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Contents

1.1 mmap-go 1.0.0

1.1.1 Available under license

1.2 go-sockaddr v1.0.2

1.2.1 Available under license

1.3 go-diffliib 1.0.0

1.3.1 Available under license

1.4 go-radix v1.0.0

1.4.1 Available under license

1.5 go-radix 1.0.0

1.5.1 Available under license

1.6 etree 1.1.0

1.6.1 Available under license

1.7 go-grpc-prometheus 1.2.1-0.20191002090509-6af20e3a5340

1.7.1 Available under license

1.8 bytebufferpool 1.0.0

1.8.1 Available under license

1.9 gods 1.12.0

1.9.1 Available under license

1.10 go-runewidth 0.0.9

1.10.1 Available under license

1.11 tre 0.8.0

1.11.1 Available under license

1.12 go-cache v2.1.0+incompatible

1.12.1 Available under license

1.13 backoff v1.0.0

1.13.1 Available under license

1.14 go-msgpack v0.5.5

1.14.1 Available under license

1.15 go-homedir 1.1.0

1.15.1 Available under license

1.16 ulid 1.3.1

1.16.1 Available under license

1.17 go-spew v1.1.1

1.17.1 Available under license

1.18 coreos-go-semver v0.3.0

1.18.1 Available under license

1.19 go-homedir v1.1.0

1.19.1 Available under license

1.20 githubcommoderngoconcurrent v0.0.0-20180306012644-bacd9c7ef1dd

1.20.1 Available under license

1.21 hashicorp-golang-lru v0.5.4

1.21.1 Available under license

1.22 httpfs v0.0.0-20190707220628-8d4bc4ba7749

1.22.1 Available under license

1.23 gopkg-in-square-go-jose-v2 v2.5.1

1.23.1 Available under license

1.24 robfig-cron 3.0.1

1.24.1 Available under license

1.25 errwrap 1.1.0

1.25.1 Available under license

1.26 source-map 2.1.3+incompatible

1.26.1 Available under license

1.27 go-autorest v0.6.0

1.27.1 Available under license

1.28 go-autorest v0.3.0

1.28.1 Available under license

1.29 gomemcache v0.0.0-20190913173617-a41fca850d0b

1.29.1 Available under license

1.30 gounits v0.4.0

1.30.1 Available under license

1.31 githubcomghodssyaml v1.0.1-0.20190212211648-25d852aeb32

1.31.1 Available under license

1.32 mmap-go v1.0.0

1.32.1 Available under license

1.33 go-debug v1.1.0

- 1.33.1 Available under license
- 1.34 mwithkow-go-contrack v0.0.0-20190716064945-2f068394615f**
 - 1.34.1 Available under license
- 1.35 run v1.1.0**
 - 1.35.1 Available under license
- 1.36 go-stdlib v1.0.0**
 - 1.36.1 Available under license
- 1.37 seed v0.0.0-20170313163322-e2103e2c3529**
 - 1.37.1 Available under license
- 1.38 clientmodel v0.2.0**
 - 1.38.1 Available under license
- 1.39 gopkg-in-yaml-v2 v2.4.0**
 - 1.39.1 Available under license
- 1.40 pmezard-godiff v1.0.0**
 - 1.40.1 Available under license
- 1.41 go-rendezvous v0.0.0-20200823014737-9f7001d12a5f**
 - 1.41.1 Available under license
- 1.42 kuberesolver v2.4.0+incompatible**
 - 1.42.1 Available under license
- 1.43 promrus v1.2.0**
 - 1.43.1 Available under license
- 1.44 gofpdf 1.16.2**
 - 1.44.1 Available under license
- 1.45 bridgeutils 1.7.1**
 - 1.45.1 Available under license
- 1.46 tablewriter 0.0.5**
 - 1.46.1 Available under license
- 1.47 glob v0.2.3**
 - 1.47.1 Available under license
- 1.48 go-grpc-prometheus v1.2.1-0.20191002090509-6af20e3a5340**
 - 1.48.1 Available under license
- 1.49 bytebufferpool v1.0.0**
 - 1.49.1 Available under license
- 1.50 errwrap v1.1.0**
 - 1.50.1 Available under license
- 1.51 groupcache v0.0.0-20210331224755-41bb18bfe9da**
 - 1.51.1 Available under license
- 1.52 vfsgen v0.0.0-20200824052919-0d455de96546**
 - 1.52.1 Available under license

