be a "mode"
* as a rule could have both rewrite and AST within the same alternative
* block.
*/
@alt.declarations() ::= <<
<if(autoAST)>
<if(outerAlt)>
<if(!rewriteMode)>
Root[0] := Adaptor.GetNilNode as I<ASTLabelType>;
<endif>
<endif>
<endif>
>>

// T r a c k i n g R u l e E l e m e n t s

/** ID and track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>if (State.Backtracking = 0) then <endif>(Locals['Stream_<token>'] as
IRewriteRuleElementStream).Add(<label>);<\n>
>>

/** ids+=ID and track
 it for use in a rewrite rule; adds to ids *and*
* to the tracking list stream_ID for use in the rewrite.
*/
tokenRefTrackAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefTrack(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>(Locals['Stream_<token>'] as
IRewriteRuleElementStream).Add(<label>);<\n>
>>

/** Match ^(label+=TOKEN ...) track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefRuleRootTrack(...)>

```
<listLabel(elem=label,...)>
>>

wildcardTrack(label,elementIndex) ::= <<
<super.wildcard(...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>(Locals['Stream_<rule.name>'] as
IRewriteRuleElementStream).Add(<label>.Tree);<\n>
>>

/**
 x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(...)>
<listLabel(elem=label+".Tree",...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>(Locals['Stream_<rule>'] as
IRewriteRuleElementStream).Add(<label>.Tree);
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)>
<listLabel(elem=label+".Tree",...)>
>>

// R e w r i t e

rewriteCode(
 alts, description,
 referencedElementsDeep, // ALL referenced elements to right of ->
 referencedTokenLabels,
 referencedTokenListLabels,
 referencedRuleLabels,
 referencedRuleListLabels,
   referencedWildcardLabels,
   referencedWildcardListLabels,
 rewriteBlockLevel, enclosingTreeLevel, treeLevel) ::=
<<
```

```
// AST
 REWRITE
// elements:          <referencedElementsDeep; separator=", ">
// token labels:      <referencedTokenLabels; separator=", ">
// rule labels:       <referencedRuleLabels; separator=", ">
// token list labels: <referencedTokenListLabels; separator=", ">
// rule list labels:  <referencedRuleListLabels; separator=", ">
<if(backtracking)>
if (State.Backtracking = 0) then
begin<\n>
<endif>
<prevRuleRootRef()>.Tree := Root[0];
<rewriteCodeLabels()>
Root[0] := Adaptor.GetNilNode as I<ASTLabelType>;
<alts:rewriteAlt(); separator="else ">
<! if tree parser and rewrite=true !>
<if(TREE_PARSER)>
<if(rewriteMode)>
<prevRuleRootRef()>.Tree = (<ASTLabelType>)adaptor.rulePostProcessing(root[0]);
input.ReplaceChildren(adaptor.GetParent(retval.Start),
                      adaptor.GetChildIndex(retval.Start),
                      adaptor.GetChildIndex(_last),
                      retval.Tree);
<endif>
<endif>
<! if parser or rewrite!=true, we need to set result !>
<if(!TREE_PARSER)>
<prevRuleRootRef()>.Tree
 := Root[0];<\n>
<endif>
<if(!rewriteMode)>
<prevRuleRootRef()>.Tree := Root[0];<\n>
<endif>
<if(backtracking)>
end;
<endif>
>>

rewriteCodeLabels() ::= <<
<referencedTokenLabels
  :{Locals['Stream_<it>'] := TRewriteRule<rewriteElementType>Stream.Create(Adaptor, 'token <it>', <it>);};
  separator="\n"
>
<referencedTokenListLabels
  :{Locals['Stream_<it>'] := TRewriteRule<rewriteElementType>Stream.Create(Adaptor,'token <it>', list_<it>);};
  separator="\n"
>
<referencedRuleLabels:{
```

```
if Assigned(<it>) then
 Locals['Stream_<it>'] := TRewriteRuleSubtreeStream.Create(Adaptor, 'token <it>', <it>.Tree)
else
 Locals['Stream_<it>'] := TRewriteRuleSubtreeStream.Create(Adaptor, 'token <it>', nil);}; separator="\n">
<referencedRuleListLabels
   :{Locals['Stream_<it>'] := TRewriteRuleSubtreeStream.Create(Adaptor, 'token <it>', list_<it>);};
   separator="\n"
>
>>

/** Generate code for an optional rewrite block; note it uses the deep ref'd element
 *  list rather shallow
 like other blocks.
 */
rewriteOptionalBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements,     // elements in immediately block; no nested blocks
 description) ::=
<<
(* <fileName>:<description> *)
if (<referencedElementsDeep:{el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).HasNext}; separator="
or ">) then
begin
 <alt>
end;
<referencedElementsDeep:{el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).Reset;<\n>}>
>>

rewriteClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements,     // elements in immediately block; no nested blocks
 description) ::=
<<
(* <fileName>:<description> *)
while (<referencedElements:{el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).HasNext}; separator=" or
">) do
begin
 <alt>
end;
<referencedElements:{el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).Reset();<\n>}>
>>

rewritePositiveClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep,
```

```
 // all nested refs
 referencedElements,     // elements in immediately block; no nested blocks
 description) ::=
<<
if (not (<referencedElements:{el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).HasNext}; separator=" or
">)) then
 raise ERewriteEarlyExitException.Create(");

while (<referencedElements:{el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).HasNext}; separator=" or
">) do
begin
 <alt>
end;
<referencedElements:{el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).Reset();<\n>}>
>>

rewriteAlt(a) ::= <<
(* <a.description> *)
<if(a.pred)>
if (<a.pred>) then
begin
 <a.alt>
end<\n>
<else>
begin
 <a.alt>
end;<\n>
<endif>
>>

/** For empty rewrites: "r : ... -> ;" */
rewriteEmptyAlt() ::= "Root[0] = null;"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
(* <fileName>:<description> *)
begin
 Root[<treeLevel>] := Adaptor.GetNilNode as I<ASTLabelType>;
 <root:rewriteElement()>
 <children:rewriteElement()>
 Adaptor.AddChild(Root[<enclosingTreeLevel>],
 Root[<treeLevel>]);
end;<\n>
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>"

rewriteElement(e) ::= <<
<@pregen()>
```

```
<e.el>
>>

/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,terminalOptions,args) ::= <<
Adaptor.AddChild(Root[<treeLevel>], <createRewriteNodeFromElement(...)>);<\n>
>>

/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
Adaptor.AddChild(Root[<treeLevel>], (Locals['Stream_<label>'] as
IRewriteRuleElementStream).NextNode());<\n>
>>

/** Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
Adaptor.AddChild(Root[<treeLevel>], (Locals['Stream_<label>'] as IRewriteRuleElementStream).NextNode);<\n>
>>

/** Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
Root[<treeLevel>] := Adaptor.BecomeRoot((Locals['Stream_<label>'] as
IRewriteRuleElementStream).NextNode(), Root[<treeLevel>]) as I<ASTLabelType>;<\n>
>>

/**
 Gen ^($label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^(ID ...) or ^(ID[args] ...) */
rewriteTokenRefRoot(token,elementIndex,terminalOptions,args) ::= <<
Root[<treeLevel>] := Adaptor.BecomeRoot(<createRewriteNodeFromElement(...)>, Root[<treeLevel>]) as
I<ASTLabelType>;<\n>
>>

rewriteImaginaryTokenRef(args,token,terminalOptions,elementIndex) ::= <<
Adaptor.AddChild(Root[<treeLevel>], <createImaginaryNode(tokenType=token, ...)>);<\n>
>>

rewriteImaginaryTokenRefRoot(args,token,terminalOptions,elementIndex) ::= <<
Root[<treeLevel>] := Adaptor.BecomeRoot(<createImaginaryNode(tokenType=token, ...)>, Root[<treeLevel>]) as
I<ASTLabelType>;<\n>
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
Root[0] = <action>;<\n>
>>
```

```
/** What is the name of the previous value of this rule's root tree?  This
*  let's us refer to $rule to mean previous value.  I am reusing the
*  variable 'tree' sitting in retval struct to hold the
 value of Root[0] right
*  before I set it during rewrites.  The assign will be to retval.Tree.
*/
prevRuleRootRef() ::= "RetVal"

rewriteRuleRef(rule) ::= <<
Adaptor.AddChild(Root[<treeLevel>], (Locals['Stream_<rule>'] as IRewriteRuleElementStream).NextTree());<\n>
>>

rewriteRuleRefRoot(rule) ::= <<
Root[<treeLevel>] := Adaptor.BecomeRoot((Locals['Stream_<rule>'] as IRewriteRuleElementStream).NextNode,
Root[<treeLevel>]) as I<ASTLabelType>;<\n>
>>

rewriteNodeAction(action) ::= <<
Adaptor.AddChild(Root[<treeLevel>], <action>);<\n>
>>

rewriteNodeActionRoot(action) ::= <<
Root[<treeLevel>] := Adaptor.BecomeRoot(<action>, Root[<treeLevel>]) as I<ASTLabelType>;<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
Adaptor.AddChild(Root[<treeLevel>], (Locals['Stream_<label>'] as IRewriteRuleElementStream).NextTree());<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
Adaptor.AddChild(Root[<treeLevel>],
 (Locals['Stream_<label>'] as IRewriteRuleElementStream).NextTree());<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
Root[<treeLevel>] := Adaptor.BecomeRoot((Locals['Stream_<label>'] as IRewriteRuleElementStream).NextNode,
Root[<treeLevel>]) as I<ASTLabelType>;<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label) ::= <<
Root[<treeLevel>] := Adaptor.BecomeRoot((Locals['Stream_<label>'] as IRewriteRuleElementStream).NextNode,
Root[<treeLevel>]) as I<ASTLabelType>;<\n>
>>
```

```
createImaginaryNode(tokenType,terminalOptions,args) ::= <<
<if(terminalOptions.node)>
<! new MethodNode(IDLabel, args) !>
T<terminalOptions.node>.Create(<tokenType><if(args)>, <args; separator=", "><endif>)
<else>
Adaptor.CreateNode(<tokenType>, <args; separator=", "><if(!args)>'<tokenType>'<endif>) as I<ASTLabelType>
<endif>
>>

createRewriteNodeFromElement(token,terminalOptions,args) ::= <<
<if(terminalOptions.node)>
T<terminalOptions.node>.Create((Locals['Stream_<token>']
 as IRewriteRuleElementStream).NextToken<if(args)>, <args; separator=", "><endif>)
<else>
<if(args)> <! must create new node from old !>
Adaptor.Create(<token>, <args; separator=", ">)
<else>
(Locals['Stream_<token>'] as IRewriteRuleElementStream).NextNode
<endif>
<endif>
>>
```