1.53 opentracing-go v1.2.0

1.53.1 Available under license

1.54 gopkg.in/warnings v0.1.2

1.54.1 Available under license

1.55 go-autorest v0.4.0

1.55.1 Available under license

1.56 beevik-etree v1.1.0

1.56.1 Available under license

1.57 go-opencensus-io v0.23.0

1.57.1 Available under license

1.58 go-version v1.3.0

1.58.1 Available under license

1.59 go-autorest v0.3.1

1.59.1 Available under license

1.60 govalidator v0.0.0-20210307081110-f21760c49a8d

1.60.1 Available under license

1.61 gofpdf v1.16.2

1.61.1 Available under license

1.62 gogo-protobuf v1.3.2

1.62.1 Available under license

1.63 githubcommatngorunewidth v0.0.9

1.63.1 Available under license

1.64 olekukonko-tablewriter v0.0.5

1.64.1 Available under license

1.65 jaeger-lib v2.4.1+incompatible

1.65.1 Available under license

1.66 mux v1.8.0

1.66.1 Available under license

1.67 jaeger-client-go v2.29.1+incompatible

1.67.1 Available under license

1.68 pax-utils 1.3.3-r0

1.68.1 Available under license

1.69 errors v0.9.1

1.69.1 Available under license

1.70 perks v1.0.1

1.70.1 Available under license

1.71 go-jmespath v0.4.0

1.71.1 Available under license

1.72 go-uber-org-atomic v1.9.0

1.72.1 Available under license

1.73 gopkg-in-asn1-ber-v1 v1.0.0-20181015200546-f715ec2f112d

1.73.1 Available under license

1.74 readline 8.1.1-r0

1.74.1 Available under license

1.75 xxhash v2.1.2

1.75.1 Available under license

1.76 musl 1.2.2-r7

1.76.1 Available under license

1.77 apk-tools 2.12.7-r3

1.77.1 Available under license

1.78 yamux v0.0.0-20210826001029-26ff87cf9493

1.78.1 Available under license

1.79 githubcomimdatomergo v0.3.12

1.79.1 Available under license

1.80 github.com/bits-and-blooms/bitset v1.2.0

1.80.1 Available under license

1.81 modern-go-concurrent 0.0.0-20180306012644-bacd9c7ef1dd

1.81.1 Available under license

1.82 opencensus 0.23.0

1.82.1 Available under license

1.83 go-hclog 0.16.1

1.83.1 Available under license

1.84 oklog-run 1.1.0

1.84.1 Available under license

1.85 go-openapi-jsonpointer 0.19.5

1.85.1 Available under license

1.86 blackfriday 2.1.0

1.86.1 Available under license

1.87 go-testing-interface 1.14.0

1.87.1 Available under license

1.88 gomemcache 0.0.0-20190913173617-a41fca850d0b

1.88.1 Available under license

1.89 jaeger-lib 2.4.1+incompatible

1.89.1 Available under license

1.90 yamux 0.0.0-20210826001029-26ff87cf9493

1.90.1 Available under license

1.91 golcs 0.0.0-20170316035057-ecda9a501e82

1.91.1 Available under license

1.92 gojsondiff 1.0.0

1.92.1 Available under license

1.93 vividcortex-mysqterr 0.0.0-20170204212430-6c6b55f8796f

1.93.1 Available under license

1.94 cheekybits-genny 1.0.0

1.94.1 Available under license

1.95 prometheus-common 0.1.0

1.95.1 Available under license

1.96 segment 0.9.0

1.96.1 Available under license

1.97 github.com/mpvl/unique v0.0.0-20150818121801-cbe035fff7de

1.97.1 Available under license

1.98 go-flags 1.5.0

1.98.1 Available under license

1.99 sqlhooks 1.3.0

1.99.1 Available under license

1.100 prometheus-node-exporter 1.0.0-rc.0.0.20200428091818-01054558c289

1.100.1 Available under license

1.101 opentracing-contrib-go-grpc 0.0.0-20210225150812-73cb765af46e

1.101.1 Available under license

1.102 promrus 1.2.0

1.102.1 Available under license

1.103 sercand-kuberesolver 2.4.0+incompatible

1.103.1 Available under license

1.104 fzambia-sentinel 1.1.0

1.104.1 Available under license

1.105 mpvl-unique 0.0.0-20150818121801-cbe035fff7de

1.105.1 Available under license

1.106 dennwc-varint 1.0.0

1.106.1 Available under license

1.107 golang-migrate-migrate 4.7.0

1.107.1 Available under license

1.108 githubcommattngoisatty v0.0.14

1.108.1 Available under license

1.109 btree 1.0.1

1.109.1 Available under license

1.110 stack 1.8.1

1.110.1 Available under license

1.111 cli v2.3.0

1.111.1 Available under license

1.112 roaring 0.9.4

1.112.1 Available under license

1.113 bitset 1.2.0

1.113.1 Available under license

1.114 github.com/google/uuid v1.3.0

1.114.1 Available under license

1.115 m3db-prometheus_remote_client_golang 0.4.4

1.115.1 Available under license

1.116 gogo-status 1.1.0

1.116.1 Available under license

1.117 goleak 1.1.12

1.117.1 Available under license

1.118 color v1.13.0

1.118.1 Available under license

1.119 pq v1.10.4

1.119.1 Available under license

1.120 alpine-keys 2.4-r1

1.120.1 Available under license

1.121 alpine-baselayout 3.2.0-r18

1.121.1 Available under license

1.122 github.com/caio/go-tdigest v3.1.0+incompatible

1.122.1 Available under license

1.123 go-autorest v0.2.1

1.123.1 Available under license

1.124 github.com/dennwc/varint v1.0.0

1.124.1 Available under license

1.125 logfmt v0.5.1

1.125.1 Available under license

1.126 githubcommiekgdns v1.1.43

1.126.1 Available under license

1.127 github.com/prometheus/common/sigv4 v0.1.0

1.127.1 Available under license

1.128 golang-mock v1.6.0

1.128.1 Available under license

1.129 ssh-agent v0.3.0

1.129.1 Available under license

1.130 github.com/golang-jwt/jwt v3.2.2+incompatible

1.130.1 Available under license

1.131 githubcommailrueasyjson v0.7.7

1.131.1 Available under license

1.132 github.com/yudai/golcs v0.0.0-20170316035057-ecda9a501e82

1.132.1 Available under license

1.133 gojsondiff v1.0.0

1.133.1 Available under license

1.134 github.com/go-git/go-billy/v5 v5.3.1

1.134.1 Available under license

1.135 ssh_config v0.0.0-20201106050909-4977a11b4351

1.135.1 Available under license

1.136 emirpasic/gods v1.12.0

1.136.1 Available under license

1.137 github.com/protonmail/go-crypto v0.0.0-20210428141323-04723f9f07d7

1.137.1 Available under license

1.138 githubcommattngocolorable v0.1.12

1.138.1 Available under license

1.139 intern 1.0.0

1.139.1 Available under license

1.140 json-iterator-go 1.1.12

1.140.1 Available under license

1.141 russellhaering-goxmldsig 1.1.1

1.141.1 Available under license

1.142 mattermost-xml-roundtrip-validator 0.1.0

1.142.1 Available under license

1.143 go-isatty 0.0.14

1.143.1 Available under license

1.144 go-colorable 0.1.12

1.144.1 Available under license

1.145 go-debug 1.1.0

1.145.1 Available under license

1.146 common 0.0.0-20210913144402-035033b78a78

1.146.1 Available under license

1.147 google-apis 1.4.1

1.147.1 Available under license

1.148 prometheus 1.8.2-0.20211011171444-354d8d2ecfac

1.148.1 Available under license

1.149 grafana-dskit 0.0.0-20211011144203-3a88ec0b675f

1.149.1 Available under license

1.150 grafana-grafana-google-sdk-go 0.0.0-20211104130251-b190293eaf58

- 1.150.1 Available under license
- 1.151 mna-redisc 1.3.2**
 - 1.151.1 Available under license
- 1.152 cortexproject-cortex 1.10.1-0.20211014125347-85c378182d0d**
 - 1.152.1 Available under license
- 1.153 ohler55-ojg 1.12.9**
 - 1.153.1 Available under license
- 1.154 go-diff 1.1.0**
 - 1.154.1 Available under license
- 1.155 go-context 0.0.0-20150711004518-d14ea06fba99**
 - 1.155.1 Available under license
- 1.156 musl-utils 1.2.2-r7**
 - 1.156.1 Available under license
- 1.157 scanelf 1.3.3-r0**
 - 1.157.1 Available under license
- 1.158 lib-pq 1.10.4**
 - 1.158.1 Available under license
- 1.159 mitchellh-mapstructure 1.4.3**
 - 1.159.1 Available under license
- 1.160 ghodss-yaml 1.0.1-0.20190212211648-25d852aebe32**
 - 1.160.1 Available under license
- 1.161 uap-go 0.0.0-20211112212520-00c877edfe0f**
 - 1.161.1 Available under license
- 1.162 bash 5.1.16-r0**
 - 1.162.1 Available under license
- 1.163 github.com/dgryski/go-metro v0.0.0-20180109044635-280f6062b5bc**
 - 1.163.1 Available under license
- 1.164 go-git-gcfg 1.5.0**
 - 1.164.1 Available under license
- 1.165 go-plugin v1.4.3**
 - 1.165.1 Available under license
- 1.166 gopkg.in/ini.v1 v1.66.2**
 - 1.166.1 Available under license
- 1.167 armon-go-metrics v0.3.10**
 - 1.167.1 Available under license
- 1.168 githubcomgolangglog v1.0.0**
 - 1.168.1 Available under license
- 1.169 googlecloudgo v0.100.2**
 - 1.169.1 Available under license

1.170 googlecloudgostorage v1.21.0

1.170.1 Available under license

1.171 githubcommitchellhmapstructure v1.4.3

1.171.1 Available under license

1.172 hashicorp-go-immutable-radix v1.3.1

1.172.1 Available under license

1.173 stack v1.8.1

1.173.1 Available under license

1.174 libgcc 10.3.1_git20211027-r0

1.174.1 Available under license

1.175 go-redis-redis 8.11.4

1.175.1 Available under license

1.176 libretls 3.3.4-r3

1.176.1 Available under license

1.177 cheekybits/genny v1.0.0

1.177.1 Available under license

1.178 github.com/gchaincl/sqlhooks v1.3.0

1.178.1 Available under license

1.179 github.com/golang-sql/civil v0.0.0-20190719163853-cb61b32ac6fe

1.179.1 Available under license

1.180 go.opentelemetry.io/collector/model v0.31.0

1.180.1 Available under license

1.181 github.com/mattetti/filebuffer v1.0.1

1.181.1 Available under license

1.182 line-protocol v0.0.0-20210311194329-9aa0e372d097

1.182.1 Available under license

1.183 nodeexporter v1.0.0-rc.0.0.20200428091818-01054558c289

1.183.1 Available under license

1.184 github.com/robfig/cron/v3 v3.0.1

1.184.1 Available under license

1.185 xorm.io/core v0.7.3

1.185.1 Available under license

1.186 httpsnoop v1.0.2

1.186.1 Available under license

1.187 go-grpc v0.0.0-20210225150812-73cb765af46e

1.187.1 Available under license

1.188 xorm.io/builder v0.3.6

1.188.1 Available under license

1.189 github.com/vividcortex/mysqlerr v0.0.0-20170204212430-6c6b55f8796f

1.189.1 Available under license
1.190 github.com/go-sourcemap/sourcemap v2.1.3+incompatible
1.190.1 Available under license
1.191 github.com/grafana/go-mssqldb v0.0.0-20210326084033-d0ce3c521036
1.191.1 Available under license
1.192 gopkg.in/ldap.v3 v3.1.0
1.192.1 Available under license
1.193 go-kit-kit v0.11.0
1.193.1 Available under license
1.194 go-hclog v0.16.1
1.194.1 Available under license
1.195 github.com/fzambia/sentinel v1.1.0
1.195.1 Available under license
1.196 gopkg.in/mail.v2 v2.3.1
1.196.1 Available under license
1.197 github.com/linkedin/goavro/v2 v2.10.0
1.197.1 Available under license
1.198 github.com/teris-io/shortid v0.0.0-20171029131806-771a37caa5cf
1.198.1 Available under license
1.199 google-apis v1.4.1
1.199.1 Available under license
1.200 golang-glog 1.0.0
1.200.1 Available under license
1.201 glibc 2.35-r0
1.201.1 Available under license
1.202 go.opentelemetry.io/otel/sdk v1.6.3
1.202.1 Available under license
1.203 logr v1.2.3
1.203.1 Available under license
1.204 cors v1.8.2
1.204.1 Available under license
1.205 goleak v1.1.12
1.205.1 Available under license
1.206 github.com/benbjohnson/clock v1.3.0
1.206.1 Available under license
1.207 github.com/grpc-ecosystem/grpc-gateway/v2 v2.7.0
1.207.1 Available under license
1.208 google-golang-org-grpc v1.45.0
1.208.1 Available under license

1.209 backoff v4.1.3

1.209.1 Available under license

1.210 otel v1.6.3

1.210.1 Available under license

1.211 go.opentelemetry.io/otel/trace v1.6.3

1.211.1 Available under license

1.212 cloud.google.com/go/compute v1.5.0

1.212.1 Available under license

1.213 cloud.google.com/go/kms v1.4.0

1.213.1 Available under license

1.214 google-golang-org-api v0.74.0

1.214.1 Available under license

1.215 gax-go v2.2.0

1.215.1 Available under license

1.216 googlecloudgoiam v0.3.0

1.216.1 Available under license

1.217 groupcache 0.0.0-20210331224755-41bb18bfe9da

1.217.1 Available under license

1.218 glob 0.2.3

1.218.1 Available under license

1.219 gorilla-websocket 1.5.0

1.219.1 Available under license

1.220 gonum-lapack v0.11.0

1.220.1 Available under license

1.221 gonum-matrix v0.11.0

1.221.1 Available under license

1.222 google-go-cmp 0.5.8

1.222.1 Available under license

1.223 google-api-go-client 0.74.0

1.223.1 Available under license

1.224 go-wordwrap 1.0.1

1.224.1 Available under license

1.225 yaml v3.0.1

1.225.1 Available under license

1.226 githubcomgoopenapiruntime v0.24.1

1.226.1 Available under license

1.227 google-go-cmp v0.5.8

1.227.1 Available under license

1.228 vectordotdev-go-datemath 0.1.1-0.20220323213446-f3954d0b18ae

1.228.1 Available under license
1.229 chromedp-cdproto 0.0.0-20220208224320-6efb837e6bc2
1.229.1 Available under license
1.230 go-kit-log 0.2.1
1.230.1 Available under license
1.231 libc-utils 0.7.2-r3
1.231.1 Available under license
1.232 objx 0.4.0
1.232.1 Available under license
1.233 x-oauth2 0.0.0-20220608161450-d0670ef3b1eb
1.233.1 Available under license
1.234 testify 1.8.0
1.234.1 Available under license
1.235 stretchr-objx v0.4.0
1.235.1 Available under license
1.236 jaeger-client-go 2.29.1+incompatible
1.236.1 Available under license
1.237 ncurses 6.3_p20211120-r1
1.237.1 Available under license
1.238 prometheus-common 0.37.0
1.238.1 Available under license
1.239 toml 1.1.0
1.239.1 Available under license
1.240 busybox 1.34.1-r7
1.240.1 Available under license
1.241 ssl-client 1.34.1-r7
1.241.1 Available under license
1.242 gax-go 2.2.0
1.242.1 Available under license
1.243 azure-sdk-for-go 59.3.0+incompatible
1.243.1 Available under license
1.244 ca-certificates 20220614-r0
1.244.1 Available under license
1.245 x-time-rate 0.0.0-20220609170525-579cf78fd858
1.245.1 Available under license
1.246 dlmiddlecote-sqlstats 1.0.2
1.246.1 Available under license
1.247 zlib 1.2.12-r3
1.247.1 Available under license

1.248 githubcomgoopenapijsonreference v0.20.0

1.248.1 Available under license

1.249 mongo-driver v1.10.0

1.249.1 Available under license

1.250 github.com/google/go-github/v45 v45.2.0

1.250.1 Available under license

1.251 githubcomgoopenapivalidate v0.22.0

1.251.1 Available under license

1.252 githubcomgoopenapistrfmt v0.21.3

1.252.1 Available under license

1.253 x-crypto 0.0.0-20220622213112-05595931fe9d

1.253.1 Available under license

1.254 go.mongodb.org-mongo-driver 1.10.0

1.254.1 Available under license

1.255 protobuf v1.28.1

1.255.1 Available under license

1.256 protocolbuffers-txtpbfmt 0.0.0-20220428173112-74888fd59c2b

1.256.1 Available under license

1.257 blugelabs-bluge_segment_api 0.2.0

1.257.1 Available under license

1.258 golang-genproto 0.0.0-20220421151946-72621c1f0bd3

1.258.1 Available under license

1.259 blugelabs-bluge 0.1.9

1.259.1 Available under license

1.260 emicklei-proto 1.10.0

1.260.1 Available under license

1.261 cuelang.org-go 0.4.3

1.261.1 Available under license

1.262 ca-certificates-bundle 20220614-r0

1.262.1 Available under license

1.263 github.com/mattermost/xml-roundtrip-validator v0.1.0

1.263.1 Available under license

1.264 russellhaering-goxmldsig v1.1.1

1.264.1 Available under license

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1.265.1 Available under license

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1.266.1 Available under license

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1.280 github.com/mna/redis v1.3.2

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1.282 [migrate](https://github.com/miguelmota/migrate) v4.7.0

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1.283 github.com/influxdata/influxdb-client-go/v2 v2.6.0

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1.286 brotli v1.0.3

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1.287 github.com/dlclark/regexp2 v1.4.1-0.20201116162257-a2a8dda75c91

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1.288 github.com/ohler55/ojg v1.12.9

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1.289 go-testing-interface v1.14.0

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1.290 github.com/dop251/goja v0.0.0-20210804101310-32956a348b49

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1.291 common v0.0.0-20210913144402-035033b78a78

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1.292 github.com/google/wire v0.5.0

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1.294 go-openapi-validate 0.22.0

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1.301 githubcomgoopenapiloader v0.21.2

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1.302 github.com/golang-jwt/jwt/v4 v4.4.2

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1.303 procfs v0.8.0

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1.308 backoff 4.1.3
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1.309 exporter-toolkit v0.7.1
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1.310 golang-protobuf-extensions 1.0.2
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1.311 go-md2man v2.0.2
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1.327 go.etcd.io/etcd/api/v3 v3.5.4

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1.341 prometheus-client-model 0.2.0

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1.342 golang-protobuf-extensions v1.0.2

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1.343 go.uber.org/atomic 1.9.0

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- 1.348 ncurses-libs 6.3_p20211120-r1**
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- 1.349 github.com/grafana/grafana-azure-sdk-go v1.3.0**
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- 1.351 github.com/grafana/xorm v0.8.3-0.20220614223926-2fcda7565af6**
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1.369 github.com/blugelabs/ice v1.0.0

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1.370 github.com/centrifugal/centrifuge v0.25.0

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1.371 libssl 1.1.1t-r1

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1.377 github.com/blevesearch/snowballstem v0.9.0

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1.379 go.opentelemetry.io/proto/otlp v0.15.0