Found in path(s):
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/Delphi/AST.stg
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```
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*/

```
/** Template overrides to add debugging to normal Java output;
*  If ASTs are built, then you'll also get ASTDbg.stg loaded.
*/

@outputFile.imports() ::= <<
<@super.imports()>
using Antlr.Runtime.Debug;
using IOException = System.IO.IOException;
>>

@genericParser.members() ::= <<
<if(grammar.grammarIsRoot)>
public static readonly
 string[] ruleNames =
 new string[]
 {
  "invalidRule", <grammar.allImportedRules:{rST | "<rST.name>"}; wrap="\n ", separator=", ">
 };<\n>
<endif>
<if(grammar.grammarIsRoot)><! grammar imports other grammar(s) !>
int ruleLevel = 0;
public virtual int RuleLevel { get { return ruleLevel; } }
public virtual void IncRuleLevel() { ruleLevel++; }
public virtual void DecRuleLevel() { ruleLevel--; }
<if(profile)>
<ctorForProfilingRootGrammar()>
<else>
<ctorForRootGrammar()>
<endif>
<ctorForPredefinedListener()>
<else><! imported grammar !>
public int RuleLevel { get { return <grammar.delegators:{g| <g:delegateName()>}>.RuleLevel; } }
public void IncRuleLevel() { <grammar.delegators:{g| <g:delegateName()>}>.IncRuleLevel(); }
public void DecRuleLevel() { <grammar.delegators:{g| <g:delegateName()>}>.DecRuleLevel(); }
<ctorForDelegateGrammar()>
<endif>
<if(profile)>
public override bool AlreadyParsedRule( IIntStream input, int ruleIndex )
{
 int stopIndex = GetRuleMemoization(ruleIndex, input.Index);
 ((Profiler)dbg).ExamineRuleMemoization(input,
 ruleIndex, stopIndex, <grammar.composite.rootGrammar.recognizerName>.ruleNames[ruleIndex]);
 return base.AlreadyParsedRule(input, ruleIndex);
}<\n>
public override void Memoize( IIntStream input, int ruleIndex, int ruleStartIndex )
{
 ((Profiler)dbg).Memoize(input, ruleIndex, ruleStartIndex,
<grammar.composite.rootGrammar.recognizerName>.ruleNames[ruleIndex]);
```

```
 base.Memoize(input, ruleIndex, ruleStartIndex);
}<\n>
<endif>
protected virtual bool EvalPredicate( bool result, string predicate )
{
 dbg.SemanticPredicate( result, predicate );
 return result;
}<\n>
>>

ctorForRootGrammar() ::= <<
<! bug: can't use <@super.members()> cut-n-paste instead !>
<! Same except we add port number and profile stuff if root grammar !>
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input )
 : this( input, DebugEventSocketProxy.DefaultDebuggerPort, new RecognizerSharedState() )
{
}
<actions.(actionScope).ctorModifier;
 null="public"> <name>( <inputStreamType> input, int port, RecognizerSharedState state )
 : base( input, state )
{
 <createListenerAndHandshake()>
 <grammar.directDelegates:{g|<g:delegateName()> = new <g.recognizerName>( input, dbg, this.state,
this<grammar.delegators:{g|, <g:delegateName()>}> );}; separator="\n">
 <parserCtorBody()>
 <@finally()>
}<\n>
>>

ctorForProfilingRootGrammar() ::= <<
<! bug: can't use <@super.members()> cut-n-paste instead !>
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input )
 : this( input, new Profiler(null), new RecognizerSharedState() )
{
}
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input, IDebugEventListener dbg,
RecognizerSharedState state )
 : base( input, dbg, state )
{
 Profiler p = (Profiler)dbg;
 p.setParser(this);
 <grammar.directDelegates:
  {g|<g:delegateName()> = new <g.recognizerName>( input, dbg, this.state, this<grammar.delegators:{g|,
<g:delegateName()>}> );}; separator="\n">
 <parserCtorBody()>
 <@finally()>
}
<\n>
```

```
>>

/**
 Basically we don't want to set any dbg listeners are root will have it. */
ctorForDelegateGrammar() ::= <<
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input, IDebugEventListener dbg,
RecognizerSharedState state<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}> )
 : base( input, dbg, state )
{
 <grammar.directDelegates:
  {g|<g:delegateName()> = new <g.recognizerName>( input, this, this.state<grammar.delegators:{g|,
<g:delegateName()>}> );}; separator="\n">
 <parserCtorBody()>
}<\n>
>>

ctorForPredefinedListener() ::= <<
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input, IDebugEventListener dbg
)
 <@superClassRef>: base( input, dbg, new RecognizerSharedState() )<@end>
{
<if(profile)>
 Profiler p = (Profiler)dbg;
 p.setParser(this);
<endif>
 <grammar.directDelegates:{g|<g:delegateName()> = new <g.recognizerName>(input, dbg, this.state,
this<grammar.delegators:{g|,
 <g:delegateName()>}>);}; separator="\n">
 <parserCtorBody()>
 <@finally()>
}<\n>
>>

createListenerAndHandshake() ::= <<
<if(TREE_PARSER)>
DebugEventSocketProxy proxy = new DebugEventSocketProxy( this, port, input.TreeAdaptor );<\n>
<else>
DebugEventSocketProxy proxy = new DebugEventSocketProxy( this, port, null );<\n>
<endif>
DebugListener = proxy;
try
{
 proxy.Handshake();
}
catch ( IOException ioe )
{
 ReportError( ioe );
}
```

```
>>

@genericParser.superClassName() ::= "Debug<@super.superClassName()>"

/*
* Much of the following rules were merged into CSharp3.stg.
*/

@rule.preamble() ::= <<
if (RuleLevel == 0)
 DebugListener.Commence();
IncRuleLevel();
>>
//@rule.preamble() ::= <<
//try
//{
// dbg.EnterRule( GrammarFileName, "<ruleName>" );
// if ( RuleLevel == 0 )
// {
//  dbg.Commence();
// }
// IncRuleLevel();
// dbg.Location( <ruleDescriptor.tree.line>, <ruleDescriptor.tree.charPositionInLine> );<\n>
//>>

@rule.postamble() ::= <<
DecRuleLevel();
if (RuleLevel == 0)
 DebugListener.Terminate();
>>
//@rule.postamble()
 ::= <<
//dbg.Location(<ruleDescriptor.EORNode.line>, <ruleDescriptor.EORNode.charPositionInLine>);<\n>
//}
//finally
//{
// dbg.ExitRule( GrammarFileName, "<ruleName>" );
// DecRuleLevel();
// if ( RuleLevel == 0 )
// {
//  dbg.Terminate();
// }
//}<\n>
//>>

//@insertSynpreds.start() ::= "dbg.BeginBacktrack( state.backtracking );"
//@insertSynpreds.stop() ::= "dbg.EndBacktrack( state.backtracking, success );"
```

```
// Common debug event triggers used by region overrides below

//enterSubRule() ::= <<
//try
//{
// dbg.EnterSubRule( <decisionNumber> );<\n>
//>>

//exitSubRule() ::= <<
//}
//finally
//{
// dbg.ExitSubRule( <decisionNumber> );
//}<\n>
//>>

//enterDecision() ::= <<
//try
//{
// dbg.EnterDecision( <decisionNumber> );<\n>
//>>

//exitDecision() ::= <<
//}
//finally
//{
// dbg.ExitDecision( <decisionNumber> );
//}<\n>
//>>

//enterAlt(n) ::= "dbg.EnterAlt( <n> );<\n>"

// Region overrides that tell various constructs to add debugging
 triggers

//@block.predecision() ::= "<enterSubRule()><enterDecision()>"

//@block.postdecision() ::= "<exitDecision()>"

//@block.postbranch() ::= "<exitSubRule()>"

//@ruleBlock.predecision() ::= "<enterDecision()>"

//@ruleBlock.postdecision() ::= "<exitDecision()>"

//@ruleBlockSingleAlt.prealt() ::= "<enterAlt(n=\"1\")>"

//@blockSingleAlt.prealt() ::= "<enterAlt(n=\"1\")>"
```

```
//@positiveClosureBlock.preloop() ::= "<enterSubRule()>"

//@positiveClosureBlock.postloop() ::= "<exitSubRule()>"

//@positiveClosureBlock.predecision() ::= "<enterDecision()>"

//@positiveClosureBlock.postdecision() ::= "<exitDecision()>"

//@positiveClosureBlock.earlyExitException() ::=
// "dbg.RecognitionException( eee<decisionNumber> );<\n>"

//@closureBlock.preloop() ::= "<enterSubRule()>"

//@closureBlock.postloop() ::= "<exitSubRule()>"

//@closureBlock.predecision() ::= "<enterDecision()>"

//@closureBlock.postdecision() ::= "<exitDecision()>"

//@altSwitchCase.prealt() ::= "<enterAlt(n=i)>"

//@element.prematch()
 ::=
// "dbg.Location( <it.line>, <it.pos> );"

//@matchSet.mismatchedSetException() ::=
// "dbg.RecognitionException( mse );"

//@dfaState.noViableAltException() ::= "dbg.RecognitionException( nvae );"

//@dfaStateSwitch.noViableAltException() ::= "dbg.RecognitionException( nvae );"

//dfaDecision(decisionNumber,description) ::= <<
//try
//{
// isCyclicDecision = true;
// <super.dfaDecision(...)>
//}
//catch ( NoViableAltException nvae )
//{
// dbg.RecognitionException( nvae );
// throw nvae;
//}
//>>

//@cyclicDFA.errorMethod() ::= <<
//public override void Error( NoViableAltException nvae )
```

```
//{
// ((DebugParser)recognizer).dbg.RecognitionException( nvae );
//}
//>>

/** Force predicate validation to trigger an event */
evalPredicate(pred,description) ::= <<
EvalPredicate(<pred>, "<description>")
>>
```

Found in path(s):
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/CSharp3/Dbg.stg
No license file was found, but licenses were detected in source scan.


```
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*/
```


```
@outputFile.imports() ::= <<
<@super.imports()>
```

```
<if(!TREE_PARSER)>
<! tree parser would already have imported !>
using Antlr.Runtime.Tree;
using RewriteRuleITokenStream = Antlr.Runtime.Tree.RewriteRuleTokenStream;
<endif>
>>

@genericParser.members() ::= <<
<@super.members()>
<parserMembers()>
>>

parserCtorBody() ::=
 <%
<super.parserCtorBody()><\n>
TreeAdaptor =
<if(actions.(actionScope).treeAdaptorInitializer)>
 <actions.(actionScope).treeAdaptorInitializer>
<else>
 new <actions.(actionScope).treeAdaptorType; null="CommonTreeAdaptor">()
<end>
;
%>

/** Add an adaptor property that knows how to build trees */
parserMembers() ::= <<
private <treeAdaptorType()> adaptor;

public <treeAdaptorType()> TreeAdaptor
{
 get
 {
  return adaptor;
 }

 set
 {
  this.adaptor = value;
  <grammar.directDelegates:{g|<g:delegateName()>.TreeAdaptor = this.adaptor;}>
 }
}
>>

treeAdaptorType() ::= <<
<actions.(actionScope).treeAdaptorType; null="ITreeAdaptor">
>>
```

```
ruleReturnBaseType() ::= <%
Ast<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope\<<ASTLabelType>, <labelType>>
%>

/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
<ASTLabelType> root_0 = default(<ASTLabelType>);<\n>
>>

ruleLabelDefs() ::= <<
<super.ruleLabelDefs()>
<[ruleDescriptor.tokenLabels,ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
 :{it|<ASTLabelType>
 <it.label.text>_tree = default(<ASTLabelType>);}; separator="\n">
<ruleDescriptor.tokenListLabels:{it|<ASTLabelType> <it.label.text>_tree = default(<ASTLabelType>);};
separator="\n">
<ruleDescriptor.allTokenRefsInAltsWithRewrites
 :{it|RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>");}; separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites
 :{it|RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"rule <it>");};
separator="\n">
>>

/** When doing auto AST construction, we must define some variables;
*  These should be turned off if doing rewrites.  This must be a "mode"
*  as a rule could have both rewrite and AST within the same alternative
*  block.
*/
@alt.declarations() ::= <<
<if(autoAST)>
<if(outerAlt)>
<if(!rewriteMode)>
root_0 = (<ASTLabelType>)adaptor.Nil();
<endif>
<endif>
<endif>
>>

// T
 r a c k i n g  R u l e  E l e m e n t s

/** ID and track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>stream_<token>.Add(<label>);<\n>
>>
```

```
/** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
*  to the tracking list stream_ID for use in the rewrite.
*/
tokenRefTrackAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefTrack(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>stream_<token>.Add(<label>);
>>

/** Match ^(label+=TOKEN ...) track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefRuleRootTrack(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/**
 rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>stream_<rule.name>.Add(<label>.Tree);
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>stream_<rule>.Add(<label>.Tree);
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

// R e w r i t e
```

```
rewriteCode(
 alts, description,
 referencedElementsDeep,
 // ALL referenced elements to right of ->
 referencedTokenLabels,
 referencedTokenListLabels,
 referencedRuleLabels,
 referencedRuleListLabels,
 referencedWildcardLabels,
 referencedWildcardListLabels,
 rewriteBlockLevel, enclosingTreeLevel, treeLevel) ::= <<
<\n>{
// AST REWRITE
// elements: <referencedElementsDeep; separator=", ">
// token labels: <referencedTokenLabels; separator=", ">
// rule labels: <referencedRuleLabels; separator=", ">
// token list labels: <referencedTokenListLabels; separator=", ">
// rule list labels: <referencedRuleListLabels; separator=", ">
// wildcard labels: <[referencedWildcardLabels,referencedWildcardListLabels]; separator=", ">
<if(backtracking)>
if (<actions.(actionScope).synpredgate>) {
<endif>
<prevRuleRootRef()>.Tree = root_0;
<rewriteCodeLabels()>
root_0 = (<ASTLabelType>)adaptor.Nil();
<alts:rewriteAlt(); separator="else ">
<! if tree parser and rewrite=true !>
<if(TREE_PARSER&&rewriteMode)>
<prevRuleRootRef()>.Tree = (<ASTLabelType>)adaptor.RulePostProcessing(root_0);
if
 (<prevRuleRootRef()>.Tree != null)
 input.ReplaceChildren(adaptor.GetParent(retval.Start), adaptor.GetChildIndex(retval.Start),
adaptor.GetChildIndex(_last), retval.Tree);
<endif>
<! if parser or tree-parser && rewrite!=true, we need to set result !>
<if(!TREE_PARSER||!rewriteMode)>
<prevRuleRootRef()>.Tree = root_0;
<endif>
<if(backtracking)>
}
<endif>
}

>>

rewriteCodeLabels() ::= <<
<referencedTokenLabels
  :{it|RewriteRule<rewriteElementType>Stream stream_<it>=new
```

```
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>",<it>);};
  separator="\n"
>
<referencedTokenListLabels
  :{it|RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>", list_<it>);};
  separator="\n"
>
<referencedWildcardLabels
 :{it|RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"wildcard <it>",<it>);};
 separator="\n"
>
<referencedWildcardListLabels
 :{it|RewriteRuleSubtreeStream stream_<it>=new
 RewriteRuleSubtreeStream(adaptor,"wildcard <it>",list_<it>);};
 separator="\n"
>
<referencedRuleLabels
  :{it|RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"rule
<it>",<it>!=null?<it>.Tree:null);};
  separator="\n"
>
<referencedRuleListLabels
  :{it|RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"token <it>",list_<it>);};
  separator="\n"
>
>>

/** Generate code for an optional rewrite block; note it uses the deep ref'd element
 *  list rather shallow like other blocks.
 */
rewriteOptionalBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
if (<referencedElementsDeep:{el | stream_<el>.HasNext}; separator="||">)
{
 <alt>
}
<referencedElementsDeep:{el | stream_<el>.Reset();<\n>}>
>>

rewriteClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
```

```
 referencedElements,
 // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
while ( <referencedElements:{el | stream_<el>.HasNext}; separator="||"> )
{
 <alt>
}
<referencedElements:{el | stream_<el>.Reset();<\n>}>
>>

rewritePositiveClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
if (!(<referencedElements:{el | stream_<el>.HasNext}; separator="||">))
{
 throw new RewriteEarlyExitException();
}
while ( <referencedElements:{el | stream_<el>.HasNext}; separator="||"> )
{
 <alt>
}
<referencedElements:{el | stream_<el>.Reset();<\n>}>
>>

rewriteAlt(a) ::= <<
// <a.description>
<if(a.pred)>
if (<a.pred>)
{
 <a.alt>
}
<else>
{
 <a.alt>
}
<endif>
>>

/** For empty rewrites: "r : ... -> ;" */
rewriteEmptyAlt() ::= "root_0 = null;"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
```

```
{
<ASTLabelType>
 root_<treeLevel> = (<ASTLabelType>)adaptor.Nil();
<root:rewriteElement()>
<children:rewriteElement()>
adaptor.AddChild(root_<enclosingTreeLevel>, root_<treeLevel>);
}<\n>
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>"

rewriteElement(e) ::= <%
<@pregen()>
DebugLocation(<e.line>, <e.pos>);<\n>
<e.el>
%>

/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,args,terminalOptions={}) ::= <<
adaptor.AddChild(root_<treeLevel>, <createRewriteNodeFromElement(...)>);<\n>
>>

/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextNode());<\n>
>>

/** Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextNode());<\n>
>>

/** Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<label>.NextNode(),
 root_<treeLevel>);<\n>
>>

/** Gen ^($label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^(ID ...) or ^(ID[args] ...) */
rewriteTokenRefRoot(token,elementIndex,args,terminalOptions={}) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<createRewriteNodeFromElement(...)>,
root_<treeLevel>);<\n>
>>

rewriteImaginaryTokenRef(args,token,elementIndex,terminalOptions={}) ::= <<
```

```
adaptor.AddChild(root_<treeLevel>, <createImaginaryNode(tokenType=token, ...)>);<\n>
>>

rewriteImaginaryTokenRefRoot(args,token,elementIndex,terminalOptions={}) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<createImaginaryNode(tokenType=token, ...)>,
root_<treeLevel>);<\n>
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
root_0 = <action>;<\n>
>>

/** What is the name of the previous value of this rule's root tree?  This
*  let's us refer to $rule to mean previous value.  I am reusing the
*  variable 'tree' sitting
 in retval struct to hold the value of root_0 right
*  before I set it during rewrites.  The assign will be to retval.tree.
*/
prevRuleRootRef() ::= "retval"

rewriteRuleRef(rule) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<rule>.NextTree());<\n>
>>

rewriteRuleRefRoot(rule) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<rule>.NextNode(), root_<treeLevel>);<\n>
>>

rewriteNodeAction(action) ::= <<
adaptor.AddChild(root_<treeLevel>, <action>);<\n>
>>

rewriteNodeActionRoot(action) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<action>, root_<treeLevel>);<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextTree());<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextTree());<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel=rule */
```

```
rewriteRuleLabelRefRoot(label)
 ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<label>.NextNode(), root_<treeLevel>);<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<label>.NextNode(), root_<treeLevel>);<\n>
>>

rewriteWildcardLabelRef(label) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextTree());<\n>
>>

createImaginaryNode(tokenType,args,terminalOptions={}) ::= <%
<if(terminalOptions.node)>
<! new MethodNode(IDLabel, args) !>
new <terminalOptions.node>(<tokenType><if(args)>, <args; separator=", "><endif>)
<else>
(<ASTLabelType>)adaptor.Create(<tokenType>, <args; separator=", "><if(!args)>"<tokenType>"<endif>)
<endif>
%>

createRewriteNodeFromElement(token,args,terminalOptions={}) ::= <%
<if(terminalOptions.node)>
new <terminalOptions.node>(stream_<token>.NextToken()<if(args)>, <args; separator=", "><endif>)
<else>
<if(args)> <! must create
 new node from old !>
adaptor.Create(<token>, <args; separator=", ">)
<else>
stream_<token>.NextNode()
<endif>
<endif>
%>
```

Found in path(s):
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/CSharp2/AST.stg
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```
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*
```

```
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*/

/** Templates for building ASTs during normal parsing.
*
*  Deal with many combinations.  Dimensions are:
*  Auto build or rewrite
*    no label, label, list label  (label/no-label handled together)
*    child, root
*    token, set, rule, wildcard
*
*  The situation is not too bad as rewrite (->) usage makes ^ and
 !
*  invalid. There is no huge explosion of combinations.
*/

@rule.setErrorReturnValue() ::= <<
retval.Tree = (<ASTLabelType>)adaptor.ErrorNode(input, retval.Start, input.LT(-1), re);
<! System.out.WriteLine("<ruleName> returns "+((CommonTree)retval.tree).toStringTree()); !>
>>

// TOKEN AST STUFF

/** ID and output=AST */
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <<
<super.tokenRef(...)>
<if(backtracking)>if (state.backtracking == 0) {<endif>
```

```
<label>_tree = <createNodeFromToken(...)>;
adaptor.AddChild(root_0, <label>_tree);
<if(backtracking)>}<endif>
>>

/** ID! and output=AST (same as plain tokenRef) */
tokenRefBang(token,label,elementIndex) ::= "<super.tokenRef(...)>"

/** ID^ and output=AST */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <<
<super.tokenRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<label>_tree = <createNodeFromToken(...)>;
root_0 = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_0);
<if(backtracking)>}<endif>
>>

/**
 ids+=ID! and output=AST */
tokenRefBangAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefRuleRoot(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

// SET AST

// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code.  I don't use the region stuff because I need to pass
// different chunks depending on the operator.  I don't like making
// the template name have the operator as the number of templates gets
//
 large but this is the most flexible--this is as opposed to having
// the code generator call matchSet then add root code or ruleroot code
// plus list label plus ...  The combinations might require complicated
// rather than just added on code.  Investigate that refactoring when
```

```
// I have more time.

matchSet(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <<
<super.matchSet(postmatchCode={<if(backtracking)>if (<actions.(actionScope).synpredgate>)
<endif>adaptor.AddChild(root_0, <createNodeFromToken(...)>);}, ...)>
>>

matchRuleBlockSet(s,label,elementIndex,postmatchCode,treeLevel="0",terminalOptions={}) ::= <<
<matchSet(...)>
>>

matchSetBang(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= "<super.matchSet(...)>"

// note there is no matchSetTrack because -> rewrites force sets to be
// plain old blocks of alts: (A|B|...|C)

matchSetRuleRoot(s,label,elementIndex,debug,terminalOptions={}) ::= <<
<if(label)>
<label>=(<labelType>)input.LT(1);
<endif>
<super.matchSet(postmatchCode={<if(backtracking)>if
 (<actions.(actionScope).synpredgate>) <endif>root_0 =
(<ASTLabelType>)adaptor.BecomeRoot(<createNodeFromToken(...)>, root_0);}, ...)>
>>

// RULE REF AST

/** rule when output=AST */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>adaptor.AddChild(root_0, <label>.Tree);
>>

/** rule! is same as normal rule ref */
ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)>"

/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>root_0 =
(<ASTLabelType>)adaptor.BecomeRoot(<label>.Tree, root_0);
>>

/** x+=rule when output=AST */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>
```

```
/** x+=rule! when output=AST is a rule ref with list addition */
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope)
 ::= <<
<ruleRefBang(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

/** x+=rule^ */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

// WILDCARD AST

wildcard(token,label,elementIndex,terminalOptions={}) ::= <<
<super.wildcard(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<label>_tree = (<ASTLabelType>)adaptor.Create(<label>);
adaptor.AddChild(root_0, <label>_tree);
<if(backtracking)>}<endif>
>>

wildcardBang(label,elementIndex) ::= "<super.wildcard(token=[],...)>"

wildcardRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <<
<super.wildcard(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<label>_tree = (<ASTLabelType>)adaptor.Create(<label>);
root_0 = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_0);
<if(backtracking)>}<endif>
>>

createNodeFromToken(label,terminalOptions={})
 ::= <%
<if(terminalOptions.node)>
new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text; format="string"><endif>)
<else>
(<ASTLabelType>)adaptor.Create(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalO
ptions.text)>,<terminalOptions.text; format="string"><endif>)
<endif>
%>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
```

<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
retval.Tree = (<ASTLabelType>)adaptor.RulePostProcessing(root_0);
adaptor.SetTokenBoundaries(retval.Tree, retval.Start, retval.Stop);
<if(backtracking)>}<endif>
>>

Found in path(s):
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/CSharp2/ASTParser.stg
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*/

/** Templates for building ASTs during normal parsing.
*
* Deal with many combinations. Dimensions are:
* Auto build or rewrite
*   no label, label, list label (label/no-label handled together)
*   child, root
*   token, set, rule, wildcard
*
* The situation is not too bad as rewrite (->) usage makes ^ and !

```
*  invalid. There is no huge explosion of combinations.
*/
@rule.setErrorReturnValue() ::= <<
/* ASTParser rule.setErrorReturnValue */
retval.tree
 = (<ASTLabelType> *)[treeAdaptor errorNode:input From:retval.start To:[input LT:-1] Exception:re];
<! System.out.println("<ruleName> returns "+((CommonTree)retval.tree).toStringTree()); !>
>>

// TOKEN AST STUFF

/** ID and output=AST */
tokenRef(token, label, elementIndex, terminalOptions) ::= <<
/* ASTParser tokenRef */
<super.tokenRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = <createNodeFromToken(...)>;
[treeAdaptor addChild:<label>_tree  toTree:root_0];
<if(backtracking)>}<endif>
>>

/* ID! and output=AST (same as plain tokenRef) */
/* ASTParser tokenRefBang */
tokenRefBang(token,label,elementIndex,terminalOptions) ::= "<super.tokenRef(...)>"

/** ID^ and output=AST */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
<super.tokenRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = <createNodeFromToken(...)>;
root_0 = (<ASTLabelType> *)[treeAdaptor becomeRoot:<label>_tree old:root_0];
<if(backtracking)>}<endif>
>>

/**
 ids+=ID! and output=AST */
tokenRefBangAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
/* ASTParser tokenRefBangAndListLabel */
<tokenRefBang(...)>
<listLabel(elem=label,...)>
>>

/** label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
/* ASTParser tokenRefAndListLabel */
<tokenRef(...)>
<listLabel(elem=label,...)>
>>
```

```
/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,terminalOptions,elementIndex) ::= <<
/* ASTParser tokenRefRuleRootAndListLabel */
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

// SET AST

// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code.  I don't use the region stuff because I need to pass
// different chunks depending on the operator.  I don't like making
// the template
 name have the operator as the number of templates gets
// large but this is the most flexible--this is as opposed to having
// the code generator call matchSet then add root code or ruleroot code
// plus list label plus ...  The combinations might require complicated
// rather than just added on code.  Investigate that refactoring when
// I have more time.

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <%
/* ASTParser matchSet */
<super.matchSet(postmatchCode={<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
  [treeAdaptor addChild:<createNodeFromToken(...)> toTree:root_0 ];}, ...)>
%>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
/* ASTParser matchRuleBlockSet */
<matchSet(...)>
>>

matchSetBang(s,label,elementIndex,terminalOptions, postmatchCode) ::= "<super.matchSet(...)>"

// note there is no matchSetTrack because -> rewrites force sets to be
// plain old blocks of alts: (A|B|...|C)

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug)
 ::= <<
/* ASTParser matchSetRuleRoot */
<if(label)>
<label>=(<labelType> *)[input LT:1]; /* matchSetRuleRoot */<\n>
<endif>
<super.matchSet(postmatchCode={<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
root_0 = (<ASTLabelType> *)[treeAdaptor becomeRoot:<createNodeFromToken(...)> old:root_0];}, ...)>
>>
```

```
// RULE REF AST

/** rule when output=AST */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
/* ASTParser ruleRef */
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
[treeAdaptor addChild:[<label> getTree] toTree:root_0];
>>

/** rule! is same as normal rule ref */
ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)>"

/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
/* ASTParser ruleRefRuleRoot */
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
root_0 = (<ASTLabelType> *)[treeAdaptor becomeRoot:[<label>
 getTree] old:root_0];
>>

/** x+=rule when output=AST */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ASTParser ruleRefAndListLabel */
<ruleRef(...)>
<listLabel(elem = {[<label> getTree]},...)>
>>

/** x+=rule! when output=AST is a rule ref with list addition */
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ASTParser ruleRefBangAndListLabel */
<ruleRefBang(...)>
<listLabel(elem = {[<label> getTree]},...)>
>>

/** x+=rule^ */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ASTParser ruleRefRuleRootAndListLabel */
<ruleRefRuleRoot(...)>
<listLabel(elem = {[<label> getTree]},...)>
>>

// WILDCARD AST

wildcard(token,label,elementIndex,terminalOptions) ::= <<
/* ASTParser wildcard */
<super.wildcard(...)>
```

```
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
  [treeAdaptor addChild:[[treeAdaptor create:<label>] retain] toTree:root_0];
<if(backtracking)>}<endif>
>>

wildcardBang(token,label,elementIndex,terminalOptions)
 ::= "<super.wildcard(...)>"

wildcardRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
/* ASTParser wildcardRuleRoot */
<super.wildcard(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
  <label>_tree = [[treeAdaptor create:<label>] retain]
  root_0 = (<ASTLabelType> *)[treeAdaptor becomeRoot:<label>_tree old:root_0];
<if(backtracking)>}<endif>
>>

createNodeFromToken(label,terminalOptions) ::= <<
/* ASTParser createNodeFromToken */
<if(terminalOptions.node)>
[<terminalOptions.node> new<terminalOptions.node>:<label>] <! new MethodNode(IDLabel) !>
<else>
(<ASTLabelType> *)[[treeAdaptor create:<label>] retain]
<endif>
>>

// straight from java cleanup ///
ruleCleanUp() ::= <<
/* ASTParser ruleCleanUp */
<super.ruleCleanUp()>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<\n><endif>
  retval.tree = (<ASTLabelType> *)[treeAdaptor rulePostProcessing:root_0];
  [treeAdaptor setTokenBoundaries:retval.tree
 From:retval.start To:retval.stopToken];
<if(backtracking)>}<endif>
>>
```

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* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/ObjC/ASTParser.stg
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*/
/** Template subgroup to add template rewrite output
* If debugging, then you'll also get STDbg.stg loaded.
*/

@outputFile.imports() ::= <<
<@super.imports()>
import stringtemplate3
>>

/** Add this to each rule's return value struct */
@returnScope.ruleReturnInit() ::= <<
self.st = None
>>

@returnScope.ruleReturnMembers() ::= <<
def getTemplate(self):
  return self.st

def toString(self):
  if self.st is not None:
     return self.st.toString()
  return None
__str__
 = toString

>>

```
@genericParser.init() ::= <<
<@super.init()>
self.templateLib = stringtemplate3.StringTemplateGroup(
  '<name>Templates', lexer='angle-bracket'
  )

>>

@genericParser.members() ::= <<
<@super.members()>
def setTemplateLib(self, templateLib):
  self.templateLib = templateLib

def getTemplateLib(self):
  return self.templateLib

>>

/** x+=rule when output=template */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(label, {<label>.st})>
>>

rewriteTemplate(alts) ::= <<
# TEMPLATE REWRITE
<if(backtracking)>
if <actions.(actionScope).synpredgate>:
  <first(alts):rewriteTemplateAltFirst()>
  <rest(alts):{it | el<rewriteTemplateAlt(it)>}>
  <if(rewriteMode)><replaceTextInLine()><endif>

<else>
<first(alts):rewriteTemplateAltFirst()>
<rest(alts):{it | el<rewriteTemplateAlt(it)>}>
<if(rewriteMode)><replaceTextInLine()><endif>
<endif>
>>

replaceTextInLine() ::= <<
<if(TREE_PARSER)>
self.input.getTokenStream().replace(

 self.input.getTreeAdaptor().getTokenStartIndex(retval.start),
  self.input.getTreeAdaptor().getTokenStopIndex(retval.start),
  retval.st
  )
<else>
```

```
self.input.replace(
  retval.start.getTokenIndex(),
  self.input.LT(-1).getTokenIndex(),
  retval.st
  )
<endif>
>>

rewriteTemplateAltFirst(alt) ::= <<
<if(alt.pred)>
if <alt.pred>:
  # <alt.description>
  retval.st = <alt.alt>
<\n>
<else>
# <alt.description>
retval.st = <alt.alt>
<\n>
<endif>
>>

rewriteTemplateAlt(alt) ::= <<
<if(alt.pred)>if <alt.pred>:
  # <alt.description>
  retval.st = <alt.alt>
<\n>
<else>se:
  # <alt.description>
  retval.st = <alt.alt>
<\n>
<endif>
>>

rewriteEmptyTemplate(alts) ::= <<
None
>>

/** Invoke a template with a set of attribute name/value pairs.
*  Set the value of the rule's template *after* having set
*  the attributes because the rule's template might be used as
*  an attribute to build a bigger template; you get a self-embedded
*  template.
*/
rewriteExternalTemplate(name,args)
 ::= <%
self.templateLib.getInstanceOf("<name>"<if(args)>, attributes={<args:{a | "<a.name>": <a.value>}; separator=",
">}<endif>)
%>
```

```
/** expr is a string expression that says what template to load */
rewriteIndirectTemplate(expr,args) ::= <%
self.templateLib.getInstanceOf(<expr><if(args)>, attributes={<args:{a | "<a.name>": <a.value>}; separator=",
">}<endif>)
%>

/** Invoke an inline template with a set of attribute name/value pairs */
rewriteInlineTemplate(args, template) ::= <%
stringtemplate3.StringTemplate("<template>", group=self.templateLib<if(args)>, attributes={<args:{a |
"<a.name>": <a.value>}; separator=", ">}<endif>)
%>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
<action>
>>

/** An action has %st.attrName=expr; or %{st}.attrName=expr; */
actionSetAttribute(st,attrName,expr) ::= <<
(<st>)["<attrName>"] = <expr>
>>

/** Translate %{stringExpr} */
actionStringConstructor(stringExpr) ::= <<
stringtemplate3.StringTemplate(<stringExpr>, group=self.templateLib)
>>
```

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in path(s):
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/Python3/ST.stg
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*/

/** The API version of the runtime that recognizers generated by this runtime
* need.
*/
apiVersion() ::= "1"

/** The overall file structure of a recognizer; stores methods for rules
* and cyclic DFAs plus support code.
*/
outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,
        docComment, recognizer,
        name, tokens, tokenNames, rules, cyclicDFAs,
        bitsets, buildTemplate, buildAST, rewriteMode, profile,
        backtracking, synpreds, memoize,
 numRules,
        fileName, ANTLRVersion, generatedTimestamp, trace,
        scopes, superClass, literals) ::=
<<
$ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>

<@imports>
import sys
from antlr3 import *
<if(TREE_PARSER)>
from antlr3.tree import *<\n>
<endif>
<@end>

<actions.(actionScope).header>

<! <docComment> !>

for convenience in actions
HIDDEN = BaseRecognizer.HIDDEN

```
# token types
<tokens:{it | <it.name>=<it.type>}; separator="\n">

# token names
tokenNamesMap = {
  0: "\<invalid>", 1: "\<EOR>", 2: "\<DOWN>", 3: "\<UP>",
  <tokens:{it | <it.type>: "<it.name>"}; wrap, separator=", ">
}
Token.registerTokenNamesMap(tokenNamesMap)