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- 1.383 github.com/centrifugal/protocol v0.8.10**
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- 1.384 [x-oauth2](https://github.com/x-oauth2/x-oauth2) v0.0.0-20220608161450-d0670ef3b1eb**
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- 1.385 github.com/grafana/saml v0.4.9-0.20230102094056-b61b9eb7c8b7**
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- 1.388 github.com/blevesearch/go-porterstemmer v1.0.3**
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- 1.389 [google-golang-org-genproto](https://github.com/google-golang/org-genproto) v0.0.0-20220421151946-72621c1f0bd3**
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- 1.390 go.opentelemetry.io/contrib/propagators/jaeger v1.6.0**
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- 1.391 github.com/igm/sockjs-go/v3 v3.0.2**
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- 1.396 github.com/emicklei/proto v1.10.0**
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- 1.397 github.com/protocolbuffers/txtpbfmt v0.0.0-20220428173112-74888fd59c2b**
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- 1.398 [mage](https://github.com/mage/mage) v1.13.0**
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- 1.399 github.com/segmentio/asm v1.1.4**
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- 1.400 go.opentelemetry.io/otel/exporters/otlp/internal/retry v1.6.3**
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1.3 go-difflib 1.0.0

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1.6 etree 1.1.0

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Michal Jemala (michaljemala)

Nicolas Piganeau (npiganeau)

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1.7 go-grpc-prometheus 1.2.1-0.20191002090509-6af20e3a5340

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1.8 bytearraypool 1.0.0

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1.9 gods 1.12.0

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1.10 go-runewidth 0.0.9

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1.11 tre 0.8.0

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Jason Mooberry <jasonmoo@me.com>

Sergey Shepelev <temotor@gmail.com>

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1.16 ulid 1.3.1

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1.26 source-map 2.1.3+incompatible

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1.29 gomemcache v0.0.0-20190913173617-a41fca850d0b

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1.30 gounits v0.4.0

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0.20190212211648-25d852aebe32

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1.38 clientmodel v0.2.0

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1.39 gopkg-in-yaml-v2 v2.4.0

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1.46 tablewriter 0.0.5

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1.51 groupcache v0.0.0-20210331224755-41bb18bfe9da

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1.52 vfsgen v0.0.0-20200824052919-0d455de96546

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1.54 gopkg.in/warnings v0.1.2

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Brett Vickers (beevik)

Felix Geisendrfer (felixge)

Kamil Kisiel (kisielk)

Graham King (grahamking)

Matt Smith (ma314smith)

Michal Jemala (michaljemala)

Nicolas Piganeau (npiganeau)

Chris Brown (ccbrown)

Earncef Sequeira (earncef)

Gabriel de Labachellerie (wuzuf)

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Anton Povarov <anton.povarov@gmail.com>

Brian Goff <cpuguy83@gmail.com>

Clayton Coleman <ccoleman@redhat.com>

Denis Smirnov <denis.smirnov.91@gmail.com>

DongYun Kang <ceram1000@gmail.com>

Dwayne Schultz <dschultz@pivotal.io>

Georg Apitz <gapitz@pivotal.io>

Gustav Paul <gustav.paul@gmail.com>

Johan Brandhorst <johan.brandhorst@gmail.com>

John Shahid <jvshahid@gmail.com>

John Tuley <john@tuley.org>

Laurent <laurent@adyoulike.com>

Patrick Lee <patrick@dropbox.com>

Peter Edge <peter.edge@gmail.com>

Roger Johansson <rogersaling@gmail.com>

Sam Nguyen <sam.nguyen@sendgrid.com>

Sergio Arbo <serabe@gmail.com>

Stephen J Day <stephen.day@docker.com>

Tamir Duberstein <tamird@gmail.com>

Todd Eisenberger <teisenberger@dropbox.com>

Tormod Erevik Lea <tormodlea@gmail.com>

Vyacheslav Kim <kane@sendgrid.com>

Walter Schulze <awalterschulze@gmail.com>

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Ada Worcester
Alex Dowad
Alex Suykov
Alexander Monakov
Andre McCurdy
Andrew Kelley
Anthony G. Basile
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Gianluca Anzolin
Hauke Mehrkens

He X
Hiltjo Posthuma
Isaac Dunham
Jaydeep Patil
Jens Gustedt
Jeremy Huntwork
Jo-Philipp Wich
Joakim Sindholt
John Spencer
Julien Ramseier
Justin Cormack
Kaarle Ritvanen
Khem Raj
Kylie McClain
Leah Neukirchen
Luca Barbato
Luka
Perkov
M Farkas-Dyck (Strake)
Mahesh Bodapati
Markus Wichmann
Masanori Ogino
Michael Clark
Michael Forney
Mikhail Kremnyov
Natanael Copa
Nicholas J. Kain
orc
Pascal Cuoq
Patrick Oppenlander
Petr Hosek
Petr Skocik
Pierre Carrier
Reini Urban
Rich Felker
Richard Pennington
Ryan Fairfax
Samuel Holland
Segev Finer
Shiz
sin
Solar Designer
Stefan Kristiansson
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1.79 githubcomimdarionergo v0.3.12

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```
import: ../../../../fossene/db/schema/thing.yml
```

```
fields:
```

```
  site: string
```

```
  author: root
```

1.80 github.com/bits-and-blooms/bitset v1.2.0

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1.81 modern-go-concurrent 0.0.0-

20180306012644-bacd9c7ef1dd

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1.82 opencensus 0.23.0

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1.83 go-hclog 0.16.1

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1.85 go-openapi-jsonpointer 0.19.5

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1.97 github.com/mpvl/unique v0.0.0- 20150818121801-cbe035fff7de

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1.98 go-flags 1.5.0

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1.99 sqlhooks 1.3.0

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1.100 prometheus-node-exporter 1.0.0-rc.0.0.20200428091818-01054558c289

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update-license

This is a small tool that updates the license header for Uber's open source Golang files.

Installation

...

go get go.uber.org/tools/update-license

...

Usage

...

update-license go_files...

...

Further Work

- * Support more licenses by name (MIT, Apache 2.0, etc), file path, url (http GET)
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* github.com/BurntSushi/toml - <https://github.com/BurntSushi/toml>

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* github.com/kisielk/gotool <https://github.com/kisielk/gotool>

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* golang.org/x/mod/module - <https://github.com/golang/mod>

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Brett Vickers (beevik)

Mikhail Salosin (AlphaB)

Anton Tolchanov (knyar)

Christopher Batey (chbatey)

Meng Zhuo (mengzhuo)

Leonid Evdokimov (darkk)

Ask Bjrn Hansen (abh)

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

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```
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```
}
```

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1.113 bitset 1.2.0

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1.114 github.com/google/uuid v1.3.0

1.114.1 Available under license :

Paul Borman <borman@google.com>

bmatsuo

shawnp

theory

jboverfelt

dsymonds

cd1

wallclockbuilder

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1.115 m3db-

prometheus_remote_client_golang 0.4.4

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1.116 gogo-status 1.1.0

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1.117 goleak 1.1.12

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1.118 color v1.13.0

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1.119 pq v1.10.4

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```
//go:build go1.10
```

```
// +build go1.10
```

```
package pq
```

```
import (  
    "context"  
    "database/sql/driver"  
)
```

```
// NoticeHandler returns the notice handler on the given connection, if any. A  
// runtime panic occurs if c is not a pq connection. This is rarely used  
// directly, use ConnectorNoticeHandler and ConnectorWithNoticeHandler instead.  
func NoticeHandler(c driver.Conn) func(*Error) {  
    return c.(*conn).noticeHandler  
}
```

```
// SetNoticeHandler sets the given notice handler on the given connection. A  
// runtime panic occurs if c is not a pq connection. A nil handler may be used  
// to unset it. This is rarely used directly, use ConnectorNoticeHandler and  
// ConnectorWithNoticeHandler instead.  
//  
// Note: Notice handlers are executed synchronously by pq meaning commands  
// won't continue to be processed until the handler returns.  
func SetNoticeHandler(c driver.Conn, handler func(*Error)) {  
    c.(*conn).noticeHandler = handler  
}
```

```
// NoticeHandlerConnector wraps a regular connector and sets a notice handler  
//  
// on it.  
type NoticeHandlerConnector struct {  
    driver.Connector  
    noticeHandler func(*Error)  
}
```

```
// Connect calls the underlying connector's connect method and then sets the  
// notice handler.  
func (n *NoticeHandlerConnector) Connect(ctx context.Context) (driver.Conn, error) {  
    c, err := n.Connector.Connect(ctx)  
    if err == nil {
```

```

    SetNoticeHandler(c, n.noticeHandler)
}
return c, err
}

// ConnectorNoticeHandler returns the currently set notice handler, if any. If
// the given connector is not a result of ConnectorWithNoticeHandler, nil is
// returned.
func ConnectorNoticeHandler(c driver.Connector) func(*Error) {
    if c, ok := c.(*NoticeHandlerConnector); ok {
        return c.noticeHandler
    }
    return nil
}

// ConnectorWithNoticeHandler creates or sets the given handler for the given
// connector. If the given connector is a result of calling this function
// previously, it is simply set on the given connector and returned. Otherwise,
// this returns a new connector wrapping the given one and
// setting the notice
// handler. A nil notice handler may be used to unset it.
//
// The returned connector is intended to be used with database/sql.OpenDB.
//
// Note: Notice handlers are executed synchronously by pq meaning commands
// won't continue to be processed until the handler returns.
func ConnectorWithNoticeHandler(c driver.Connector, handler func(*Error)) *NoticeHandlerConnector {
    if c, ok := c.(*NoticeHandlerConnector); ok {
        c.noticeHandler = handler
        return c
    }
    return &NoticeHandlerConnector{Connector: c, noticeHandler: handler}
}

```

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1.120 alpine-keys 2.4-r1

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1.121 alpine-baselayout 3.2.0-r18

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1.123 go-autorest v0.2.1

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1.124 github.com/dennwc/varint v1.0.0

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1.125 logfmt v0.5.1

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1.126 githubcommiekgdns v1.1.43

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1.127 github.com/prometheus/common/sigv4 v0.1.0

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1.128 [golang-mock](https://github.com/golang/mock) v1.6.0

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Aaron Jacobs <jacobsa@google.com> <aaronjjacobs@gmail.com>
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package empty_interface

//go:generate mockgen -package empty_interface -destination mock.go -source input.go -
copyright_file=mock_copyright_header

type Empty interface{}

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//

// Code generated by MockGen. DO NOT EDIT.
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// Package empty_interface is a generated GoMock package.
package empty_interface

```
import (  
    gomock "github.com/golang/mock/gomock"  
)
```

```
// MockEmpty is a mock of Empty interface.  
type MockEmpty struct {  
    ctrl    *gomock.Controller  
    recorder *MockEmptyMockRecorder  
}
```

```
// MockEmptyMockRecorder is the mock recorder for MockEmpty.  
type MockEmptyMockRecorder struct {  
    mock *MockEmpty  
}
```

```
// NewMockEmpty creates a new mock instance.  
func NewMockEmpty(ctrl *gomock.Controller) *MockEmpty {  
    mock := &MockEmpty{ctrl: ctrl}  
    mock.recorder = &MockEmptyMockRecorder{mock}  
    return mock  
}
```

```
// EXPECT returns an object that allows the caller to indicate expected use.
func (m *MockEmpty) EXPECT() *MockEmptyMockRecorder
{
    return m.recorder
}
```

1.129 ssh-agent v0.3.0

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1.130 github.com/golang-jwt/jwt v3.2.2+incompatible

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1.131 [githubcommailrueasyjson v0.7.7](#)

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1.132 [github.com/yudai/golcs v0.0.0-](#)

20170316035057-ecda9a501e82

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1.133 gojsondiff v1.0.0

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cli.go - <https://github.com/codegangsta/cli>

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1.134 github.com/go-git/go-billy/v5 v5.3.1

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1.135 ssh_config v0.0.0-20201106050909-4977a11b4351

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1.136 emirpasic/gods v1.12.0

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1.137 github.com/protonmail/go-crypto v0.0.0-20210428141323-04723f9f07d7

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1.138 github.com/mattn/gocolorable v0.1.12

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1.139 intern 1.0.0

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1.140 json-iterator-go 1.1.12

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1.141 russellhaering-goxmldsig 1.1.1

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1.142 mattermost-xml-roundtrip-validator

0.1.0

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1.143 go-isatty 0.0.14

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1.144 go-colorable 0.1.12

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1.145 go-debug 1.1.0

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1.146 common 0.0.0-20210913144402-035033b78a78

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Alex A. Skinner

Andrew Tunnell-Jones

Ask Bjrn Hansen

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

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```

package spec

```
// License information for the exposed API.
//
// For more information: http://goo.gl/8us55a#licenseObject
type License struct {
    Name string `json:"name,omitempty"`
    URL  string `json:"url,omitempty"`
}
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Support for streaming Protocol Buffer messages for the Go language (golang).