<recognizer>

<if(actions.(actionScope).main)>
<actions.(actionScope).main>
<else>
def main(argv, stdin=sys.stdin, stdout=sys.stdout, stderr=sys.stderr):
<if(LEXER)>
  from antlr3.main import LexerMain
  main = LexerMain(<recognizer.name>)<\n>
<endif>
<if(PARSER)>
  from antlr3.main import ParserMain
  main = ParserMain("<recognizer.grammar.name>Lexer",
 <recognizer.name>)<\n>
<endif>
<if(TREE_PARSER)>
  from antlr3.main import WalkerMain
  main = WalkerMain(<recognizer.name>)<\n>
<endif>
  main.stdin = stdin
  main.stdout = stdout
  main.stderr = stderr
  main.execute(argv)<\n>
<endif>

<actions.(actionScope).footer>

if __name__ == '__main__':
  main(sys.argv)

>>

lexer(grammar, name, tokens, scopes, rules, numRules, filterMode,
    labelType="CommonToken", superClass="Lexer") ::= <<
<if(grammar.directDelegates)>
# path hack to allow absolute import of related grammars.
from os.path import dirname
__path__ = [dirname(__file__)]
```

```
del dirname

<grammar.directDelegates:
{g|from .<g.recognizerName> import <g.recognizerName>}; separator="\n">
<endif>

class <grammar.recognizerName>(<@superClassName><superClass><@end>):
  <scopes:{it|<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>

  grammarFileName = "<fileName>"
  api_version = <apiVersion()>

  def __init__(self<grammar.delegators:{g|,
 <g:delegateName()>}>, input=None, state=None):
      if state is None:
          state = RecognizerSharedState()
      super().__init__(input, state)

<if(memoize)>
<if(grammar.grammarIsRoot)>
      self._state.ruleMemo = {}
<endif>
<endif>

      <grammar.directDelegates:
       {g|self.<g:delegateName()> = <g.recognizerName>(<trunc(g.delegators):{p|<p:delegateName()>, }>self, input,
state)}; separator="\n">
      <grammar.directDelegates:
       {g|<g.delegates:{h|self.<h:delegateName()> = self.<g:delegateName()>.<h:delegateName()>};
separator="\n">}; separator="\n">
      <grammar.delegators:
       {g|self.<g:delegateName()> = <g:delegateName()>}; separator="\n">
      <last(grammar.delegators):
       {g|self.gParent = <g:delegateName()>}; separator="\n">
      self.delegates = [<grammar.delegates: {g|self.<g:delegateName()>}; separator = ", ">]

      <cyclicDFAs:{dfa | <cyclicDFAInit(dfa)>}; separator="\n">


 <actions.lexer.init>


   <actions.lexer.members>


<if(filterMode)>
  <filteringNextToken()>
<endif>
```

```
  <rules; separator="\n\n">

  <synpreds:{p | <lexerSynpred(p)>}>

  <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>


>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
*  for matches.  No error can be generated upon error; just rewind, consume
*  a token and then try again.  backtracking needs to be set as well.
*  Make rule memoization happen only at levels above 1 as we start mTokens
*  at backtracking==1.
*/
filteringNextToken() ::= <<
def nextToken(self):
  while True:
    if self.input.LA(1) == EOF:
      return self.makeEOFToken()

    self._state.token = None
    self._state.channel = DEFAULT_CHANNEL
    self._state.tokenStartCharIndex = self.input.index()
    self._state.tokenStartCharPositionInLine = self.input.charPositionInLine
    self._state.tokenStartLine = self.input.line
    self._state._text
 = None
    try:
      m = self.input.mark()
      try:
        # means we won't throw slow exception
        self._state.backtracking = 1
        try:
          self.mTokens()
        finally:
          self._state.backtracking = 0

      except BacktrackingFailed:
        # mTokens backtracks with synpred at backtracking==2
        # and we set the synpredgate to allow actions at level 1.
        self.input.rewind(m)
        self.input.consume() # advance one char and try again

      else:
        self.emit()
        return self._state.token
```

```
        except RecognitionException as re:
            # shouldn't happen in backtracking mode, but...
            self.reportError(re)
            self.recover(re)


def memoize(self, input, ruleIndex, ruleStartIndex, success):
    if self._state.backtracking > 1:
        # is Lexer always superclass?

 super().memoize(input, ruleIndex, ruleStartIndex, success)


def alreadyParsedRule(self, input, ruleIndex):
    if self._state.backtracking > 1:
        return super().alreadyParsedRule(input, ruleIndex)
    return False


>>

actionGate() ::= "self._state.backtracking == 0"

filteringActionGate() ::= "self._state.backtracking == 1"

/** How to generate a parser */

genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
              bitsets, inputStreamType, superClass, labelType, members,
              rewriteElementType, filterMode, init, ASTLabelType="Object") ::= <<
# token names
tokenNames = [
    "\<invalid>", "\<EOR>", "\<DOWN>", "\<UP>",
    <tokenNames; wrap, separator=", ">
]

<scopes:{it|<if(it.isDynamicGlobalScope)><globalAttributeScopeClass(scope=it)><endif>}>

<if(grammar.directDelegates)>
# path hack to allow absolute import of related grammars.
from os.path import dirname
__path__ = [dirname(__file__)]
del dirname

<grammar.directDelegates:
{g|from
 .<g.recognizerName> import <g.recognizerName>}; separator="\n">
<endif>
```

```
<rules:{it|<ruleAttributeScopeClass(scope=it.ruleDescriptor.ruleScope)>}>

class <grammar.recognizerName>(<@superClassName><superClass><@end>):
  grammarFileName = "<fileName>"
  api_version = <apiVersion()>
  tokenNames = tokenNames

  def __init__(self<grammar.delegators:{g|, <g:delegateName()>}>, input, state=None, *args, **kwargs):
      if state is None:
          state = RecognizerSharedState()

      <@args()>
      super().__init__(input, state, *args, **kwargs)

<if(memoize)>
<if(grammar.grammarIsRoot)>
      self._state.ruleMemo = {}
<endif>
<endif>

      <cyclicDFAs:{dfa | <cyclicDFAInit(dfa)>}; separator="\n">

      <scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScopeStack(scope=it)><endif>}>
      <rules:{it | <ruleAttributeScopeStack(scope=it.ruleDescriptor.ruleScope)>}>

      <init>

      <grammar.delegators:
       {g|self.<g:delegateName()> = <g:delegateName()>};
 separator="\n">
      <grammar.directDelegates:
       {g|self.<g:delegateName()> = <g.recognizerName>(<trunc(g.delegators):{p|<p:delegateName()>, }>self, input,
state)}; separator="\n">
      <grammar.directDelegates:
       {g|<g.delegates:{h|self.<h:delegateName()> = self.<g:delegateName()>.<h:delegateName()>};
separator="\n">}; separator="\n">
      <last(grammar.delegators):
       {g|self.gParent = self.<g:delegateName()>}; separator="\n">
      self.delegates = [<grammar.delegates: {g|self.<g:delegateName()>}; separator = ", ">]

      <@init><@end>


  <@members><@end>

  <members>
```

```
  <rules; separator="\n\n">

  <! generate rule/method definitions for imported rules so they
    appear to be defined in this recognizer. !>
  <grammar.delegatedRules:{ruleDescriptor| <delegateRule(ruleDescriptor)> }; separator="\n">

  <synpreds:{p | <synpred(p)>}>

  <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>

  <bitsets:{it | FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>
 = frozenset([<it.tokenTypes:{it | <it>};separator=", ">])<\n>}>

>>

delegateRule(ruleDescriptor) ::= <<
def <ruleDescriptor.name>(self, <ruleDescriptor.parameterScope:parameterScope()>):
<\ >   <if(ruleDescriptor.hasReturnValue)>return
<endif>self.<ruleDescriptor.grammar:delegateName()>.<ruleDescriptor.name>(<if(ruleDescriptor.parameterScope)
><ruleDescriptor.parameterScope.attributes:{a|<a.name>}; separator=", "><endif>)


>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets,
    ASTLabelType="Object", superClass="Parser", labelType="Token",
    members={<actions.parser.members>},
    init={<actions.parser.init>}
    ) ::= <<
<genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
          bitsets, "TokenStream", superClass,
          labelType, members, "Token",
          false, init, ASTLabelType)>
>>

/** How to generate a tree parser; same as parser except the input
*  stream
 is a different type.
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules,
        numRules, bitsets, filterMode, labelType={<ASTLabelType>}, ASTLabelType="Object",
superClass={<if(filterMode)><if(buildAST)>TreeRewriter<else>TreeFilter<endif><else>TreeParser<endif>},
 members={<actions.treeparser.members>},
        init={<actions.treeparser.init>}
        ) ::= <<
<genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
          bitsets, "TreeNodeStream", superClass,
          labelType, members, "Node",
```

```
            filterMode, init, ASTLabelType)>
>>

/** A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*  nor parameters etc..., just give simplest possible method.  Don't do
*  any of the normal memoization stuff in here either; it's a waste.
*  As predicates cannot be inlined into the invoking rule,
 they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
# $ANTLR start "<ruleName>"
def <ruleName>_fragment(self, <ruleDescriptor.parameterScope:parameterScope()>):
  <ruleLabelDefs()>
<if(trace)>
  self.traceIn("<ruleName>_fragment", <ruleDescriptor.index>)
  try:
      <block>

  finally:
      self.traceOut("<ruleName>_fragment", <ruleDescriptor.index>)

<else>
  <block>
<endif>
# $ANTLR end "<ruleName>"


>>

synpred(name) ::= <<
def <name>(self):
  self._state.backtracking += 1
  <@start()>
  start = self.input.mark()
  try:
      self.<name>_fragment()
  except BacktrackingFailed:
      success = False
  else:
      success = True
  self.input.rewind(start)
  <@stop()>
  self._state.backtracking -= 1
  return success
```

```
>>

lexerSynpred(name) ::= <<
<synpred(name)>
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if self._state.backtracking > 0 and self.alreadyParsedRule(self.input,
 <ruleDescriptor.index>):
  # for cached failed rules, alreadyParsedRule will raise an exception
  success = True
  return <ruleReturnValue()>

<endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>
if self._state.backtracking > 0:
  raise BacktrackingFailed

<endif>
>>

/** How to generate code for a rule.  This includes any return type
*  data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<returnScope(scope=ruleDescriptor.returnScope)>

# $ANTLR start "<ruleName>"
# <fileName>:<description>
<ruleDescriptor.actions.decorate>
def <ruleName>(self, <ruleDescriptor.parameterScope:parameterScope()>):
<if(trace)>
  self.traceIn("<ruleName>", <ruleDescriptor.index>)<\n>
<endif>
  <ruleScopeSetUp()>
  <ruleDeclarations()>
  <ruleLabelDefs()>
  <ruleDescriptor.actions.init>
  <@preamble()>

 <@body><ruleBody()><@end>
  <@postamble()>
```

```
  return <ruleReturnValue()>

# $ANTLR end "<ruleName>"
>>

ruleBody() ::= <<
<if(memoize)>
<if(backtracking)>
success = False<\n>
<endif>
<endif>
try:
  try:
    <ruleMemoization(name=ruleName)>
    <block>
    <ruleCleanUp()>
    <(ruleDescriptor.actions.after):execAction()>

<if(memoize)>
<if(backtracking)>
    success = True<\n>
<endif>
<endif>
<if(exceptions)>
  <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
  <actions.(actionScope).rulecatch>
<else>
  except RecognitionException as re:
    self.reportError(re)
    self.recover(self.input, re)
    <@setErrorReturnValue()>

<endif>
<else>
  finally:
    pass

<endif>
<endif>
finally:
<if(trace)>
  self.traceOut("<ruleName>", <ruleDescriptor.index>)<\n>
<endif>
  <memoize()>
  <ruleScopeCleanUp()>
```

```
  <finally>
  pass
>>

catch(decl,action) ::= <<
except <e.decl>:
   <e.action>

>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval = self.<ruleDescriptor.name>_return()
retval.start = self.input.LT(1)<\n>
<elseif(ruleDescriptor.returnScope)>
<ruleDescriptor.returnScope.attributes:{ a |
<a.name> = <if(a.initValue)><a.initValue><else>None<endif>
}>
<endif>
<if(memoize)>
<ruleDescriptor.name>_StartIndex = self.input.index()
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{it | self.<it>_stack.append(<it>_scope())}; separator="\n">
<ruleDescriptor.ruleScope:{it | self.<it.name>_stack.append(<it.name>_scope())}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{it | self.<it>_stack.pop()}; separator="\n">
<ruleDescriptor.ruleScope:{it | self.<it.name>_stack.pop()}; separator="\n">
>>

ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,
 ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
   :{it | <it.label.text> = None}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,
  ruleDescriptor.wildcardTreeListLabels]
   :{it | list_<it.label.text> = None}; separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef(); separator="\n">
<ruleDescriptor.ruleListLabels:{it | <it.label.text> = None}; separator="\n">
>>

lexerRuleLabelDefs() ::= <<
```

```
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
   :{it | <it.label.text> = None}; separator="\n"
>
<ruleDescriptor.charLabels:{it | <it.label.text> = None}; separator="\n">
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels]
   :{it | list_<it.label.text> = None}; separator="\n"
>
>>

ruleReturnValue() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
retval
<endif>
<endif>
<endif>
%>

ruleCleanUp() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
retval.stop
 = self.input.LT(-1)<\n>
<endif>
<endif>
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if self._state.backtracking > 0:
   self.memoize(self.input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex, success)

<endif>
<endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
# $ANTLR start "<ruleName>"
```

```
def m<ruleName>(self, <ruleDescriptor.parameterScope:parameterScope()>):
<if(trace)>
  self.traceIn("<ruleName>", <ruleDescriptor.index>)<\n>
<endif>
  <ruleScopeSetUp()>
  <ruleDeclarations()>
<if(memoize)>
<if(backtracking)>
  success = False<\n>
<endif>
<endif>
  try:
<if(nakedBlock)>
      <ruleMemoization(name=ruleName)>
      <lexerRuleLabelDefs()>
      <ruleDescriptor.actions.init>
      <block><\n>
<else>
      _type = <ruleName>
      _channel = DEFAULT_CHANNEL

      <ruleMemoization(name=ruleName)>
      <lexerRuleLabelDefs()>
       <ruleDescriptor.actions.init>
      <block>
      <ruleCleanUp()>
      self._state.type = _type
      self._state.channel = _channel
      <(ruleDescriptor.actions.after):execAction()>
<endif>
<if(memoize)>
<if(backtracking)>
      success = True<\n>
<endif>
<endif>

  finally:
<if(trace)>
      self.traceOut("<ruleName>", <ruleDescriptor.index>)<\n>
<endif>
      <ruleScopeCleanUp()>
      <memoize()>
      pass

# $ANTLR end "<ruleName>"


>>
```

```
/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
def mTokens(self):
  <block><\n>


>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
# <fileName>:<description>
alt<decisionNumber> = <maxAlt>
<decls>
<@body><blockBody()><@end>
>>

blockBody() ::= <<
<@predecision()>
<@decision><decision><@end>
<@postdecision()>
<@prebranch()>
<alts:{a
| <altSwitchCase(i, a)>}; separator="\nel">
<@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
# <fileName>:<description>
alt<decisionNumber> = <maxAlt>
<decls>
<@predecision()>
<@decision><decision><@end>
<@postdecision()>
<alts:{a | <altSwitchCase(i, a)>}; separator="\nel">
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
# <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
```

```
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
# <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n)
 ::= <<
# <fileName>:<description>
cnt<decisionNumber> = 0
<decls>
<@preloop()>
<@loopBody>
<positiveClosureBlockLoop()>
<@end>
<@postloop()>
>>

positiveClosureBlockLoop() ::= <<
while True: #loop<decisionNumber>
  alt<decisionNumber> = <maxAlt>
  <@predecision()>
  <@decisionBody><decision><@end>
  <@postdecision()>
  <alts:{a | <altSwitchCase(i, a)>}; separator="\nel">
  else:
     if cnt<decisionNumber> >= 1:
        break #loop<decisionNumber>

     <ruleBacktrackFailure()>
     eee = EarlyExitException(<decisionNumber>, self.input)
     <@earlyExitException()>
     raise eee

  cnt<decisionNumber> += 1
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
```

```
<<
# <fileName>:<description>
<decls>
<@preloop()>
<@loopBody>
<closureBlockLoop()>
<@end>
<@postloop()>
>>

closureBlockLoop()
 ::= <<
while True: #loop<decisionNumber>
  alt<decisionNumber> = <maxAlt>
  <@predecision()>
  <@decisionBody><decision><@end>
  <@postdecision()>
  <alts:{a | <altSwitchCase(i, a)>}; separator="\nel">
  else:
     break #loop<decisionNumber>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
*  so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
*/
altSwitchCase(altNum,alt) ::= <<
if alt<decisionNumber> == <altNum>:
  <@prealt()>
  <alt>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt, treeLevel,rew) ::= <<
#
 <fileName>:<description>
pass <! so empty alternatives are a valid block !>
<@declarations()>
<elements:element()>
```

```
<rew>
<@cleanup()>
>>

/** What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one per line */
element(e) ::= <<
<@prematch()>
<e.el><\n>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <<
<if(label)><label> = <endif>self.match(self.input, <token>,
self.FOLLOW_<token>_in_<ruleName><elementIndex>)
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(token,label,elementIndex,terminalOptions)>
<listLabel(label, label)>
>>

listLabel(label, elem) ::= <<
if list_<label> is None:
   list_<label> = []
list_<label>.append(<elem>)<\n>
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = self.input.LA(1)<\n>
<endif>
self.match(<char>)
>>

/**
 match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = self.input.LA(1)<\n>
```

```
<endif>
self.matchRange(<a>, <b>)
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="",terminalOptions={}) ::= <<
<if(label)>
<label> = self.input.LT(1)<\n>
<endif>
if <s>:
  self.input.consume()
  <postmatchCode>
<if(!LEXER)>
  self._state.errorRecovery = False<\n>
<endif>

else:
  <ruleBacktrackFailure()>
  mse = MismatchedSetException(None, self.input)
  <@mismatchedSetException()>
<if(LEXER)>
  self.recover(mse)
  raise mse
<else>
  raise mse
  <! use following code to make it recover inline; remove throw mse;
  self.recoverFromMismatchedSet(
     self.input, mse, self.FOLLOW_set_in_<ruleName><elementIndex>
     )
  !>
<endif>
<\n>
>>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(label, label)>
>>

/**
 Match a string literal */
lexerStringRef(string,label,elementIndex="0") ::= <<
<if(label)>
<label>Start = self.getCharIndex()
self.match(<string>)
<label>StartLine<elementIndex> = self.getLine()
```

```
<label>StartCharPos<elementIndex> = self.getCharPositionInLine()
<label> = <labelType>(input=self.input, type=INVALID_TOKEN_TYPE, channel=DEFAULT_CHANNEL,
start=<label>Start, stop=self.getCharIndex()-1)
<label>.line = <label>StartLine<elementIndex>
<label>.charPositionInLine = <label>StartCharPos<elementIndex>
<else>
self.match(<string>)
<endif>
>>

wildcard(token,label,elementIndex,terminalOptions={}) ::= <<
<if(label)>
<label> = self.input.LT(1)<\n>
<endif>
self.matchAny()
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<wildcard(...)>
<listLabel(label,label)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = self.input.LA(1)<\n>
<endif>
self.matchAny()
>>

wildcardCharListLabel(label, elementIndex) ::=
 <<
<wildcardChar(label, elementIndex)>
<listLabel(label, label)>
>>

/** Match a rule reference by invoking it possibly with arguments
*  and a return value or values. The 'rule' argument was the
*  target rule name, but now is type Rule, whose toString is
*  same: the rule name.  Now though you can access full rule
*  descriptor stuff.
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
self._state.following.append(self.FOLLOW_<rule.name>_in_<ruleName><elementIndex>)
<if(label)><label> = <endif>self.<if(scope)><scope:delegateName()>.<endif><rule.name>(<args; separator=",
">)<\n>
self._state.following.pop()
>>
```

```
/** ids+=rule */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(rule,label,elementIndex,args,scope)>
<listLabel(label, label)>
>>

/** A lexer rule reference
*  The 'rule' argument was the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope)
 ::= <<
<if(label)>
<label>Start<elementIndex> = self.getCharIndex()
self.<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">)
<label>StartLine<elementIndex> = self.getLine()
<label>StartCharPos<elementIndex> = self.getCharPositionInLine()
<label> = <labelType>(
  input=self.input,
  type=INVALID_TOKEN_TYPE,
  channel=DEFAULT_CHANNEL,
  start=<label>Start<elementIndex>,
  stop=self.getCharIndex()-1)
<label>.line = <label>StartLine<elementIndex>
<label>.charPositionInLine = <label>StartCharPos<elementIndex>
<else>
self.<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">)
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(rule,label,args,elementIndex,scope)>
<listLabel(label, label)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
<label>Start<elementIndex> = self.getCharIndex()
<label>StartLine<elementIndex>
 = self.getLine()
<label>StartCharPos<elementIndex> = self.getCharPositionInLine()
self.match(EOF)
<label> = <labelType>(input=self.input, type=EOF, channel=DEFAULT_CHANNEL,
start=<label>Start<elementIndex>, stop=self.getCharIndex()-1)
```

```
<label>.line = <label>StartLine<elementIndex>
<label>.charPositionInLine = <label>StartCharPos<elementIndex>
<else>
self.match(EOF)
<endif>
>>

// used for left-recursive rules
recRuleDefArg()                    ::= "<recRuleArg()>"
recRuleArg()                       ::= "_p"
recRuleAltPredicate(ruleName, opPrec) ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction()           ::= "root_0 = $<ruleName>_primary.tree"
recRuleSetReturnAction(src, name)  ::= "$<name> = $<src>.<name>"

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if self.input.LA(1) == DOWN:
  self.match(self.input,
 DOWN, None)
  <children:element()>
  self.match(self.input, UP, None)

<else>
self.match(self.input, DOWN, None)
<children:element()>
self.match(self.input, UP, None)
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
*  also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if not (<evalPredicate(pred, description)>):
  <ruleBacktrackFailure()>
  raise FailedPredicateException(self.input, "<ruleName>", "<description>")

>>

// F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber>_<stateNumber> = self.input.LA(<k>)<\n>
<edges; separator="\nel">
```

```
else:
<if(eotPredictsAlt)>
  alt<decisionNumber> = <eotPredictsAlt>
<else>
  <ruleBacktrackFailure()>
  nvae = NoViableAltException("<description>", <decisionNumber>, <stateNumber>, self.input)<\n>
  <@noViableAltException()>
  raise nvae<\n>
<endif>
>>

/**
 Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but this
*  is faster, smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber>_<stateNumber> = self.input.LA(<k>)<\n>
<edges; separator="\nel">
>>

/** A DFA state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber>_<stateNumber> = self.input.LA(<k>)<\n>
<edges; separator="\nel"><\n>
<if(eotPredictsAlt)>
<if(!edges)>
alt<decisionNumber>
 = <eotPredictsAlt> <! if no edges, don't gen ELSE !>
<else>
else:
  alt<decisionNumber> = <eotPredictsAlt>
<\n>
<endif>
<endif>
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber> = <alt>"

/** A simple edge with an expression.  If the expression is satisfied,
*  enter to the target state.  To handle gated productions, we may
```

```
*  have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if (<labelExpr>) <if(predicates)>and (<predicates>)<endif>:
   <targetState>
>>

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
<!
 FIXME: this is one of the few occasion, where I miss a switch statement
 in Python. ATM this is implemented as a list of if .. elif ..
 This
 may be replaced by faster a dictionary lookup, when I find a solution
 for the cases when an edge is not a plain dfaAcceptState.
!>
LA<decisionNumber> = self.input.LA(<k>)
<edges; separator="\nel">
else:
<if(eotPredictsAlt)>
   alt<decisionNumber> = <eotPredictsAlt>
<else>
   <ruleBacktrackFailure()>
   nvae = NoViableAltException("<description>", <decisionNumber>, <stateNumber>, self.input)<\n>
   <@noViableAltException()>
   raise nvae<\n>
<endif>

>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber> = self.input.LA(<k>)
<edges; separator="\nel">
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber> = self.input.LA(<k>)
<edges; separator="\nel">
<if(eotPredictsAlt)>
else:
   alt<decisionNumber> = <eotPredictsAlt>
<endif>
>>
```

```
dfaEdgeSwitch(labels, targetState) ::= <<
if LA<decisionNumber> in {<labels; separator=", ">}:
  <targetState>
>>

// C y c l
 i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = self.dfa<decisionNumber>.predict(self.input)
>>

/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple, concatenated strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach.  See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa) ::= <<
# lookup tables for DFA #<dfa.decisionNumber>

DFA<dfa.decisionNumber>_eot = DFA.unpack(
  "<dfa.javaCompressedEOT; wrap="\"\n    \"">"
  )

DFA<dfa.decisionNumber>_eof = DFA.unpack(
  "<dfa.javaCompressedEOF; wrap="\"\n    \"">"
   )

DFA<dfa.decisionNumber>_min = DFA.unpack(
  "<dfa.javaCompressedMin; wrap="\"\n    \"">"
  )

DFA<dfa.decisionNumber>_max = DFA.unpack(
  "<dfa.javaCompressedMax; wrap="\"\n    \"">"
  )

DFA<dfa.decisionNumber>_accept = DFA.unpack(
  "<dfa.javaCompressedAccept; wrap="\"\n    \"">"
  )

DFA<dfa.decisionNumber>_special = DFA.unpack(
```

```
  "<dfa.javaCompressedSpecial; wrap="\"\n    \"">"
  )


DFA<dfa.decisionNumber>_transition = [
  <dfa.javaCompressedTransition:{s|DFA.unpack("<s; wrap="\"\n\"">")}; separator=",\n">
]

# class definition for DFA #<dfa.decisionNumber>

class DFA<dfa.decisionNumber>(DFA):
  pass

  <@errorMethod()>

<if(dfa.specialStateSTs)>
  def specialStateTransition(self_, s, input):
      # convince pylint that my self_ magic is ok ;)
      # pylint: disable-msg=E0213

      # pretend we are a member of the recognizer
      # thus semantic predicates can be evaluated
      self = self_.recognizer

      _s = s

      <dfa.specialStateSTs:{state
| if s == <i0>: <! compressed special state numbers 0..n-1 !>
  <state>}; separator="\nel">

<if(backtracking)>
      if self._state.backtracking > 0:
          raise BacktrackingFailed

<endif>
      nvae = NoViableAltException(self_.getDescription(), <dfa.decisionNumber>, _s, input)
      self_.error(nvae)
      raise nvae<\n>
<endif>

>>

cyclicDFAInit(dfa) ::= <<
self.dfa<dfa.decisionNumber> = self.DFA<dfa.decisionNumber>(
  self, <dfa.decisionNumber>,
  eot = self.DFA<dfa.decisionNumber>_eot,
  eof = self.DFA<dfa.decisionNumber>_eof,
  min = self.DFA<dfa.decisionNumber>_min,
```

```
  max = self.DFA<dfa.decisionNumber>_max,
  accept = self.DFA<dfa.decisionNumber>_accept,
  special = self.DFA<dfa.decisionNumber>_special,
  transition = self.DFA<dfa.decisionNumber>_transition
  )<\n>
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
*  state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState)
 ::= <<
LA<decisionNumber>_<stateNumber> = input.LA(1)<\n>
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
index<decisionNumber>_<stateNumber> = input.index()
input.rewind()<\n>
<endif>
s = -1
<edges; separator="\nel">
<if(semPredState)> <! return input cursor to state before we rewound !>
input.seek(index<decisionNumber>_<stateNumber>)<\n>
<endif>
if s >= 0:
  return s
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if (<labelExpr>)<if(predicates)> and (<predicates>)<endif>:
  s = <targetStateNumber><\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
se:
  s = <targetStateNumber><\n>
>>


// D F A  E X P R E S S I O N S

andPredicates(left,right) ::= "((<left>) and (<right>))"

orPredicates(operands)
```

```
 ::= "(<operands; separator=\" or \">)"

notPredicate(pred) ::= "not (<evalPredicate(pred, {})>)"

evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "self.<pred>()"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber> == <atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "self.input.LA(<k>) == <atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <%
(<lower> \<= LA<decisionNumber>_<stateNumber> \<= <upper>)
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "(<lower> \<=
self.input.LA(<k>) \<= <upper>)"

lookaheadSetTest(values,k,valuesAsInt) ::= <%
LA<decisionNumber>_<stateNumber> in {<values; separator=", ">}
%>

isolatedLookaheadSetTest(values,k,valuesAsInt) ::= <%
self.input.LA(<k>) in {<values; separator=", ">}
%>

lookaheadVarName(k)
 ::= "LA<decisionNumber>_<stateNumber>"
isolatedLookaheadVarName(k) ::= "self.input.LA(<k>)"

setTest(ranges) ::= "<ranges; separator=\" or \">"

// A T T R I B U T E S

globalAttributeScopeClass(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
class <scope.name>_scope(object):
  def __init__(self):
      <scope.attributes:{it | self.<it.decl> = None}; separator="\n">

<endif>
<endif>
>>
```

```
globalAttributeScopeStack(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
self.<scope.name>_stack = []<\n>
<endif>
<endif>
>>

ruleAttributeScopeClass(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
class <scope.name>_scope(object):
  def __init__(self):
      <scope.attributes:{it | self.<it.decl> = None}; separator="\n">

<endif>
<endif>
>>

ruleAttributeScopeStack(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
self.<scope.name>_stack = []<\n>
<endif>
<endif>
>>

delegateName(d) ::= <<
<if(d.label)><d.label><else>g<d.name><endif>
>>

/** Define a rule label including
 default value */
ruleLabelDef(label) ::= <<
<label.label.text> = None
>>

returnStructName(r) ::= "<r.name>_return"

/** Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
*  subgroups to stick in members.
*/
returnScope(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
class <ruleDescriptor:returnStructName()>(<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope):
  def __init__(self):
```

```
        super().__init__()

        <if(scope)><scope.attributes:{it | self.<it.decl> = None}; separator="\n"><endif>
        <@ruleReturnInit()>


    <@ruleReturnMembers()>

<endif>
>>

parameterScope(scope) ::= <<
<if(scope)><scope.attributes:{it | <it.decl>}; separator=", "><endif>
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name> = <expr>"

scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
self.<scope>_stack[-<negIndex>].<attr.name>
<else>
<if(index)>
self.<scope>_stack[<index>].<attr.name>
<else>
self.<scope>_stack[-1].<attr.name>
<endif>
<endif>
%>

/*
 not applying patch because of bug in action parser!