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DNS library in

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Nigel Tao <nigeltao@golang.org>
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Extensions for Protocol Buffers to create more go like structures.

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<http://github.com/gogo/protobuf/gogoproto>

Go support for Protocol Buffers - Google's data interchange format

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<https://github.com/golang/protobuf>

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1.151 mna-redisc 1.3.2

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1.152 cortexproject-cortex 1.10.1- 0.20211014125347-85c378182d0d

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*/

package minio

import (

"bytes"

"context"

"encoding/xml"

"fmt"

"net/http"

"net/url"

"github.com/minio/minio-go/v7/pkg/s3utils"

)

// objectLegalHold - object legal hold specified in

// <https://docs.aws.amazon.com/AmazonS3/latest/API/archive-RESTObjectPUTLegalHold.html>

type objectLegalHold struct {

XMLNS string `xml:"xmlns,attr,omitempty"`

XMLName

xml.Name `xml:"LegalHold"`

Status LegalHoldStatus `xml:"Status,omitempty"`

}

// PutObjectLegalHoldOptions represents options specified by user for PutObjectLegalHold call

```

type PutObjectLegalHoldOptions struct {
    VersionID string
    Status    *LegalHoldStatus
}

// GetObjectLegalHoldOptions represents options specified by user for GetObjectLegalHold call
type GetObjectLegalHoldOptions struct {
    VersionID string
}

// LegalHoldStatus - object legal hold status.
type LegalHoldStatus string

const (
    // LegalHoldEnabled indicates legal hold is enabled
    LegalHoldEnabled LegalHoldStatus = "ON"

    // LegalHoldDisabled indicates legal hold is disabled
    LegalHoldDisabled LegalHoldStatus = "OFF"
)

func (r LegalHoldStatus) String() string {
    return string(r)
}

// IsValid - check whether this legal hold status is valid or not.
func (r LegalHoldStatus) IsValid() bool {
    return r == LegalHoldEnabled || r == LegalHoldDisabled
}

func newObjectLegalHold(status *LegalHoldStatus)
(*objectLegalHold, error) {
    if status == nil {
        return nil, fmt.Errorf("Status not set")
    }
    if !status.IsValid() {
        return nil, fmt.Errorf("invalid legal hold status `%v`", status)
    }
    legalHold := &objectLegalHold{
        Status: *status,
    }
    return legalHold, nil
}

// PutObjectLegalHold : sets object legal hold for a given object and versionID.
func (c Client) PutObjectLegalHold(ctx context.Context, bucketName, objectName string, opts
PutObjectLegalHoldOptions) error {
    // Input validation.

```

```

if err := s3utils.CheckValidBucketName(bucketName); err != nil {
    return err
}

if err := s3utils.CheckValidObjectName(objectName); err != nil {
    return err
}

// Get resources properly escaped and lined up before
// using them in http request.
urlValues := make(url.Values)
urlValues.Set("legal-hold", "")

if opts.VersionID != "" {
    urlValues.Set("versionId", opts.VersionID)
}

lh, err := newObjectLegalHold(opts.Status)
if err != nil {
    return err
}

lhData, err := xml.Marshal(lh)
if
err != nil {
    return err
}

reqMetadata := requestMetadata{
    bucketName:    bucketName,
    objectName:    objectName,
    queryValues:    urlValues,
    contentBody:    bytes.NewReader(lhData),
    contentLength:  int64(len(lhData)),
    contentMD5Base64: sumMD5Base64(lhData),
    contentSHA256Hex: sum256Hex(lhData),
}

// Execute PUT Object Legal Hold.
resp, err := c.executeMethod(ctx, http.MethodPut, reqMetadata)
defer closeResponse(resp)
if err != nil {
    return err
}
if resp != nil {
    if resp.StatusCode != http.StatusOK && resp.StatusCode != http.StatusNoContent {
        return httpRespToErrorResponse(resp, bucketName, objectName)
    }
}

```

```

}
return nil
}

// GetObjectLegalHold gets legal-hold status of given object.
func (c Client) GetObjectLegalHold(ctx context.Context, bucketName, objectName string, opts
GetObjectLegalHoldOptions) (status *LegalHoldStatus, err error) {
    // Input validation.
    if err := s3utils.CheckValidBucketName(bucketName); err != nil {
        return
        nil, err
    }

    if err := s3utils.CheckValidObjectName(objectName); err != nil {
        return nil, err
    }
    urlValues := make(url.Values)
    urlValues.Set("legal-hold", "")

    if opts.VersionID != "" {
        urlValues.Set("versionId", opts.VersionID)
    }

    // Execute GET on bucket to list objects.
    resp, err := c.executeMethod(ctx, http.MethodGet, requestMetadata{
        bucketName:    bucketName,
        objectName:    objectName,
        queryValues:    urlValues,
        contentSHA256Hex: emptySHA256Hex,
    })
    defer closeResponse(resp)
    if err != nil {
        return nil, err
    }
    if resp != nil {
        if resp.StatusCode != http.StatusOK {
            return nil, httpRespToErrorResponse(resp, bucketName, objectName)
        }
    }
    lh := &objectLegalHold{}
    if err = xml.NewDecoder(resp.Body).Decode(lh); err != nil {
        return nil, err
    }

    return &lh.Status, nil
}

```

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package spec

import (

"encoding/json"

```

"github.com/go-openapi/swag"
)

// License information for the exposed API.
//
// For more information: http://goo.gl/8us55a#licenseObject
type License struct {
    LicenseProps
    VendorExtensible
}

// LicenseProps holds the properties of a License object
type LicenseProps struct {
    Name string `json:"name,omitempty"`
    URL  string `json:"url,omitempty"`
}

// UnmarshalJSON
hydrates License from json
func (l *License) UnmarshalJSON(data []byte) error {
    if err := json.Unmarshal(data, &l.LicenseProps); err != nil {
        return err
    }
    return json.Unmarshal(data, &l.VendorExtensible)
}

// MarshalJSON produces License as json
func (l License) MarshalJSON() ([]byte, error) {
    b1, err := json.Marshal(l.LicenseProps)
    if err != nil {
        return nil, err
    }
    b2, err := json.Marshal(l.VendorExtensible)
    if err != nil {
        return nil, err
    }
    return swag.ConcatJSON(b1, b2), nil
}

```

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Names should be added to this file as:

Name <email address>

Raul Silvera <rsilvera@google.com>

Tipp Moseley <tipp@google.com>

Hyoun Kyu Cho <netforce@google.com>

Martin Spier <spiermar@gmail.com>

Taco de Wolff <tacodewolff@gmail.com>

Andrew Hunter <andrewhhunter@gmail.com>

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Configurable modular Prometheus exporter for various node metrics.
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Paul Borman <borman@google.com>

bmatsuo

shawnps

theory

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Protocol Buffers for Go with Gadgets

Go support for Protocol Buffers - Google's data interchange format

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#

Andreas Jaekle <andreas@jaekle.net>

Dmitri Shuralyov <shurcool@gmail.com>

Ethan Mosbaugh <emosbaugh@gmail.com>

Soheil Hassas Yeganeh <soheil.h.y@gmail.com>

Soheil Hassas Yeganeh <soheil@cs.toronto.edu>

Tamir Duberstein <tamir@cockroachlabs.com>

Tamir Duberstein <tamird@gmail.com>

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

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```

Alain Vongsouvanhalainv <alainv@google.com>

Andrew Gerrand <adg@golang.org>
Brad Fitzpatrick <bradfitz@golang.org>
Eric Koleda <ekoleda+devrel@goglers.com>
Francesc Campoy <campoy@golang.org>
Garrick Evans <garrick@google.com>
Glenn Lewis <gmlewis@google.com>
Ivan Krasin <krasin@golang.org>
Jason Hall <jasonhall@google.com>
Johan Euphrosine <propy@google.com>
Kostik Shtoyk <kostik@google.com>
Kunpei Sakai <namusyaka@gmail.com>
Matthew Dolan <dolan@lightstep.com>
Matthew Whisenhunt <matt.whisenhunt@gmail.com>
Michael McGreevy <mcmreevy@golang.org>
Nick Craig-Wood <nickcw@gmail.com>
Robbie Trencheny <me@robbiet.us>
Ross Light <light@google.com>
Sarah
Adams <shadams@google.com>
Scott Van Woudenberg <scottvw@google.com>
Takashi Matsuo <tmatsuo@google.com>
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Alex A. Skinner

Andrew Tunnell-Jones

Ask Bjørn Hansen

Dave Cheney

Dusty Wilson

Marek Majkowski

Peter van Dijk

Omri Bahumi

Alex Sergeev

James Hartig

Anton Povarov <anton.povarov@gmail.com>

Brian Goff <cpuguy83@gmail.com>

Clayton Coleman <ccoleman@redhat.com>

Denis Smirnov <denis.smirnov.91@gmail.com>

DongYun Kang <ceram1000@gmail.com>

Dwayne Schultz <dschultz@pivotal.io>

Georg Apitz <gapitz@pivotal.io>

Gustav Paul <gustav.paul@gmail.com>

Johan Brandhorst <johan.brandhorst@gmail.com>

John Shahid <jvshahid@gmail.com>

John Tuley <john@tuley.org>

Laurent <laurent@adyoulike.com>

Patrick Lee <patrick@dropbox.com>
Peter Edge <peter.edge@gmail.com>
Roger Johansson <rogersaling@gmail.com>
Sam Nguyen <sam.nguyen@sendgrid.com>
Sergio Arbo <serabe@gmail.com>
Stephen J Day <stephen.day@docker.com>
Tamir Duberstein <tamird@gmail.com>
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Support for streaming Protocol Buffer messages for the Go language (golang).

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go-zookeeper - Native ZooKeeper client for Go

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Time series compression algorithm from Facebook's Gorilla paper

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package api

```
import (  
    "io/ioutil"  
    "strings"  
    "time"  
)
```

```
type License struct {  
    // The unique identifier of the license  
    LicenseID string `json:"license_id"`  
  
    // The customer ID associated with the license  
    CustomerID string `json:"customer_id"`  
  
    // If set, an identifier that should be used to lock the license to a  
    // particular site, cluster, etc.  
    InstallationID string `json:"installation_id"`  
  
    // The time at which the license was issued  
    IssueTime time.Time `json:"issue_time"`  
  
    // The time at which the license starts being valid  
    StartTime time.Time `json:"start_time"`  
  
    // The time after which the license expires  
    ExpirationTime time.Time `json:"expiration_time"`  
  
    // The time at which the license ceases to function and can
```

```

// no longer be used in any capacity
TerminationTime time.Time `json:"termination_time"`

// The product the license is valid for
Product string `json:"product"`

// License Specific Flags
Flags map[string]interface{} `json:"flags"`

// Modules is a list
of the licensed enterprise modules
Modules []string `json:"modules"`

// List of features enabled by the license
Features []string `json:"features"`
}

type LicenseReply struct {
    Valid bool
    License *License
    Warnings []string
}

func (op *Operator) LicenseGet(q *QueryOptions) (*LicenseReply, error) {
    var reply LicenseReply
    if _, err := op.c.query("/v1/operator/license", &reply, q); err != nil {
        return nil, err
    } else {
        return &reply, nil
    }
}

func (op *Operator) LicenseGetSigned(q *QueryOptions) (string, error) {
    r := op.c.NewRequest("GET", "/v1/operator/license")
    r.params.Set("signed", "1")
    r.setQueryOptions(q)
    _, resp, err := requireOK(op.c.doRequest(r))
    if err != nil {
        return "", err
    }
    defer resp.Body.Close()

    data, err := ioutil.ReadAll(resp.Body)
    if err != nil {
        return "", err
    }

    return string(data), nil
}