<if(negIndex)>
((len(self.<scope>_stack) - <negIndex> - 1) >= 0 and [self.<scope>_stack[-<negIndex>].<attr.name>] or [None])[0]
<else>
<if(index)>
((<index> \< len(self.<scope>_stack)) and [self.<scope>_stack[<index>].<attr.name>] or [None])[0]
<else>
((len(self.<scope>_stack) > 0) and [self.<scope>_stack[-1].<attr.name>] or [None])[0]
<endif>
<endif>

*/

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <%
<if(negIndex)>
<!FIXME: this seems not to be used by ActionTranslator...!>
```

```
self.<scope>_stack[-<negIndex>].<attr.name> = <expr>
<else>
<if(index)>
<!FIXME: this seems not to be used by ActionTranslator...!>
self.<scope>_stack[<index>].<attr.name> = <expr>
<else>
self.<scope>_stack[-1].<attr.name> = <expr>
<endif>
<endif>
%>

/** $x is either global scope or x is rule with dynamic scope; refers
 *  to stack itself not top of stack.  This is useful for predicates
*  like {$function.size()>0 && $function::name.equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "self.<scope>_stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
((<scope> is not None) and [<scope>.<attr.name>] or [None])[0]
<else>
<scope>
<endif>
%>

returnAttributeRef(ruleDescriptor,attr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>
<else>
<attr.name>
<endif>
%>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name> = <expr>
<else>
<attr.name> = <expr>
<endif>
%>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"
```

```
// not sure the next are the right approach; and they are evaluated early;
// they cannot
 see TREE_PARSER or PARSER attributes for example. :(

tokenLabelPropertyRef_text(scope,attr) ::= "<scope>.text"
tokenLabelPropertyRef_type(scope,attr) ::= "<scope>.type"
tokenLabelPropertyRef_line(scope,attr) ::= "<scope>.line"
tokenLabelPropertyRef_pos(scope,attr) ::= "<scope>.charPositionInLine"
tokenLabelPropertyRef_channel(scope,attr) ::= "<scope>.channel"
tokenLabelPropertyRef_index(scope,attr) ::= "<scope>.index"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"

ruleLabelPropertyRef_start(scope,attr) ::= "<scope>.start"
ruleLabelPropertyRef_stop(scope,attr) ::= "<scope>.stop"
ruleLabelPropertyRef_tree(scope,attr) ::= "<scope>.tree"
ruleLabelPropertyRef_text(scope,attr) ::= <%
<if(TREE_PARSER)>
((<scope> is not None) and [self.input.getTokenStream().toString(
  self.input.getTreeAdaptor().getTokenStartIndex(<scope>.start),
  self.input.getTreeAdaptor().getTokenStopIndex(<scope>.start)
  )] or [None])[0]
<else>
((<scope> is not None) and [self.input.toString(<scope>.start,<scope>.stop)]
 or [None])[0]
<endif>
%>
ruleLabelPropertyRef_st(scope,attr) ::= "((<scope> is not None) and [<scope>.st] or [None])[0]"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::= "((<scope> is not None) and [<scope>.type] or [0])[0]"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "((<scope> is not None) and [<scope>.line] or [0])[0]"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "((<scope> is not None) and [<scope>.charPositionInLine] or
[0])[0]"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "((<scope> is not None) and [<scope>.channel] or [0])[0]"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "((<scope> is not None) and [<scope>.index] or [0])[0]"
lexerRuleLabelPropertyRef_text(scope,attr) ::= "((<scope> is not None) and [<scope>.text] or [None])[0]"
lexerRuleLabelPropertyRef_int(scope,attr) ::= "((<scope> is not None) and [int(<scope>.text)] or [0])[0]"

// Somebody may ref $template
 or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "retval.start"
rulePropertyRef_stop(scope,attr) ::= "retval.stop" //mmm... or input.LT(-1)??
rulePropertyRef_tree(scope,attr) ::= "retval.tree"
rulePropertyRef_text(scope,attr) ::= "self.input.toString(retval.start, self.input.LT(-1))"
rulePropertyRef_st(scope,attr) ::= "retval.st"
```

```
lexerRulePropertyRef_text(scope,attr) ::= "self.text"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "self._state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "self._state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "self._state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(self.getCharIndex()-1)"
lexerRulePropertyRef_int(scope,attr) ::= "int(<scope>.text)"

// setting $st and $tree is allowed
 in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree =<expr>"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st =<expr>"


/** How to execute an action (only when not backtracking) */
execAction(action) ::= <<
<if(backtracking)>
<if(actions.(actionScope).synpredgate)>
if <actions.(actionScope).synpredgate>:
  pass
  <action>

<else>
if <actions.(actionScope).synpredgate>:
  pass
  <action>

<endif>
<else>
#action start
<action>
#action end
<endif>
>>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"


// M I S C (properties, etc...)

codeFileExtension() ::= ".py"

true_value() ::= "True"
```

false_value() ::= "False"

Found in path(s):
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/Python3/Python3.stg
No license file was found, but licenses were detected in source scan.

/*
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*/

/** Templates for building ASTs during tree parsing.
*
* Deal with many combinations. Dimensions are:
* Auto build or rewrite
*   no label, label, list label (label/no-label handled together)
*   child, root
*   token, set, rule, wildcard
*
* Each combination has its own template except that label/no label
* is combined into tokenRef, ruleRef, ...
*/

/** Add a variable to track last element matched */

```
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
var _first_0:<ASTLabelType>
 = null;
var _last:<ASTLabelType> = null;<\n>
>>

/** What to emit when there is no rewrite rule.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(rewriteMode)>
retval.tree = <ASTLabelType>(_first_0);
if ( adaptor.getParent(retval.tree)!=null && adaptor.isNil( adaptor.getParent(retval.tree) ) )
  retval.tree = <ASTLabelType>(adaptor.getParent(retval.tree));
<endif>
<if(backtracking)>}<endif>
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
_last = <ASTLabelType>(input.LT(1));
{
var _save_last_<treeLevel>:<ASTLabelType> = _last;
var _first_<treeLevel>:<ASTLabelType> = null;
<if(!rewriteMode)>
var root_<treeLevel>:<ASTLabelType> = <ASTLabelType>(adaptor.nil());
<endif>
<root:element()>
<if(rewriteMode)>
<if(backtracking)>if
 ( <actions.(actionScope).synpredgate> )<endif>
<if(root.el.rule)>
if ( _first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> = <root.el.label>.tree;
<else>
if ( _first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> = <root.el.label>;
<endif>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( input.LA(1)==TokenConstants.DOWN ) {
  matchStream(input, TokenConstants.DOWN, null); <checkRuleBacktrackFailure()>
  <children:element()>
  matchStream(input, TokenConstants.UP, null); <checkRuleBacktrackFailure()>
```

```
}
<else>
matchStream(input, TokenConstants.DOWN, null); <checkRuleBacktrackFailure()>
<children:element()>
matchStream(input, TokenConstants.UP, null); <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>);
<endif>
_last = _save_last_<treeLevel>;
}<\n>
>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
*  setting of _last
*/
tokenRefBang(token,label,elementIndex,terminalOptions)
 ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.tokenRef(...)>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
<else>
<label>_tree = <ASTLabelType>(adaptor.dupNode(<label>));
<endif><\n>
adaptor.addChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>
```

```
/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions)
 ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
<else>
<label>_tree = <ASTLabelType>(adaptor.dupNode(<label>));
<endif><\n>
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(<label>_tree, root_<treeLevel>));
<if(backtracking)>}<endif>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,terminalOptions) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.wildcard(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = (<ASTLabelType>)adaptor.dupTree(<label>);
adaptor.addChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else>
 <! rewrite mode !>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;
<endif>
>>

// SET AST

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
```

```
<label>_tree = new <terminalOptions.node>(<label>);
<else>
<label>_tree = <ASTLabelType>(adaptor.dupNode(<label>));
<endif><\n>
adaptor.addChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
<matchSet(...)>
<noRewrite(...)> <! set return tree !>
>>

matchSetBang(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.matchSet(...)>
>>

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug)
 ::= <<
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
<else>
<label>_tree = <ASTLabelType>(adaptor.dupNode(<label>));
<endif><\n>
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(<label>_tree, root_<treeLevel>));
<if(backtracking)>}<endif>
<endif>
}, ...
)>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>
<if(!rewriteMode)>
adaptor.addChild(root_<treeLevel>, <label>.tree);
<else> <! rewrite mode !>
```

```
if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>.tree;
<endif>
>>

/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(label, {<label>.tree})>
>>

/** ^(rule ...) auto
 construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>root_<treeLevel> =
<ASTLabelType>(adaptor.becomeRoot(<label>.tree, root_<treeLevel>));
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(label, {<label>.tree})>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.ruleRefTrack(...)>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.ruleRefTrackAndListLabel(...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.ruleRefRootTrack(...)>
>>

/**
 ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
```

```
_last = <ASTLabelType>(input.LT(1));
<super.ruleRefRuleRootTrackAndListLabel(...)>
>>

/** Streams for token refs are tree nodes now; override to
*  change nextToken to nextNode.
*/
createRewriteNodeFromElement(token,terminalOptions,scope) ::= <<
<if(terminalOptions.node)>
new <terminalOptions.node>(stream_<token>.nextNode())
<else>
stream_<token>.nextNode()
<endif>
>>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<\n><endif>
retval.tree = <ASTLabelType>(adaptor.rulePostProcessing(root_0));
<if(backtracking)>}<endif>
<endif>
>>
```

Found in path(s):
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/ActionScript/ASTTreeParser.stg
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*/

/** Template overrides to add debugging to AST stuff. Dynamic inheritance
* hierarchy is set up as ASTDbg : AST : Dbg : Python by code generator.
*/
group ASTDbg;

astAccessor() ::= <<
def setTreeAdaptor(self, adaptor):
<if(grammar.grammarIsRoot)>
  self._adaptor = DebugTreeAdaptor(self.dbg, adaptor)
<else>
  self._adaptor = adaptor # delegator sends dbg adaptor
<endif>
  <grammar.directDelegates:{g|<g:delegateName()>.setTreeAdaptor(self._adaptor)}>

def getTreeAdaptor(self):
   return self._adaptor

adaptor = property(getTreeAdaptor, setTreeAdaptor)<\n>
>>

createListenerAndHandshake() ::= <<
proxy = DebugEventSocketProxy(self,
adaptor=<if(TREE_PARSER)>self.input.getTreeAdaptor()<else>self._adaptor<endif>,
                      debug=debug_socket, port=port)
self.setDebugListener(proxy)
self.adaptor.setDebugListener(proxy)
self.input.setDebugListener(proxy)
#self.set<inputStreamType>(Debug<inputStreamType>(self.input, proxy))
proxy.handshake()
>>

@rewriteElement.pregen() ::= "self._dbg.location(<e.line>, <e.pos>)"

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*/

/** Template overrides to add debugging to AST stuff. Dynamic inheritance
* hierarchy is set up as ASTDbg : AST : Dbg : Python by code generator.
*/
group ASTDbg;

astAccessor() ::= <<
def setTreeAdaptor(self, adaptor):
<if(grammar.grammarIsRoot)>
  self._adaptor = DebugTreeAdaptor(self.dbg, adaptor)
<else>
  self._adaptor = adaptor # delegator sends dbg adaptor
<endif>
  <grammar.directDelegates:{g|<g:delegateName()>.setTreeAdaptor(self._adaptor)}>

def getTreeAdaptor(self):
   return self._adaptor

adaptor = property(getTreeAdaptor, setTreeAdaptor)<\n>
>>

```
createListenerAndHandshake() ::= <<
proxy = DebugEventSocketProxy(self,
adaptor=<if(TREE_PARSER)>self.input.getTreeAdaptor()<else>self._adaptor<endif>,
                    debug=debug_socket, port=port)
self.setDebugListener(proxy)
self.adaptor.setDebugListener(proxy)
self.input.setDebugListener(proxy)
#self.set<inputStreamType>(Debug<inputStreamType>(self.input, proxy))
proxy.handshake()
>>

@rewriteElement.pregen() ::= "self._dbg.location(<e.line>, <e.pos>)"
```

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*/
/*
New style messages. This file contains the actual layout of the messages emitted by ANTLR.
The text itself is coming out of the languages/*stg files, according to the chosen locale.
This file contains the default format ANTLR uses.

```
*/

group antlr;

location(file, line, column) ::= "<file>:<line>:<column>:"

message(id, text) ::= "(<id>) <text>"

report(location, message, type) ::= "<type>(<message.id>): <location> <message.text>"

wantsSingleLineMessage() ::= "false"
```

Found in path(s):
*
/antlr-3-5-1-sources-1-jar/org/antlr/tool/templates/messages/formats/antlr.stg
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*/
```

```
/** Template overrides to add debugging to normal Java output;
*  If ASTs are built, then you'll also get ASTDbg.stg loaded.
*/

@outputFile.debugPreprocessor() ::= "#define ANTLR_DEBUG"

@outputFile.imports() ::= <<
<@super.imports()>
using Antlr.Runtime.Debug;
using IOException = System.IO.IOException;
>>

@genericParser.members()
 ::= <<
<if(grammar.grammarIsRoot)>
public static readonly string[] ruleNames =
 new string[]
 {
  "invalidRule", <grammar.allImportedRules:{rST | "<rST.name>"}; wrap="\n ", separator=", ">
 };<\n>
<endif>
<if(grammar.grammarIsRoot)><! grammar imports other grammar(s) !>
int ruleLevel = 0;
public virtual int RuleLevel { get { return ruleLevel; } }
public virtual void IncRuleLevel() { ruleLevel++; }
public virtual void DecRuleLevel() { ruleLevel--; }
<if(profile)>
<ctorForProfilingRootGrammar()>
<else>
<ctorForRootGrammar()>
<endif>
<ctorForPredefinedListener()>
<else><! imported grammar !>
public int RuleLevel { get { return <grammar.delegators:{g| <g:delegateName()>}>.RuleLevel; } }
public void IncRuleLevel() { <grammar.delegators:{g| <g:delegateName()>}>.IncRuleLevel(); }
public void DecRuleLevel() { <grammar.delegators:{g| <g:delegateName()>}>.DecRuleLevel(); }
<ctorForDelegateGrammar()>
<endif>
<if(profile)>
public override bool AlreadyParsedRule( IIntStream input, int
 ruleIndex )
{
 int stopIndex = GetRuleMemoization(ruleIndex, input.Index);
 ((Profiler)dbg).ExamineRuleMemoization(input, ruleIndex, stopIndex,
<grammar.composite.rootGrammar.recognizerName>.ruleNames[ruleIndex]);
 return base.AlreadyParsedRule(input, ruleIndex);
}<\n>
public override void Memoize( IIntStream input, int ruleIndex, int ruleStartIndex )
```

```
{
 ((Profiler)dbg).Memoize(input, ruleIndex, ruleStartIndex,
<grammar.composite.rootGrammar.recognizerName>.ruleNames[ruleIndex]);
 base.Memoize(input, ruleIndex, ruleStartIndex);
}<\n>
<endif>
protected virtual bool EvalPredicate( bool result, string predicate )
{
 dbg.SemanticPredicate( result, predicate );
 return result;
}<\n>
>>

ctorForRootGrammar() ::= <<
<! bug: can't use <@super.members()> cut-n-paste instead !>
<! Same except we add port number and profile stuff if root grammar !>
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input )
 : this( input, DebugEventSocketProxy.DefaultDebuggerPort, new
 RecognizerSharedState() )
{
}
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input, int port,
RecognizerSharedState state )
 : base( input, state )
{
 <createListenerAndHandshake()>
 <grammar.directDelegates:{g|<g:delegateName()> = new <g.recognizerName>( input, dbg, this.state,
this<grammar.delegators:{g|, <g:delegateName()>}> );}; separator="\n">
 <parserCtorBody()>
 <@finally()>
}<\n>
>>

ctorForProfilingRootGrammar() ::= <<
<! bug: can't use <@super.members()> cut-n-paste instead !>
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input )
 : this( input, new Profiler(null), new RecognizerSharedState() )
{
}
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input, IDebugEventListener dbg,
RecognizerSharedState state )
 : base( input, dbg, state )
{
 Profiler p = (Profiler)dbg;
 p.setParser(this);
 <grammar.directDelegates:
  {g|<g:delegateName()> = new <g.recognizerName>( input, dbg, this.state,
```

```
 this<grammar.delegators:{g|, <g:delegateName()>}> );}; separator="\n">
 <parserCtorBody()>
 <@finally()>
}
<\n>
>>

/** Basically we don't want to set any dbg listeners are root will have it. */
ctorForDelegateGrammar() ::= <<
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input, IDebugEventListener dbg,
RecognizerSharedState state<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}> )
 : base( input, dbg, state )
{
 <grammar.directDelegates:
  {g|<g:delegateName()> = new <g.recognizerName>( input, this, this.state<grammar.delegators:{g|,
<g:delegateName()>}> );}; separator="\n">
 <parserCtorBody()>
}<\n>
>>

ctorForPredefinedListener() ::= <<
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input, IDebugEventListener dbg
)
 <@superClassRef>: base( input, dbg, new RecognizerSharedState() )<@end>
{
<if(profile)>
 Profiler p = (Profiler)dbg;
 p.setParser(this);
<endif>
 <grammar.directDelegates:{g|<g:delegateName()>
 = new <g.recognizerName>(input, dbg, this.state, this<grammar.delegators:{g|, <g:delegateName()>}>);};
separator="\n">
 <parserCtorBody()>
 <@finally()>
}<\n>
>>

createListenerAndHandshake() ::= <<
<if(TREE_PARSER)>
DebugEventSocketProxy proxy = new DebugEventSocketProxy( this, port, input.TreeAdaptor );<\n>
<else>
DebugEventSocketProxy proxy = new DebugEventSocketProxy( this, port, null );<\n>
<endif>
DebugListener = proxy;
try
{
 proxy.Handshake();
}
```

```
catch ( IOException ioe )
{
 ReportError( ioe );
}
>>

@genericParser.superClassName() ::= "Debug<@super.superClassName()>"

/*
* Many of the following rules were merged into CSharp2.stg.
*/

@rule.preamble() ::= <<
if (RuleLevel == 0)
 DebugListener.Commence();
IncRuleLevel();
>>
//@rule.preamble() ::= <<
//try
//{
// dbg.EnterRule( GrammarFileName, "<ruleName>" );
// if ( RuleLevel == 0 )
// {
//  dbg.Commence();
// }
// IncRuleLevel();
// dbg.Location( <ruleDescriptor.tree.line>, <ruleDescriptor.tree.charPositionInLine> );<\n>
//>>

@rule.postamble()
 ::= <<
DecRuleLevel();
if (RuleLevel == 0)
 DebugListener.Terminate();
>>
//@rule.postamble() ::= <<
//dbg.Location(<ruleDescriptor.EORNode.line>, <ruleDescriptor.EORNode.charPositionInLine>);<\n>
//}
//finally
//{
// dbg.ExitRule( GrammarFileName, "<ruleName>" );
// DecRuleLevel();
// if ( RuleLevel == 0 )
// {
//  dbg.Terminate();
// }
//}<\n>
//>>
```

```
//@insertSynpreds.start() ::= "dbg.BeginBacktrack( state.backtracking );"
//@insertSynpreds.stop() ::= "dbg.EndBacktrack( state.backtracking, success );"

// Common debug event triggers used by region overrides below

//enterSubRule() ::= <<
//try
//{
// dbg.EnterSubRule( <decisionNumber> );<\n>
//>>

//exitSubRule() ::= <<
//}
//finally
//{
// dbg.ExitSubRule( <decisionNumber> );
//}<\n>
//>>

//enterDecision() ::= <<
//try
//{
// dbg.EnterDecision( <decisionNumber> );<\n>
//>>

//exitDecision() ::= <<
//}
//finally
//{
// dbg.ExitDecision( <decisionNumber> );
//}<\n>
//>>

//enterAlt(n) ::= "dbg.EnterAlt( <n> );<\n>"

//
 Region overrides that tell various constructs to add debugging triggers

//@block.predecision() ::= "<enterSubRule()><enterDecision()>"

//@block.postdecision() ::= "<exitDecision()>"

//@block.postbranch() ::= "<exitSubRule()>"

//@ruleBlock.predecision() ::= "<enterDecision()>"

//@ruleBlock.postdecision() ::= "<exitDecision()>"
```

```
//@ruleBlockSingleAlt.prealt() ::= "<enterAlt(n=\"1\")>"

//@blockSingleAlt.prealt() ::= "<enterAlt(n=\"1\")>"

//@positiveClosureBlock.preloop() ::= "<enterSubRule()>"

//@positiveClosureBlock.postloop() ::= "<exitSubRule()>"

//@positiveClosureBlock.predecision() ::= "<enterDecision()>"

//@positiveClosureBlock.postdecision() ::= "<exitDecision()>"

//@positiveClosureBlock.earlyExitException() ::=
// "dbg.RecognitionException( eee<decisionNumber> );<\n>"

//@closureBlock.preloop() ::= "<enterSubRule()>"

//@closureBlock.postloop() ::= "<exitSubRule()>"

//@closureBlock.predecision() ::= "<enterDecision()>"

//@closureBlock.postdecision() ::= "<exitDecision()>"

//@altSwitchCase.prealt()
 ::= "<enterAlt(n=i)>"

//@element.prematch() ::=
// "dbg.Location( <it.line>, <it.pos> );"

//@matchSet.mismatchedSetException() ::=
// "dbg.RecognitionException( mse );"

//@dfaState.noViableAltException() ::= "dbg.RecognitionException( nvae );"

//@dfaStateSwitch.noViableAltException() ::= "dbg.RecognitionException( nvae );"

//dfaDecision(decisionNumber,description) ::= <<
//try
//{
// isCyclicDecision = true;
// <super.dfaDecision(...)>
//}
//catch ( NoViableAltException nvae )
//{
// dbg.RecognitionException( nvae );
// throw nvae;
//}
```

```
//>>

//@cyclicDFA.errorMethod() ::= <<
//public override void Error( NoViableAltException nvae )
//{
// ((DebugParser)recognizer).dbg.RecognitionException( nvae );
//}
//>>

/** Force predicate validation to trigger an event */
evalPredicate(pred,description) ::= <<
EvalPredicate(<pred>, "<description>")
>>
```

Found in path(s):
* /antlr-3-5-1-sources-1-jar/org/antlr/codegen/templates/CSharp2/Dbg.stg

1.774 tomcat-i18n-fr 8.5.28

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1.775 tomcat-i18n-ja 8.5.28

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inbot-utils (https://github.com/Inbot/inbot-utils)

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1.783 miglayout-core 4.2

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* @version 1.0
* @author Mikael Grev, MiG InfoCom AB
*   Date: 2006-sep-08
*/
/** Returns the absolute positioning of one or more of the edges. This will be applied last in the layout cycle and will not
  * affect the flow or grid positions. The positioning is relative to the parent
 and can not (as padding) be used
  * to adjust the edges relative to the old value. May be <code>null</code> and elements may be <code>null</code>.
  * <code>null</code> value(s) for the x2 and y2 will be interpreted as to keep the preferred size and thus the x1
  * and x2 will just absolutely positions the component.
  * <p>
  * Note that {@link #setBoundsInGrid(boolean)} changes the interpretation of thisproperty slightly.
  * <p>
  * For a more thorough explanation of what this constraint does see the white paper or cheat Sheet at www.migcomponents.com.
  * @return The current value as a new array, free to modify.
  */

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* @author Mikael Grev, MiG InfoCom AB
*   Date: 2006-sep-08
* @author Xxxx Xxxx, Xxxx - Gnome support
*   Date: 2008-jan-16
*/

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* @author Mikael Grev, MiG InfoCom AB
*   Date: 2006-sep-08
*/
/** Returns the gaps as pixel values.
  * @param parent The parent. Used to get the pixel values.
  * @param defGap The default gap to use if there is no gap set on this object (i.e. it is null).
  * @param
 refSize The reference size used to get the pixel sizes.
  * @param before IF it is the gap before rather than the gap after to return.
  * @return The [min,preferred,max] sizes for the specified gap. Uses {@link
net.miginfocom.layout.LayoutUtil#NOT_SET}
  * for gap sizes that are <code>null</code>. Returns <code>null</code> if there was no gap specified. A new and
free to use array.
  */

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* /miglayout-core-4-2-sources-jar/net/miginfocom/layout/LayoutCallback.java
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1.784 spring-security-oauth 2.0.8

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* /spring-security-oauth2-zip/spring-security-oauth2/src/test/java/org/springframework/security/oauth2/provider/endpoint/FrameworkEndpointHandlerMappingTests.java
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*
 /spring-security-oauth2-zip/spring-security-oauth2/src/main/java/org/springframework/security/oauth2/provider/client/JdbcClientDetailsService.java
* /spring-security-oauth2-zip/spring-security-oauth2/src/main/java/org/springframework/security/oauth2/provider/client/InMemoryClientDetailsService.java
* /spring-security-oauth2-zip/spring-security-oauth2/src/main/java/org/springframework/security/oauth2/provider/ClientDetailsService.java
* /spring-security-oauth2-zip/spring-security-oauth2/src/main/java/org/springframework/security/oauth2/config/xml/ExpressionHandlerBeanDefinitionParser.java
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oauth2/src/main/java/org/springframework/security/oauth2/client/test/RestTemplateHolder.java
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* /spring-security-oauth2-zip/spring-security-
oauth2/src/main/java/org/springframework/security/oauth2/common/OAuth2AccessTokenJackson1Deserializer.java
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oauth2/src/test/java/org/springframework/security/oauth2/common/BaseOAuth2AccessTokenJacksonTest.java
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* /spring-security-oauth2-zip/spring-security-oauth2/src/test/java/org/springframework/security/oauth2/common/DefaultOAuth2SerializationServiceTests.java
* /spring-security-oauth2-zip/spring-security-oauth2/src/test/java/org/springframework/security/oauth2/provider/client/BaseClientDetailsTests.java
* /spring-security-oauth2-zip/spring-security-oauth2/src/main/java/org/springframework/security/oauth2/provider/approval/TokenStoreUserApprovalHandler.java
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*
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* /spring-security-oauth2-zip/spring-security-oauth2/src/test/java/org/springframework/security/oauth2/common/exception/OAuth2ExceptionDeserializerTests.java
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* /spring-security-oauth2-zip/spring-security-oauth2/src/test/java/org/springframework/security/oauth2/client/token/OAuth2AccessTokenSupportTests.java
* /spring-security-oauth2-zip/spring-security-oauth2/src/main/java/org/springframework/security/oauth2/provider/approval/ApprovalStore.java
* /spring-security-oauth2-zip/spring-security-oauth2/src/main/java/org/springframework/security/oauth2/provider/BaseRequest.java
* /spring-security-oauth2-zip/spring-security-oauth2/src/main/java/org/springframework/security/oauth2/provider/approval/Approval.java
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* /spring-security-oauth2-zip/spring-security-oauth2/src/main/java/org/springframework/security/oauth2/provider/approval/JdbcApprovalStore.java
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* /spring-security-oauth2-zip/spring-security-oauth2/src/main/java/org/springframework/security/oauth2/provider/expression/OAuth2ExpressionUtils.java
* /spring-security-oauth2-zip/spring-security-oauth2/src/test/java/org/springframework/security/oauth2/config/annotation/ResourceServerConfigurationTests.java
* /spring-security-oauth2-zip/spring-security-oauth2/src/test/java/org/springframework/security/oauth2/client/token/grant/code/AuthorizationCodeAccessTokenProviderWithConversionTests.java
* /spring-security-oauth2-zip/spring-security-oauth2/src/main/java/org/springframework/security/oauth2/provider/error/AbstractOAuth2SecurityExceptionHandler.java
*
/spring-security-oauth2-zip/spring-security-oauth2/src/main/java/org/springframework/security/oauth2/provider/client/ClientCredentialsTokenEndpointFilter.java
* /spring-security-oauth2-zip/spring-security-oauth2/src/main/java/org/springframework/security/oauth2/provider/error/OAuth2ExceptionRenderer.java
* /spring-security-oauth2-zip/spring-security-oauth2/src/test/java/org/springframework/security/oauth2/provider/approval/TokenStoreUserApprovalHandlerTests.java
* /spring-security-oauth2-zip/spring-security-oauth2/src/main/java/org/springframework/security/oauth2/provider/authentication/OAuth2AuthenticationProcessingFilter.java
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* /spring-security-oauth2-zip/spring-security-oauth2/src/test/java/org/springframework/security/oauth2/client/token/grant/password/ResourceOwnerPasswordAccessTokenProviderTests.java
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*
/spring-security-oauth2-zip/spring-security-oauth2/src/main/java/org/springframework/security/oauth2/provider/error/OAuth2AuthenticationEntryPoint.java
* /spring-security-oauth2-zip/spring-security-oauth2/src/main/java/org/springframework/security/oauth2/common/exceptions/OAuth2ExceptionJackson2Deserializer.java
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*
 /spring-security-oauth2-zip/spring-security-oauth2/src/main/java/org/springframework/security/oauth2/config/annotation/web/configuration/AuthorizationServerSecurityConfiguration.java
* /spring-security-oauth2-zip/spring-security-oauth2/src/main/java/org/springframework/security/oauth2/config/annotation/web/configuration/ResourceServerConfiguration.java
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/**
* Special exception thrown when a user redirect is required in order to obtain an OAuth2 access token.
*
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*/

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* /spring-security-oauth2-zip/spring-security-oauth2/src/test/java/org/springframework/security/oauth2/provider/RequestTokenFactory.java
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* /spring-security-oauth2-zip/spring-security-
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/**
   * Constructs a new {@link Textifier}. <i>Subclasses must not use this
   * constructor</i>. Instead, they must use the {@link #Textifier(int)}
   * version.
   *
   * @throws IllegalStateException
   *             If a subclass calls this constructor.
    */
```

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* /asm-all-5-1-sources-2-jar/org/objectweb/asm/xml/SAXAnnotationAdapter.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/xml/ASMContentHandler.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/xml/Processor.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/xml/SAXAdapter.java
*
 /asm-all-5-1-sources-2-jar/org/objectweb/asm/xml/SAXFieldAdapter.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/xml/SAXClassAdapter.java
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*/
/**
   * Creates a new {@link GeneratorAdapter}. <i>Subclasses must not use this
   * constructor</i>. Instead, they must use the
   * {@link #GeneratorAdapter(int, MethodVisitor, int, String, String)}
   * version.
   *
   * @param mv
   *            the
 method visitor to which this adapter delegates calls.
   * @param access
   *            the method's access flags (see {@link Opcodes}).
   * @param name
   *            the method's name.
   * @param desc
   *            the method's descriptor (see {@link Type Type}).
   * @throws IllegalStateException
   *             If a subclass calls this constructor.
   */

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* /asm-all-5-1-sources-2-jar/org/objectweb/asm/commons/GeneratorAdapter.java
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* /asm-all-5-1-sources-2-jar/org/objectweb/asm/util/Textifiable.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/util/ASMifiable.java
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*/
/**
   * Creates a new JSRInliner. <i>Subclasses must not use this
   * constructor</i>. Instead, they must use the
   * {@link #JSRInlinerAdapter(int, MethodVisitor, int, String, String, String, String[])}
   * version.
   *
   * @param mv
   *
  the <code>MethodVisitor</code> to send the resulting inlined
   *          method code to (use <code>null</code> for none).
   * @param access
   *          the method's access flags (see {@link Opcodes}). This
   *          parameter also indicates if the method is synthetic and/or
   *          deprecated.
   * @param name
   *          the method's name.
   * @param desc
   *          the method's descriptor (see {@link Type}).
   * @param signature
   *          the method's signature. May be <tt>null</tt>.
   * @param exceptions
   *          the internal names of the method's exception classes (see
   *          {@link Type#getInternalName() getInternalName}). May be
   *          <tt>null</tt>.
   * @throws IllegalStateException
   *           If a subclass calls this constructor.
   */
```