```

```

}

// LicenseReset will reset the license to the builtin one if it is still valid.
// If the builtin license is invalid, the current license stays
active.
func (op *Operator) LicenseReset(opts *WriteOptions) (*LicenseReply, error) {
    var reply LicenseReply
    r := op.c.newRequest("DELETE", "/v1/operator/license")
    r.setWriteOptions(opts)
    _, resp, err := requireOK(op.c.doRequest(r))
    if err != nil {
        return nil, err
    }
    defer resp.Body.Close()

    if err := decodeBody(resp, &reply); err != nil {
        return nil, err
    }

    return &reply, nil
}

func (op *Operator) LicensePut(license string, opts *WriteOptions) (*LicenseReply, error) {
    var reply LicenseReply
    r := op.c.newRequest("PUT", "/v1/operator/license")
    r.setWriteOptions(opts)
    r.body = strings.NewReader(license)
    _, resp, err := requireOK(op.c.doRequest(r))
    if err != nil {
        return nil, err
    }
    defer resp.Body.Close()

    if err := decodeBody(resp, &reply); err != nil {
        return nil, err
    }

    return &reply, nil
}

```

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Squirrel

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1.153 ohler55-ojg 1.12.9

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1.154 go-diff 1.1.0

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Danny Yoo <dannywoo@google.com>
James Kolb <jkolb@google.com>
Jonathan Amsterdam <jba@google.com>
Markus Zimmermann <markus.zimmermann@nethead.at> <markus.zimmermann@symflower.com>
<zimmski@gmail.com>
Matt Kovars <akaskik@gmail.com>
rjan Persson <orjan@spotify.com>
Osman Masood <oamasood@gmail.com>
Robert Carlsen <rwcarlsen@gmail.com>
Rory Flynn <roryflynn@users.noreply.github.com>
Sergi Mansilla <sergi.mansilla@gmail.com>
```

Shatrugna

Sadhu <ssadhu@apcera.com>

Shawn Smith <shawnpsmith@gmail.com>

Stas Maksimov <maksimov@gmail.com>

Tor Arvid Lund <torarvid@gmail.com>

Zac Bergquist <zbergquist99@gmail.com>

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1.155 go-context 0.0.0-20150711004518-d14ea06fba99

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1.156 musl-utils 1.2.2-r7

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Authors/contributors include:

A. Wilcox
Ada Worcester
Alex Dowad
Alex Suykov
Alexander Monakov
Andre McCurdy
Andrew Kelley
Anthony G. Basile

Aric Belsito
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Bartosz Brachaczek
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1.157 scanelf 1.3.3-r0

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1.158 lib-pq 1.10.4

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```
//go:build go1.10
// +build go1.10

package pq

import (
    "context"
    "database/sql/driver"
)

// NoticeHandler returns the notice handler on the given connection, if any. A
// runtime panic occurs if c is not a pq connection. This is rarely used
// directly, use ConnectorNoticeHandler and ConnectorWithNoticeHandler instead.
func NoticeHandler(c driver.Conn) func(*Error) {
    return c.(*conn).noticeHandler
}

// SetNoticeHandler sets the given notice handler on the given connection. A
// runtime panic occurs if c is not a pq connection. A nil handler may be used
// to unset it. This is rarely used directly, use ConnectorNoticeHandler and
// ConnectorWithNoticeHandler instead.
//
// Note: Notice handlers are executed synchronously by pq meaning commands
// won't continue to be processed until the handler returns.
func SetNoticeHandler(c driver.Conn, handler func(*Error)) {
    c.(*conn).noticeHandler = handler
}

// NoticeHandlerConnector wraps a regular connector and sets a notice handler
//
// on it.
type NoticeHandlerConnector struct {
    driver.Connector
    noticeHandler func(*Error)
}

// Connect calls the underlying connector's connect method and then sets the
// notice handler.
func (n *NoticeHandlerConnector) Connect(ctx context.Context) (driver.Conn, error) {
    c, err := n.Connector.Connect(ctx)
    if err == nil {
        SetNoticeHandler(c, n.noticeHandler)
    }
    return c, err
}
```

```

}

// ConnectorNoticeHandler returns the currently set notice handler, if any. If
// the given connector is not a result of ConnectorWithNoticeHandler, nil is
// returned.
func ConnectorNoticeHandler(c driver.Connector) func(*Error) {
    if c, ok := c.(*NoticeHandlerConnector); ok {
        return c.noticeHandler
    }
    return nil
}

// ConnectorWithNoticeHandler creates or sets the given handler for the given
// connector. If the given connector is a result of calling this function
// previously, it is simply set on the given connector and returned. Otherwise,
// this returns a new connector wrapping the given one and
// setting the notice
// handler. A nil notice handler may be used to unset it.
//
// The returned connector is intended to be used with database/sql.OpenDB.
//
// Note: Notice handlers are executed synchronously by pq meaning commands
// won't continue to be processed until the handler returns.
func ConnectorWithNoticeHandler(c driver.Connector, handler func(*Error)) *NoticeHandlerConnector {
    if c, ok := c.(*NoticeHandlerConnector); ok {
        c.noticeHandler = handler
        return c
    }
    return &NoticeHandlerConnector{Connector: c, noticeHandler: handler}
}

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```

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1.159 mitchellh-mapstructure 1.4.3

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1.160 ghodss-yaml 1.0.1-0.20190212211648-25d852aeb32

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1.161 uap-go 0.0.0-2021112212520-00c877edfe0f

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1.162 bash 5.1.16-r0

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1.163 github.com/dgryski/go-metro v0.0.0-20180109044635-280f6062b5bc

1.163.1 Available under license :

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package compute_test

import (
    "context"

    compute "cloud.google.com/go/compute/apiv1"
    computepb "google.golang.org/genproto/googleapis/cloud/compute/v1"
)

func ExampleNewLicenseCodesRESTClient() {
    ctx := context.Background()
    c, err := compute.NewLicenseCodesRESTClient(ctx)
    if err != nil {
```

```

// TODO: Handle error.
}
defer c.Close()

// TODO: Use
client.
_ = c
}

func ExampleLicenseCodesClient_Get() {
    ctx := context.Background()
    c, err := compute.NewLicenseCodesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.GetLicenseCodeRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#GetLicenseCodeRequest.
    }
    resp, err := c.Get(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _ = resp
}

func ExampleLicenseCodesClient_TestIamPermissions() {
    ctx := context.Background()
    c, err := compute.NewLicenseCodesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.TestIamPermissionsLicenseCodeRequest{
        // TODO: Fill request struct fields.
        // See
        https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#TestIamPermissionsLicenseCodeRequest.
    }
    resp, err := c.TestIamPermissions(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    //

```

TODO: Use resp.

_ = resp

}

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package compute_test

import (

"context"

compute "cloud.google.com/go/compute/apiv1"

"google.golang.org/api/iterator"

computepb "google.golang.org/genproto/googleapis/cloud/compute/v1"

)

func ExampleNewLicensesRESTClient() {

ctx := context.Background()

c, err := compute.NewLicensesRESTClient(ctx)

if err != nil {

// TODO: Handle error.

}

defer

c.Close()

// TODO: Use client.

_ = c

}

func ExampleLicensesClient_Delete() {

ctx := context.Background()

c, err := compute.NewLicensesRESTClient(ctx)

if err != nil {

// TODO: Handle error.

}

defer c.Close()

```

req := &computepb.DeleteLicenseRequest{
    // TODO: Fill request struct fields.
    // See https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#DeleteLicenseRequest.
}
resp, err := c.Delete(ctx, req)
if err != nil {
    // TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}

func ExampleLicensesClient_Get() {
    ctx := context.Background()
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.GetLicenseRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#GetLicenseRequest.
    }
    resp, err := c.Get(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _ = resp
}

func ExampleLicensesClient_GetIamPolicy()
{
    ctx := context.Background()
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.GetIamPolicyLicenseRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#GetIamPolicyLicenseRequest.
    }
    resp, err := c.GetIamPolicy(ctx, req)
    if err != nil {

```

```

// TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}

func ExampleLicensesClient_Insert() {
    ctx := context.Background()
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.InsertLicenseRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#InsertLicenseRequest.
    }
    resp, err := c.Insert(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _ = resp
}

func ExampleLicensesClient_List() {
    ctx :=
    context.Background()
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.ListLicensesRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#ListLicensesRequest.
    }
    it := c.List(ctx, req)
    for {
        resp, err := it.Next()
        if err == iterator.Done {
            break
        }
        if err != nil {
            // TODO: Handle error.
        }
    }
}

```

```

// TODO: Use resp.
_ = resp
}
}

func ExampleLicensesClient_SetIamPolicy() {
    ctx := context.Background()
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.SetIamPolicyLicenseRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#SetIamPolicyLicenseRequest.
    }
    resp, err := c.SetIamPolicy(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _ = resp
}

func
ExampleLicensesClient_TestIamPermissions() {
    ctx := context.Background()
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.TestIamPermissionsLicenseRequest{
        // TODO: Fill request struct fields.
        // See
        https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#TestIamPermissionsLicenseRequest.
    }
    resp, err := c.TestIamPermissions(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _ = resp
}
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//

```

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package compute

import (
    "bytes"
    "context"
    "fmt"
    "io/ioutil"
    "net/http"
    "net/url"

    gax "github.com/googleapis/gax-go/v2"
    "google.golang.org/api/googleapi"
    "google.golang.org/api/option"
    "google.golang.org/api/option/internaloption"
    httptransport "google.golang.org/api/transport/http"
    computepb "google.golang.org/genproto/googleapis/cloud/compute/v1"
    "google.golang.org/grpc"
    "google.golang.org/grpc/metadata"
    "google.golang.org/protobuf/encoding/protojson"
)

var
    newLicenseCodesClientHook clientHook

// LicenseCodesCallOptions contains the retry settings for each method of LicenseCodesClient.
type LicenseCodesCallOptions struct {
    Get []gax.CallOption
    TestIamPermissions []gax.CallOption
}

// internalLicenseCodesClient is an interface that defines the methods available from Google Compute Engine API.
type internalLicenseCodesClient interface {
    Close() error
    setGoogleClientInfo(...string)

```

```

Connection() *grpc.ClientConn
Get(context.Context, *computepb.GetLicenseCodeRequest, ...gax.CallOption) (*computepb.LicenseCode, error)
TestIamPermissions(context.Context, *computepb.TestIamPermissionsLicenseCodeRequest, ...gax.CallOption)
(*computepb.TestPermissionsResponse, error)
}

// LicenseCodesClient is a client for interacting with Google Compute Engine API.
// Methods, except Close, may be called concurrently.
// However, fields must not be modified concurrently with method calls.
//
// The LicenseCodes API.
type LicenseCodesClient struct {
    // The internal transport-dependent client.
    internalClient internalLicenseCodesClient

    // The call options for this service.
    CallOptions *LicenseCodesCallOptions
}

// Wrapper methods routed to the internal client.