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

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* /asm-all-5-1-sources-2-jar/org/objectweb/asm/package.html
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/util/package.html
*
 /asm-all-5-1-sources-2-jar/org/objectweb/asm/tree/analysis/package.html
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* /asm-all-5-1-sources-2-jar/org/objectweb/asm/MethodVisitor.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/tree/MethodInsnNode.java
*
/asm-all-5-1-sources-2-jar/org/objectweb/asm/tree/analysis/SmallSet.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/optimizer/ClassConstantsCollector.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/tree/TableSwitchInsnNode.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/tree/LookupSwitchInsnNode.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/commons/SimpleRemapper.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/tree/analysis/Analyzer.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/optimizer/NameMapping.java
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* /asm-all-5-1-sources-2-jar/org/objectweb/asm/tree/LabelNode.java
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* /asm-all-5-1-sources-2-jar/org/objectweb/asm/tree/analysis/SimpleVerifier.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/tree/analysis/Interpreter.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/util/CheckClassAdapter.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/util/TraceFieldVisitor.java
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* /asm-all-5-1-sources-2-jar/org/objectweb/asm/Label.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/commons/AnnotationRemapper.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/FieldWriter.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/commons/AdviceAdapter.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/tree/analysis/BasicInterpreter.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/optimizer/AnnotationConstantsCollector.java

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 /asm-all-5-1-sources-2-jar/org/objectweb/asm/util/CheckMethodAdapter.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/commons/SignatureRemapper.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/FieldVisitor.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/tree/AbstractInsnNode.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/tree/TypeInsnNode.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/signature/SignatureWriter.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/tree/MultiANewArrayInsnNode.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/optimizer/FieldConstantsCollector.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/commons/CodeSizeEvaluator.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/commons/InstructionAdapter.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/commons/RemappingMethodAdapter.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/commons/SerialVersionUIDAdder.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/tree/InsnNode.java
*
 /asm-all-5-1-sources-2-jar/org/objectweb/asm/util/TraceAnnotationVisitor.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/AnnotationVisitor.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/Handle.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/util/ASMifier.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/util/CheckSignatureAdapter.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/tree/InnerClassNode.java
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* /asm-all-5-1-sources-2-jar/org/objectweb/asm/signature/SignatureReader.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/tree/JumpInsnNode.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/commons/Method.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/commons/RemappingSignatureAdapter.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/optimizer/Constant.java
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* /asm-all-5-1-sources-2-jar/org/objectweb/asm/signature/SignatureVisitor.java
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* /asm-all-5-1-sources-2-jar/org/objectweb/asm/tree/VarInsnNode.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/tree/AnnotationNode.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/util/TraceClassVisitor.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/Attribute.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/commons/ClassRemapper.java
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* /asm-all-5-1-sources-2-jar/org/objectweb/asm/commons/StaticInitMerger.java
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*
 /asm-all-5-1-sources-2-jar/org/objectweb/asm/optimizer/ClassOptimizer.java
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* /asm-all-5-1-sources-2-jar/org/objectweb/asm/AnnotationWriter.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/commons/LocalVariablesSorter.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/commons/TableSwitchGenerator.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/tree/ParameterNode.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/Context.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/tree/TypeAnnotationNode.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/Item.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/tree/IntInsnNode.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/util/CheckFieldAdapter.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/Handler.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/commons/RemappingClassAdapter.java
*
/asm-all-5-1-sources-2-jar/org/objectweb/asm/Frame.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/commons/FieldRemapper.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/tree/InvokeDynamicInsnNode.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/tree/FieldInsnNode.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/tree/analysis/Value.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/tree/analysis/BasicValue.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/tree/MethodNode.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/util/TraceMethodVisitor.java
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* /asm-all-5-1-sources-2-jar/org/objectweb/asm/tree/analysis/SourceInterpreter.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/commons/Remapper.java
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* /asm-all-5-1-sources-2-jar/org/objectweb/asm/tree/LdcInsnNode.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/commons/RemappingAnnotationAdapter.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/tree/analysis/BasicVerifier.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/tree/InsnList.java
* /asm-all-5-1-sources-2-jar/org/objectweb/asm/tree/IincInsnNode.java
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/**
   * Creates a new {@link AnalyzerAdapter}. <i>Subclasses must not use this
   * constructor</i>. Instead, they must use the
   * {@link #AnalyzerAdapter(int, String, int, String, String, MethodVisitor)}
   * version.
   *
   * @param owner
   *
     the owner's class name.
   * @param access
   *          the method's access flags (see {@link Opcodes}).
   * @param name
   *          the method's name.
   * @param desc
   *          the method's descriptor (see {@link Type Type}).
   * @param mv
   *          the method visitor to which this adapter delegates calls. May
   *          be <tt>null</tt>.
   * @throws IllegalStateException
   *           If a subclass calls this constructor.
   */
```

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*/
/**
   * Constructs a new {@link LocalVariableAnnotationNode}. <i>Subclasses must
   * not use this constructor</i>. Instead, they must use the
   * {@link #LocalVariableAnnotationNode(int, TypePath, LabelNode[], LabelNode[], int[], String)}
   * version.
   *

   * @param typeRef
   *          a reference to the annotated type. See {@link TypeReference}.
   * @param typePath
   *          the path to the annotated type argument, wildcard bound, array
   *          element type, or static inner type within 'typeRef'. May be
   *          <tt>null</tt> if the annotation targets 'typeRef' as a whole.
   * @param start
   *          the fist instructions corresponding to the continuous ranges
   *          that make the scope of this local variable (inclusive).
   * @param end
   *          the last instructions corresponding to the continuous ranges
   *          that make the scope of this local variable (exclusive). This
   *          array must have the same size as the 'start' array.
   * @param index
   *          the local variable's index in each range. This array must have
   *          the same size as the 'start' array.
```

* @param desc
* the class descriptor of
the annotation class.
*/

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1.795 woodstox-core-asl 4.4.1

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* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/evt/WstxEventReader.java
* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/dtd/DTDSchemaFactory.java
*
/woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/dtd/DTDElement.java
* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/util/SymbolTable.java
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* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/msv/AttributeProxy.java
* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/stax/WstxInputFactory.java
* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/dtd/DTDId.java
* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/msv/RelaxNGSchemaFactory.java
* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/msv/W3CSchemaFactory.java
* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/sw/NonNsStreamWriter.java
* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/util/ElementIdMap.java
* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/msv/RelaxNGSchema.java
* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/dtd/DTDSubset.java
* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/msv/W3CSchema.java

*
/woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/dtd/DTDAttribute.java
* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/dtd/DefaultAttrValue.java
* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/stax/WstxOutputFactory.java
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* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/io/UTF8Reader.java
* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/io/WstxInputLocation.java
* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/stax/WstxEventFactory.java
*
/woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/util/BaseNsContext.java
* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/io/AsciiReader.java
* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/evt/BaseStartElement.java
* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/io/EBCDICCodec.java
* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/exc/WstxException.java
* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/ent/EntityDecl.java
* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/io/UTF32Reader.java
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* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/sax/WrappedSaxException.java
* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/sax/SAXProperty.java
* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/sax/SAXFeature.java
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* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/sw/ISOLatin1XmlWriter.java
* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/sr/Attribute.java
* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/sw/EncodingXmlWriter.java
*
 /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/sr/StreamScanner.java
* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/dtd/DTDEventListener.java
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* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/sw/XmlWriterWrapper.java
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* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/sw/XmlWriter.java
* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/sw/AsciiXmlWriter.java
* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/sw/TypedStreamWriter.java
* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/sr/BasicStreamReader.java
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* /woodstox-core-asl-4-4-1-sources-1-jar/com/ctc/wstx/dtd/ContentSpec.java
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1.796 xpp 1.1.4c

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* /oro-2-0-8-sources-4-jar/org/apache/oro/io/RegexFilenameFilter.java
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/*
* $Id: splitExample.java,v 1.8 2003/11/07 20:16:23 dfs Exp $
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* /oro-2-0-8-sources-4-jar/examples/splitExample.java
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* /oro-2-0-8-sources-4-jar/org/apache/oro/text/awk/AwkStreamInput.java
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* /oro-2-0-8-sources-4-jar/examples/matchesContainsExample.java
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* $Id: NegativeCharacterClassNode.java,v 1.7 2003/11/07 20:16:24 dfs Exp $
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* /oro-2-0-8-sources-4-jar/org/apache/oro/text/awk/NegativeCharacterClassNode.java
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* $Id: PatternCacheFIFO.java,v 1.7 2003/11/07 20:16:24 dfs Exp $
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* /oro-2-0-8-sources-4-jar/org/apache/oro/text/regex/Perl5Pattern.java
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```
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* /oro-2-0-8-sources-4-jar/org/apache/oro/text/regex/Perl5Substitution.java
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/*
* $Id: CacheLRU.java,v 1.10 2003/11/07 20:16:25 dfs Exp $
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* /oro-2-0-8-sources-4-jar/org/apache/oro/util/CacheFIFO2.java
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* $Id: grep.java,v 1.7 2003/11/07 20:16:23 dfs Exp $
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* /oro-2-0-8-sources-4-jar/org/apache/oro/text/PatternCacheFIFO2.java
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* $Id: MalformedPatternException.java,v 1.8 2003/11/07 20:16:25 dfs Exp $
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* /oro-2-0-8-sources-4-jar/org/apache/oro/text/regex/MalformedPatternException.java
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* /oro-2-0-8-sources-4-jar/org/apache/oro/text/regex/Perl5MatchResult.java

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```
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* $Id: streamInputExample.java,v 1.7 2003/11/07 20:16:23 dfs Exp $
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* /oro-2-0-8-sources-4-jar/examples/awk/streamInputExample.java
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* $Id: strings.java,v 1.3 2003/08/12 18:11:30 dfs Exp $
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* /oro-2-0-8-sources-4-jar/examples/awk/strings.java
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* /oro-2-0-8-sources-4-jar/examples/substituteExample.java
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* /oro-2-0-8-sources-4-jar/org/apache/oro/text/awk/LeafNode.java
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*/
/**
  * Determines if the contents of a PatternMatcherInput, starting from the
  * current offset of the input contains a pattern.
  * If a pattern match is found, a MatchResult
   * instance representing the <b>first</b> such match is made acessible via
  * {@link #getMatch()}.  The current offset of the
  * PatternMatcherInput is set to the offset corresponding to the end
  * of the match, so that a subsequent call to this method will continue
  * searching where the last call left off.  You should remember that the
  * region between the begin and end offsets of the PatternMatcherInput are
  * considered the input to be searched, and that the current offset
  * of the PatternMatcherInput reflects where a search will start from.
  * Matches extending beyond the end offset of the PatternMatcherInput
  * will not be matched.  In other words, a match must occur entirely
  * between the begin and end offsets of the input.  See
  * {@link org.apache.oro.text.regex.PatternMatcherInput PatternMatcherInput}
  * for more details.
  * <p>
  * As a side effect, if a match is found, the PatternMatcherInput match
  * offset information is updated.  See
 the PatternMatcherInput
  * {@link org.apache.oro.text.regex.PatternMatcherInput#setMatchOffsets
  * setMatchOffsets(int, int)} method for more details.
  * <p>
  * The pattern must be an AwkPattern instance, otherwise a
  * ClassCastException will be thrown.  You are not required to, and
  * indeed should NOT try to (for performance reasons), catch a
  * ClassCastException because it will never be thrown as long as you use
  * an AwkPattern as the pattern parameter.
  * <p>
```

```
 * This method is usually used in a loop as follows:
 * <blockquote><pre>
 * PatternMatcher matcher;
 * PatternCompiler compiler;
 * Pattern pattern;
 * PatternMatcherInput input;
 * MatchResult result;
 *
 * compiler = new AwkCompiler();
 * matcher  = new AwkMatcher();
 *
 * try {
 *   pattern = compiler.compile(somePatternString);
 * } catch(MalformedPatternException e) {
 *   System.err.println("Bad pattern.");
 *   System.err.println(e.getMessage());
 *   return;
 * }
 *
 * input   = new PatternMatcherInput(someStringInput);
 *
 * while(matcher.contains(input, pattern)) {
 *   result = matcher.getMatch();
 *   // Perform whatever processing on the result you want.
 * }
 *
 * </pre></blockquote>
 * <p>
 * @param input  The PatternMatcherInput to test for a match.
 * @param pattern  The Pattern to be matched.
 * @return True if the input contains a pattern match, false otherwise.
 * @exception ClassCastException If a Pattern instance other than an
 *        AwkPattern is passed as the pattern parameter.
 */
```

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* /oro-2-0-8-sources-4-jar/org/apache/oro/text/awk/AwkMatcher.java
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* $Id: Perl5FilenameFilter.java,v 1.7 2003/11/07 20:16:23 dfs Exp $
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/*
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* /oro-2-0-8-sources-4-jar/examples/MatcherDemoApplet.java
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/*
* $Id: MatchResult.java,v 1.7 2003/11/07 20:16:25 dfs Exp $
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* /oro-2-0-8-sources-4-jar/org/apache/oro/text/regex/Util.java
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* /oro-2-0-8-sources-4-jar/org/apache/oro/text/awk/StarNode.java
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The actual DOM Java Language Binding classes in xml-commons came from:
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The specification
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http://www.w3.org/TR/2004/REC-DOM-Level-3-Core-20040407/
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http://www.w3.org/TR/2004/NOTE-DOM-Level-3-XPath-20040226/

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http://www.w3.org/TR/2000/REC-DOM-Level-2-Events-20001113/
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http://www.w3.org/TR/2000/REC-DOM-Level-2-Traversal-Range-20001113/
http://www.w3.org/TR/2000/REC-DOM-Level-2-Views-20001113/

The specification of DOM Level 1's various parts is at:
http://www.w3.org/TR/1998/REC-DOM-Level-1-19981001/level-one-html.html

Links to all available W3C DOM Java Bindings can be found at:
http://www.w3.org/DOM/DOMTR

The actual classes of The Simple API for CSS (SAC) came from:
http://www.w3.org/Style/CSS/SAC/
http://www.w3.org/2002/06/sacjava-1.3.zip

The actual DOM Java Language Binding classes for SMIL came from:
http://dev.w3.org/cvsweb/java/classes/org/w3c/dom/smil/
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1.800 sjsxp 1.0.2

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