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *LicenseCodesClient) Close() error {
    return c.internalClient.Close()
}

// setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *LicenseCodesClient) setGoogleClientInfo(keyval ...string) {
    c.internalClient.setGoogleClientInfo(keyval...)
}

// Connection returns a connection to the API service.
//
// Deprecated.
func (c *LicenseCodesClient) Connection() *grpc.ClientConn {
    return c.internalClient.Connection()
}

//
// Get return a specified license code. License codes are mirrored across all projects that have permissions to read the
// License Code. Caution This resource is intended for use only by third-party partners who are creating Cloud
// Marketplace images.
func (c *LicenseCodesClient) Get(ctx context.Context, req *computepb.GetLicenseCodeRequest, opts
...gax.CallOption) (*computepb.LicenseCode, error) {
    return c.internalClient.Get(ctx, req, opts...)
}

```



```

}

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is
// intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicenseCodesClient) TestIamPermissions(ctx context.Context, req
*computepb.TestIamPermissionsLicenseCodeRequest, opts ...gax.CallOption)
(*computepb.TestPermissionsResponse, error) {
    return c.internalClient.TestIamPermissions(ctx, req, opts...)
}

// Methods, except Close, may be called concurrently. However,
// fields must not be modified concurrently with method calls.
type licenseCodesRESTClient struct {
    // The http endpoint to connect to.
    endpoint string

    // The http client.
    httpClient *http.Client

    // The x-goog-* metadata to be sent with each request.
    xGoogMetadata metadata.MD
}

// NewLicenseCodesRESTClient creates a new license codes rest client.
//
// The LicenseCodes API.
func NewLicenseCodesRESTClient(ctx context.Context, opts ...option.ClientOption) (*LicenseCodesClient, error) {
    clientOpts := append(defaultLicenseCodesRESTClientOptions(), opts...)
    httpClient, endpoint, err := httptransport.NewClient(ctx, clientOpts...)
    if err != nil {
        return nil, err
    }

    c := &licenseCodesRESTClient{
        endpoint: endpoint,
        httpClient: httpClient,
    }
    c.setGoogleClientInfo()

    return &LicenseCodesClient{internalClient: c, CallOptions: &LicenseCodesCallOptions{}}, nil
}

func defaultLicenseCodesRESTClientOptions() []option.ClientOption {
    return []option.ClientOption{
        internaloption.WithDefaultEndpoint("https://compute.googleapis.com"),
        internaloption.WithDefaultMTLSEndpoint("https://compute.mtls.googleapis.com"),
        internaloption.WithDefaultAudience("https://compute.googleapis.com/"),
        internaloption.WithDefaultScopes(DefaultAuthScopes()),
    }
}

```

```

}
}

//
setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *licenseCodesRESTClient) setGoogleClientInfo(keyval ...string) {
    kv := append([]string{"gl-go", versionGo()}, keyval...)
    kv = append(kv, "gapic", versionClient, "gax", gax.Version, "rest", "UNKNOWN")
    c.xGoogMetadata = metadata.Pairs("x-goog-api-client", gax.XGoogHeader(kv...))
}

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *licenseCodesRESTClient) Close() error {
    // Replace httpClient with nil to force cleanup.
    c.httpClient = nil
    return nil
}

//
Connection returns a connection to the API service.
//
// Deprecated.
func (c *licenseCodesRESTClient) Connection() *grpc.ClientConn {
    return nil
}

// Get return a specified license code. License codes are mirrored across all projects that have permissions to read the
// License Code. Caution This resource is intended for use only by third-party partners who are creating Cloud
// Marketplace images.
func (c *licenseCodesRESTClient) Get(ctx context.Context, req *computepb.GetLicenseCodeRequest, opts
...gax.CallOption) (*computepb.LicenseCode, error) {
    baseUrl, _ := url.Parse(c.endpoint)
    baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenseCodes/%v", req.GetProject(),
req.GetLicenseCode())

    httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
    if err != nil {
        return nil, err
    }
    httpReq = httpReq.WithContext(ctx)
    // Set the headers
    for k, v := range c.xGoogMetadata {
        httpReq.Header[k] = v
    }
    httpReq.Header["Content-Type"] = []string{"application/json"}

```

```

httpRsp,
err := c.httpClient.Do(httpReq)
if err != nil {
    return nil, err
}
defer httpRsp.Body.Close()

if err = googleapi.CheckResponse(httpRsp); err != nil {
    return nil, err
}

buf, err := ioutil.ReadAll(httpRsp.Body)
if err != nil {
    return nil, err
}

unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
rsp := &computepb.LicenseCode{}

if err := unm.Unmarshal(buf, rsp); err != nil {
    return nil, maybeUnknownEnum(err)
}
return rsp, nil
}

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is
// intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licenseCodesRESTClient) TestIamPermissions(ctx context.Context, req
*computepb.TestIamPermissionsLicenseCodeRequest, opts ...gax.CallOption)
(*computepb.TestPermissionsResponse, error) {
    m := protojson.MarshalOptions{AllowPartial: true}
    body := req.GetTestPermissionsRequestResource()
    jsonReq, err := m.Marshal(body)
    if
err != nil {
        return nil, err
    }

    baseUrl, _ := url.Parse(c.endpoint)
    baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenseCodes/%v/testIamPermissions",
req.GetProject(), req.GetResource())

    httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
    if err != nil {
        return nil, err
    }
    httpReq = httpReq.WithContext(ctx)

```

```

// Set the headers
for k, v := range c.xGoogMetadata {
    httpReq.Header[k] = v
}
httpReq.Header["Content-Type"] = []string{"application/json"}

httpRsp, err := c.httpClient.Do(httpReq)
if err != nil {
    return nil, err
}
defer httpRsp.Body.Close()

if err = googleapi.CheckResponse(httpRsp); err != nil {
    return nil, err
}

buf, err := ioutil.ReadAll(httpRsp.Body)
if err != nil {
    return nil, err
}

unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
rsp := &computepb.TestPermissionsResponse{}

if err := unm.Unmarshal(buf, rsp); err != nil {
    return nil, maybeUnknownEnum(err)
}
return
rsp, nil
}

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// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

package compute

```

```

import (
    "bytes"
    "context"
    "fmt"
    "io/ioutil"
    "math"
    "net/http"
    "net/url"

    gax "github.com/googleapis/gax-go/v2"
    "google.golang.org/api/googleapi"
    "google.golang.org/api/iterator"
    "google.golang.org/api/option"
    "google.golang.org/api/option/internaloption"
    httptransport "google.golang.org/api/transport/http"
    computepb "google.golang.org/genproto/googleapis/cloud/compute/v1"
    "google.golang.org/grpc"
    "google.golang.org/grpc/metadata"
    "google.golang.org/protobuf/encoding/protojson"
    "google.golang.org/protobuf/proto"
)

var
    newLicensesClientHook clientHook

// LicensesCallOptions contains the retry settings for each method of LicensesClient.
type LicensesCallOptions struct {
    Delete      []gax.CallOption
    Get         []gax.CallOption
    GetIamPolicy []gax.CallOption
    Insert      []gax.CallOption
    List        []gax.CallOption
    SetIamPolicy []gax.CallOption
    TestIamPermissions []gax.CallOption
}

// internalLicensesClient is an interface that defines the methods available from Google Compute Engine API.
type internalLicensesClient interface {
    Close() error
    setGoogleClientInfo(...string)
    Connection() *grpc.ClientConn
    Delete(context.Context, *computepb.DeleteLicenseRequest, ...gax.CallOption) (*Operation, error)
    Get(context.Context, *computepb.GetLicenseRequest, ...gax.CallOption)
    (*computepb.License, error)
    GetIamPolicy(context.Context, *computepb.GetIamPolicyLicenseRequest, ...gax.CallOption) (*computepb.Policy,
    error)
    Insert(context.Context, *computepb.InsertLicenseRequest, ...gax.CallOption) (*Operation, error)
    List(context.Context, *computepb.ListLicensesRequest, ...gax.CallOption) *LicenseIterator

```

```

SetIamPolicy(context.Context, *computepb.SetIamPolicyLicenseRequest, ...gax.CallOption) (*computepb.Policy,
error)
TestIamPermissions(context.Context, *computepb.TestIamPermissionsLicenseRequest, ...gax.CallOption)
(*computepb.TestPermissionsResponse, error)
}

// LicensesClient is a client for interacting with Google Compute Engine API.
// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with
method calls.
//
// The Licenses API.
type LicensesClient struct {
    // The internal transport-dependent client.
    internalClient internalLicensesClient

    // The call options for this service.
    CallOptions
    *LicensesCallOptions
}

// Wrapper methods routed to the internal client.

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *LicensesClient) Close() error {
    return c.internalClient.Close()
}

// setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *LicensesClient) setGoogleClientInfo(keyval ...string) {
    c.internalClient.setGoogleClientInfo(keyval...)
}

// Connection returns a connection to the API service.
//
// Deprecated.
func (c *LicensesClient) Connection() *grpc.ClientConn {
    return c.internalClient.Connection()
}

// Delete deletes the specified license. Caution This resource is intended for use only by third-party partners who are
creating Cloud Marketplace images.
func (c *LicensesClient) Delete(ctx context.Context, req *computepb.DeleteLicenseRequest, opts ...gax.CallOption)
(*Operation, error) {
    return c.internalClient.Delete(ctx, req, opts...)
}

```

```

// Get returns the specified License resource. Caution This resource is intended for use only by third-party partners
who are creating Cloud Marketplace images.
func (c *LicensesClient) Get(ctx context.Context, req *computepb.GetLicenseRequest, opts ...gax.CallOption)
(*computepb.License, error) {
    return c.internalClient.Get(ctx, req, opts...)
}

// GetIamPolicy gets the access control policy for a resource. May be empty if no such policy or resource exists.
Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) GetIamPolicy(ctx context.Context, req *computepb.GetIamPolicyLicenseRequest, opts
...gax.CallOption) (*computepb.Policy, error) {
    return c.internalClient.GetIamPolicy(ctx, req, opts...)
}

// Insert create a License resource in the specified project. Caution This resource is intended for use only by third-
party
partners who are creating Cloud Marketplace images.
func (c *LicensesClient) Insert(ctx context.Context, req *computepb.InsertLicenseRequest, opts ...gax.CallOption)
(*Operation, error) {
    return c.internalClient.Insert(ctx, req, opts...)
}

// List retrieves the list of licenses available in the specified project. This method does not get any licenses that
belong to other projects, including licenses attached to publicly-available images, like Debian 9. If you want to get a
list of publicly-available licenses, use this method to make a request to the respective image project, such as debian-
cloud or windows-cloud. Caution This resource is intended for use only by third-party partners who are creating
Cloud Marketplace images.
func (c *LicensesClient) List(ctx context.Context, req *computepb.ListLicensesRequest, opts ...gax.CallOption)
*LicenseIterator {
    return c.internalClient.List(ctx, req, opts...)
}

// SetIamPolicy sets the access control policy on the specified resource. Replaces
any existing policy. Caution This resource is intended for use only by third-party partners who are creating Cloud
Marketplace images.
func (c *LicensesClient) SetIamPolicy(ctx context.Context, req *computepb.SetIamPolicyLicenseRequest, opts
...gax.CallOption) (*computepb.Policy, error) {
    return c.internalClient.SetIamPolicy(ctx, req, opts...)
}

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is
intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) TestIamPermissions(ctx context.Context, req
*computepb.TestIamPermissionsLicenseRequest, opts ...gax.CallOption) (*computepb.TestPermissionsResponse,
error) {
    return c.internalClient.TestIamPermissions(ctx, req, opts...)
}

```

```

// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with
// method calls.
type licensesRESTClient struct {
    // The http endpoint to connect to.
    endpoint
    string

    // The http client.
    httpClient *http.Client

    // The x-goog-* metadata to be sent with each request.
    xGoogMetadata metadata.MD
}

// NewLicensesRESTClient creates a new licenses rest client.
//
// The Licenses API.
func NewLicensesRESTClient(ctx context.Context, opts ...option.ClientOption) (*LicensesClient, error) {
    clientOpts := append(defaultLicensesRESTClientOptions(), opts...)
    httpClient, endpoint, err := httptransport.NewClient(ctx, clientOpts...)
    if err != nil {
        return nil, err
    }

    c := &licensesRESTClient{
        endpoint: endpoint,
        httpClient: httpClient,
    }
    c.setGoogleClientInfo()

    return &LicensesClient{internalClient: c, CallOptions: &LicensesCallOptions{}}, nil
}

func defaultLicensesRESTClientOptions() []option.ClientOption {
    return []option.ClientOption{
        internaloption.WithDefaultEndpoint("https://compute.googleapis.com"),
        internaloption.WithDefaultMTLSEndpoint("https://compute.mtls.googleapis.com"),
        internaloption.WithDefaultAudience("https://compute.googleapis.com/"),
        internaloption.WithDefaultScopes(DefaultAuthScopes()...),
    }
}

//
// setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *licensesRESTClient) setGoogleClientInfo(keyval ...string) {

```



```

kv := append([]string{"gl-go", versionGo()}, keyval...)
kv = append(kv, "gapi", versionClient, "gax", gax.Version, "rest", "UNKNOWN")
c.xGoogMetadata = metadata.Pairs("x-goog-api-client", gax.XGoogHeader(kv...))
}

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *licensesRESTClient) Close() error {
    // Replace httpClient with nil to force cleanup.
    c.httpClient = nil
    return nil
}

// Connection returns a connection to the API service.
//
// Deprecated.
func (c *licensesRESTClient) Connection() *grpc.ClientConn {
    return nil
}

// Delete deletes the specified license.
    Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) Delete(ctx context.Context, req *compute.DeleteLicenseRequest, opts
...gax.CallOption) (*Operation, error) {
    baseUrl, _ := url.Parse(c.endpoint)
    baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v", req.GetProject(), req.GetLicense())

    params := url.Values{}
    if req != nil && req.RequestId != nil {
        params.Add("requestId", fmt.Sprintf("%v", req.GetRequestId()))
    }

    baseUrl.RawQuery = params.Encode()

    httpReq, err := http.NewRequest("DELETE", baseUrl.String(), nil)
    if err != nil {
        return nil, err
    }
    httpReq = httpReq.WithContext(ctx)
    // Set the headers
    for k, v := range c.xGoogMetadata {
        httpReq.Header[k] = v
    }
    httpReq.Header["Content-Type"] = []string{"application/json"}

    httpRsp, err := c.httpClient.Do(httpReq)
    if err != nil {
        return nil, err
    }

```

```

}
defer httpRsp.Body.Close()

if err = googleapi.CheckResponse(httpRsp);
err != nil {
    return nil, err
}

buf, err := ioutil.ReadAll(httpRsp.Body)
if err != nil {
    return nil, err
}

unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
rsp := &computepb.Operation{}

if err := unm.Unmarshal(buf, rsp); err != nil {
    return nil, maybeUnknownEnum(err)
}
op := &Operation{proto: rsp}
return op, err
}

// Get returns the specified License resource. Caution This resource is intended for use only by third-party partners
// who are creating Cloud Marketplace images.
func (c *licensesRESTClient) Get(ctx context.Context, req *computepb.GetLicenseRequest, opts ...gax.CallOption)
(*computepb.License, error) {
    baseUrl, _ := url.Parse(c.endpoint)
    baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v", req.GetProject(), req.GetLicense())

    httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
    if err != nil {
        return nil, err
    }
    httpReq = httpReq.WithContext(ctx)
    // Set the headers
    for k, v
    := range c.xGoogMetadata {
        httpReq.Header[k] = v
    }
    httpReq.Header["Content-Type"] = []string{"application/json"}

    httpRsp, err := c.httpClient.Do(httpReq)
    if err != nil {
        return nil, err
    }
    defer httpRsp.Body.Close()

```

```

if err = googleapi.CheckResponse(httpRsp); err != nil {
    return nil, err
}

buf, err := ioutil.ReadAll(httpRsp.Body)
if err != nil {
    return nil, err
}

unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
rsp := &computepb.License{}

if err := unm.Unmarshal(buf, rsp); err != nil {
    return nil, maybeUnknownEnum(err)
}
return rsp, nil
}

// GetIamPolicy gets the access control policy for a resource. May be empty if no such policy or resource exists.
Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) GetIamPolicy(ctx context.Context, req *computepb.GetIamPolicyLicenseRequest,
opts ...gax.CallOption) (*computepb.Policy, error) {
    baseUrl, _
    := url.Parse(c.endpoint)
    baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/getIamPolicy", req.GetProject(),
req.GetResource())

    params := url.Values{}
    if req != nil && req.OptionsRequestedPolicyVersion != nil {
        params.Add("optionsRequestedPolicyVersion", fmt.Sprintf("%v", req.GetOptionsRequestedPolicyVersion()))
    }

    baseUrl.RawQuery = params.Encode()

    httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
    if err != nil {
        return nil, err
    }
    httpReq = httpReq.WithContext(ctx)
    // Set the headers
    for k, v := range c.xGoogMetadata {
        httpReq.Header[k] = v
    }
    httpReq.Header["Content-Type"] = []string{"application/json"}

    httpRsp, err := c.httpClient.Do(httpReq)
    if err != nil {
        return nil, err
    }

```

```

}
defer httpRsp.Body.Close()

if err = googleapi.CheckResponse(httpRsp); err != nil {
    return nil, err
}

buf, err := ioutil.ReadAll(httpRsp.Body)
if err != nil {
    return nil, err
}

unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown:
true}
rsp := &computepb.Policy{}

if err := unm.Unmarshal(buf, rsp); err != nil {
    return nil, maybeUnknownEnum(err)
}
return rsp, nil
}

// Insert create a License resource in the specified project. Caution This resource is intended for use only by third-
party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) Insert(ctx context.Context, req *computepb.InsertLicenseRequest, opts
...gax.CallOption) (*Operation, error) {
    m := protojson.MarshalOptions{AllowPartial: true}
    body := req.GetLicenseResource()
    jsonReq, err := m.Marshal(body)
    if err != nil {
        return nil, err
    }

    baseUrl, _ := url.Parse(c.endpoint)
    baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses", req.GetProject())

    params := url.Values{}
    if req != nil && req.RequestId != nil {
        params.Add("requestId", fmt.Sprintf("%v", req.GetRequestId()))
    }

    baseUrl.RawQuery = params.Encode()

    httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
    if
    err != nil {
        return nil, err
    }
}

```

```

httpReq = httpReq.WithContext(ctx)
// Set the headers
for k, v := range c.xGoogMetadata {
    httpReq.Header[k] = v
}
httpReq.Header["Content-Type"] = []string{"application/json"}

httpRsp, err := c.httpClient.Do(httpReq)
if err != nil {
    return nil, err
}
defer httpRsp.Body.Close()

if err = googleapi.CheckResponse(httpRsp); err != nil {
    return nil, err
}

buf, err := ioutil.ReadAll(httpRsp.Body)
if err != nil {
    return nil, err
}

unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
rsp := &compute.Operation{}

if err := unm.Unmarshal(buf, rsp); err != nil {
    return nil, maybeUnknownEnum(err)
}
op := &Operation{proto: rsp}
return op, err
}

// List retrieves the list of licenses available in the specified project. This method does not get any licenses that
// belong to other projects, including licenses attached to publicly-available images, like Debian 9. If you want to get a
// list of publicly-available
// licenses, use this method to make a request to the respective image project, such as debian-cloud or windows-cloud.
// Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) List(ctx context.Context, req *compute.ListLicensesRequest, opts
...gax.CallOption) *LicenseIterator {
    it := &LicenseIterator{}
    req = proto.Clone(req).(*compute.ListLicensesRequest)
    unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
    it.InternalFetch = func(pageSize int, pageToken string) ([]*compute.License, string, error) {
        resp := &compute.LicensesListResponse{}
        if pageToken != "" {
            req.PageToken = proto.String(pageToken)
        }
        if pageSize > math.MaxInt32 {

```

```

req.MaxResults = proto.Uint32(math.MaxInt32)
} else if pageSize != 0 {
    req.MaxResults = proto.Uint32(uint32(pageSize))
}
baseUrl, _ := url.Parse(c.endpoint)
baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses",
req.GetProject())

params := url.Values{}
if req != nil && req.Filter != nil {
    params.Add("filter", fmt.Sprintf("%v", req.GetFilter()))
}
if req != nil && req.MaxResults != nil {
    params.Add("maxResults", fmt.Sprintf("%v", req.GetMaxResults()))
}
if req != nil && req.OrderBy != nil {
    params.Add("orderBy", fmt.Sprintf("%v", req.GetOrderBy()))
}
if req != nil && req.PageToken != nil {
    params.Add("pageToken", fmt.Sprintf("%v", req.GetPageToken()))
}
if req != nil && req.ReturnPartialSuccess != nil {
    params.Add("returnPartialSuccess", fmt.Sprintf("%v", req.GetReturnPartialSuccess()))
}

baseUrl.RawQuery = params.Encode()

httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
if err != nil {
    return nil, "", err
}

// Set the headers
for k, v := range c.xGoogMetadata {
    httpReq.Header[k] = v
}

httpReq.Header["Content-Type"] = []string{"application/json"}
httpRsp, err := c.httpClient.Do(httpReq)
if err !=
nil {
    return nil, "", err
}
defer httpRsp.Body.Close()

if err = googleapi.CheckResponse(httpRsp); err != nil {
    return nil, "", err
}

```

```

buf, err := ioutil.ReadAll(httpRsp.Body)
if err != nil {
    return nil, "", err
}

unm.Unmarshal(buf, resp)
it.Response = resp
return resp.GetItems(), resp.GetNextPageToken(), nil
}

fetch := func(pageSize int, pageToken string) (string, error) {
    items, nextPageToken, err := it.InternalFetch(pageSize, pageToken)
    if err != nil {
        return "", err
    }
    it.items = append(it.items, items...)
    return nextPageToken, nil
}

it.pageInfo, it.nextFunc = iterator.NewPageInfo(fetch, it.bufLen, it.takeBuf)
it.pageInfo.MaxSize = int(req.GetMaxResults())
it.pageInfo.Token = req.GetPageToken()

return it
}

// SetIamPolicy sets the access control policy on the specified resource. Replaces any existing policy. Caution This
resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c
    *licensesRESTClient) SetIamPolicy(ctx context.Context, req *computepb.SetIamPolicyLicenseRequest, opts
    ...gax.CallOption) (*computepb.Policy, error) {
    m := protojson.MarshalOptions{AllowPartial: true}
    body := req.GetGlobalSetPolicyRequestResource()
    jsonReq, err := m.Marshal(body)
    if err != nil {
        return nil, err
    }

    baseUrl, _ := url.Parse(c.endpoint)
    baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/setIamPolicy", req.GetProject(),
    req.GetResource())

    httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
    if err != nil {
        return nil, err
    }
    httpReq = httpReq.WithContext(ctx)

```

```

// Set the headers
for k, v := range c.xGoogMetadata {
    httpReq.Header[k] = v
}
httpReq.Header["Content-Type"] = []string{"application/json"}

httpRsp, err := c.httpClient.Do(httpReq)
if err != nil {
    return nil, err
}
defer httpRsp.Body.Close()

if err = googleapi.CheckResponse(httpRsp); err != nil {
    return nil, err
}

buf, err := ioutil.ReadAll(httpRsp.Body)
if
err != nil {
    return nil, err
}

unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
rsp := &computepb.Policy{}

if err := unm.Unmarshal(buf, rsp); err != nil {
    return nil, maybeUnknownEnum(err)
}
return rsp, nil
}

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is
intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) TestIamPermissions(ctx context.Context, req
*computepb.TestIamPermissionsLicenseRequest, opts ...gax.CallOption) (*computepb.TestPermissionsResponse,
error) {
    m := protojson.MarshalOptions{AllowPartial: true}
    body := req.GetTestPermissionsRequestResource()
    jsonReq, err := m.Marshal(body)
    if err != nil {
        return nil, err
    }

    baseUrl, _ := url.Parse(c.endpoint)
    baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/testIamPermissions", req.GetProject(),
req.GetResource())

    httpReq,

```



```

err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
if err != nil {
    return nil, err
}
httpReq = httpReq.WithContext(ctx)
// Set the headers
for k, v := range c.xGoogMetadata {
    httpReq.Header[k] = v
}
httpReq.Header["Content-Type"] = []string{"application/json"}

httpRsp, err := c.httpClient.Do(httpReq)
if err != nil {
    return nil, err
}
defer httpRsp.Body.Close()

if err = googleapi.CheckResponse(httpRsp); err != nil {
    return nil, err
}

buf, err := ioutil.ReadAll(httpRsp.Body)
if err != nil {
    return nil, err
}

unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
rsp := &computepb.TestPermissionsResponse{}

if err := unm.Unmarshal(buf, rsp); err != nil {
    return nil, maybeUnknownEnum(err)
}
return rsp, nil
}

// LicenseIterator manages a stream of *computepb.License.
type LicenseIterator struct {
    items    []*computepb.License
    pageInfo *iterator.PageInfo
    nextFunc func() error

    // Response is
    // the raw response for the current page.
    // It must be cast to the RPC response type.
    // Calling Next() or InternalFetch() updates this value.
    Response interface{}}

// InternalFetch is for use by the Google Cloud Libraries only.

```

```

// It is not part of the stable interface of this package.
//
// InternalFetch returns results from a single call to the underlying RPC.
// The number of results is no greater than pageSize.
// If there are no more results, nextPageToken is empty and err is nil.
InternalFetch(func(pageSize int, pageToken string) (*computepb.License, nextPageToken string, error)
)

// PageInfo supports pagination. See the google.golang.org/api/iterator package for details.
func (it *LicenseIterator) PageInfo() *iterator.PageInfo {
    return it.pageInfo
}

// Next returns the next result. Its second return value is iterator.Done if there are no more
// results. Once Next returns Done, all subsequent calls will return Done.
func (it *LicenseIterator) Next() (*computepb.License,
error) {
    var item *computepb.License
    if err := it.nextFunc(); err != nil {
        return item, err
    }
    item = it.items[0]
    it.items = it.items[1:]
    return item, nil
}

func (it *LicenseIterator) bufLen() int {
    return len(it.items)
}

func (it *LicenseIterator) takeBuf() interface{} {
    b := it.items
    it.items = nil
    return b
}

```

1.170 googlecloudgostorage v1.21.0

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Julian Seward, jseward@bzip.org
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DRuntime: Runtime Library for the D Programming Language
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1.175 go-redis-redis 8.11.4

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1.176 libretls 3.3.4-r3

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1.177 cheekybits/genny v1.0.0

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1.178 github.com/gchaincl/sqlhooks v1.3.0

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1.179 github.com/golang-sql/civil v0.0.0-20190719163853-cb61b32ac6fe

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1.180 go.opentelemetry.io/collector/model v0.31.0

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1.181 github.com/mattetti/filebuffer v1.0.1

1.181.1 Available under license :

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1.182 [line-protocol](https://github.com/influxdata/line-protocol) v0.0.0-20210311194329-9aa0e372d097

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1.183 nodeexporter v1.0.0-rc.0.0.20200428091818-01054558c289

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1.184 github.com/robfig/cron/v3 v3.0.1

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1.185 xorm.io/core v0.7.3

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1.186 httpsnoop v1.0.2

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1.187 go-grpc v0.0.0-20210225150812-73cb765af46e

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1.188 xorm.io/builder v0.3.6

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1.189 github.com/vividcortex/mysqlerr v0.0.0-20170204212430-6c6b55f8796f

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1.190 github.com/go-sourcemap/sourcemap v2.1.3+incompatible

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1.191 github.com/grafana/go-mssqldb v0.0.0-20210326084033-d0ce3c521036

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1.192 gopkg.in/ldap.v3 v3.1.0

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1.193 go-kit-kit v0.11.0

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1.194 go-hclog v0.16.1

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1.195 github.com/fzambia/sentinel v1.1.0

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1.196 gopkg.in/mail.v2 v2.3.1

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1.197 github.com/linkedin/goavro/v2 v2.10.0

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1.198 github.com/teris-io/shortid v0.0.0-20171029131806-771a37caa5cf

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1.200 golang-glog 1.0.0

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1.201 glibc 2.35-r0

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@subheading END OF TERMS AND CONDITIONS

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```
@end
smallexample
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```
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```

```
@var{signature of Ty Coon}, 1 April 1990
Ty Coon, President of Vice
@end smallexample
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1.204 cors v1.8.2

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1.205 goleak v1.1.12

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1.206 github.com/benbjohnson/clock v1.3.0

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1.207 github.com/grpc-ecosystem/grpc-gateway/v2 v2.7.0

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1.208 google-golang-org-grpc v1.45.0

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```
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#
```

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For the lib/nodejs/lib/thrift/json_parse.js:

```
/*
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  Public Domain.
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  */
  (By Douglas Crockford <douglas@crockford.com>)
```

For lib/cpp/src/thrift/windows/SocketPair.cpp

```
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 */
```

For lib/py/compat/win32/stdint.h

```
// ISO C9x compliantstdint.h for Microsoft Visual Studio
// Based on ISO/IEC 9899:TC2 Committee draft (May 6, 2005) WG14/N1124
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Alain Vongsouvanhalainv <alainv@google.com>
Andrew Gerrand <adg@golang.org>
Brad Fitzpatrick <bradfitz@golang.org>
Eric Koleda <ekoleda+devrel@google.com>
Francesc Campoy <campoy@golang.org>
Garrick Evans <garrick@google.com>
Glenn Lewis <gmlewis@google.com>
Ivan Krasin <krasin@golang.org>
Jason Hall <jasonhall@google.com>
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Kostik Shtoyk <kostik@google.com>
Kunpei Sakai <namusyaka@gmail.com>
Matthew Dolan <dolan@lightstep.com>
Matthew Whisenhunt <matt.whisenhunt@gmail.com>
Michael McGreevy <mcmcgreevy@golang.org>
Nick Craig-Wood <nickcw@gmail.com>
Robbie Trencheny <me@robbiet.us>
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1.218 glob 0.2.3

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1.219 gorilla-websocket 1.5.0

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* /adh-roadrunner-0-580-0-tar-gz/adh-roadrunner-0.580.0/cmd/data.go

* /adh-roadrunner-0-580-0-tar-gz/adh-roadrunner-0.580.0/cmd/root.go

* /adh-roadrunner-0-580-0-tar-gz/adh-roadrunner-0.580.0/cmd/login.go

* /adh-roadrunner-0-580-0-tar-gz/adh-roadrunner-0.580.0/cmd/version.go

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--

-- Accedian Enterprise Specific MIB: Structure of Management Information

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--

ACCEDIAN-SMI DEFINITIONS ::= BEGIN

IMPORTS

MODULE-IDENTITY, OBJECT-IDENTITY, OBJECT-TYPE, NOTIFICATION-TYPE, enterprises

FROM SNMPv2-SMI

MODULE-COMPLIANCE, OBJECT-GROUP, NOTIFICATION-GROUP

FROM SNMPv2-CONF;

```

accedianMIB MODULE-IDENTITY
    LAST-UPDATED "200608060100Z"
    ORGANIZATION "Accedian Networks, Inc."
    CONTACT-INFO
        "Accedian Technical Assistance Center
        Accedian Networks, Inc.
        2351 Alfred-Nobel blvd., Suite N-410
        Saint-Laurent, Quebec Canada H4S 2A9
        E-mail: support@accedian.com"
    DESCRIPTION
        "The Structure of Management Information for Accedian Networks."

    REVISION "200608060100Z"
        -- 6 Aug 2006
    DESCRIPTION
        "Initial version of MIB module ACCEDIAN-SMI."

    ::= { enterprises 22420 }

--
-- Accedian MIB tree structure
--

acdProducts OBJECT-IDENTITY
    STATUS current
    DESCRIPTION
        "The root of Accedian's Product OIDs."
    ::= { accedianMIB 1 }

acdMibs OBJECT-IDENTITY
    STATUS current
    DESCRIPTION
        "The root of Accedian's MIB objects."
    ::= { accedianMIB 2 }

acdTraps OBJECT-IDENTITY
    STATUS current
    DESCRIPTION
        "The root of Accedian's Trap OIDs."
    ::= { accedianMIB 3 }

id OBJECT IDENTIFIER ::= {acdTraps 1}

objectId OBJECT-TYPE
    SYNTAX OCTET STRING (SIZE (0..255))
    MAX-ACCESS read-write
    STATUS current
    DESCRIPTION

```

"The Monitored Object Id in Skylight Analytics"
::= {acdTraps 2}

skylightObjectName OBJECT-TYPE
SYNTAX OCTET STRING (SIZE (0..255))
MAX-ACCESS read-write
STATUS current
DESCRIPTION
 "The Monitored Object Name in Skylight Analytics"
::= {acdTraps 3}

objectType OBJECT-TYPE
SYNTAX OCTET STRING (SIZE (0..255))
MAX-ACCESS read-write
STATUS current
DESCRIPTION
 "The Monitored Object Type in Skylight Analytics"
::= {acdTraps 4}

direction OBJECT-TYPE
SYNTAX OCTET STRING (SIZE (0..255))
MAX-ACCESS read-write
STATUS current
DESCRIPTION
 "Direction of measurement"
::= {acdTraps 5}

policy OBJECT-TYPE
SYNTAX OCTET STRING (SIZE (0..255))
MAX-ACCESS read-write
STATUS current
DESCRIPTION
 "The ID of AlertPolicy hat was used to trigger this Alert"
::= {acdTraps 6}

metric OBJECT-TYPE
SYNTAX OCTET STRING (SIZE (0..255))
MAX-ACCESS read-write
STATUS current
DESCRIPTION
 "The assoicated metric"
::= {acdTraps 7}

alertType OBJECT-TYPE
SYNTAX OCTET STRING (SIZE (0..255))
MAX-ACCESS read-write
STATUS current
DESCRIPTION

"The alert type"
::= {acdTraps 8}

source OBJECT-TYPE

SYNTAX OCTET STRING (SIZE (0..255))
MAX-ACCESS read-write
STATUS current
DESCRIPTION
 "The entity that detected the alert"
::= {acdTraps 9}

processedTime OBJECT-TYPE

SYNTAX OCTET STRING (SIZE (0..255))
MAX-ACCESS read-write
STATUS current
DESCRIPTION
 "The time when this alert was processed"
::= {acdTraps 10}

startTime OBJECT-TYPE

SYNTAX OCTET STRING (SIZE (0..255))
MAX-ACCESS read-write
STATUS current
DESCRIPTION
 "The time when this alert actually started"
::= {acdTraps 11}

timestamp OBJECT-TYPE

SYNTAX OCTET STRING (SIZE (0..255))
MAX-ACCESS read-write
STATUS current

DESCRIPTION

 "The trap timestamp"
::= {acdTraps 12}

policyName OBJECT-TYPE

SYNTAX OCTET STRING (SIZE (0..255))
MAX-ACCESS read-write
STATUS current
DESCRIPTION
 "The name of the policy that was configured to raise the alert"
::= {acdTraps 13}

alertState OBJECT-TYPE

SYNTAX OCTET STRING (SIZE (0..255))
MAX-ACCESS read-write
STATUS current

DESCRIPTION

"The current alert state"

::= {acdTraps 14}

thresholdValue OBJECT-TYPE

SYNTAX OCTET STRING (SIZE (0..255))

MAX-ACCESS read-write

STATUS current

DESCRIPTION

"The configured threshold value"

::= {acdTraps 15}

metaDataKey1 OBJECT-TYPE

SYNTAX OCTET STRING (SIZE (0..255))

MAX-ACCESS read-write

STATUS current

DESCRIPTION

"Alert Metadata Key Name 1"

::= {acdTraps 16}

metaDataKey2 OBJECT-TYPE

SYNTAX OCTET STRING (SIZE (0..255))

MAX-ACCESS read-write

STATUS current

DESCRIPTION

"Alert Metadata Key Name 2"

::= {acdTraps 17}

metaDataKey3 OBJECT-TYPE

SYNTAX OCTET STRING (SIZE (0..255))

MAX-ACCESS read-write

STATUS current

DESCRIPTION

"Alert Metadata Key Name 3"

::= {acdTraps 18}

metaDataKey4 OBJECT-TYPE

SYNTAX OCTET STRING (SIZE (0..255))

MAX-ACCESS read-write

STATUS current

DESCRIPTION

"Alert Metadata Key Name 4"

::= {acdTraps 19}

metaDataKey5 OBJECT-TYPE

SYNTAX OCTET STRING (SIZE (0..255))

MAX-ACCESS read-write

STATUS current
DESCRIPTION
"Alert Metadata Key Name 5"
::= {acdTraps 20}

metaDataVal1 OBJECT-TYPE
SYNTAX OCTET STRING (SIZE (0..255))
MAX-ACCESS read-write
STATUS current
DESCRIPTION
"Alert Metadata
Value 1"
::= {acdTraps 21}

metaDataVal2 OBJECT-TYPE
SYNTAX OCTET STRING (SIZE (0..255))
MAX-ACCESS read-write
STATUS current
DESCRIPTION
"Alert Metadata Value 2"
::= {acdTraps 22}

metaDataVal3 OBJECT-TYPE
SYNTAX OCTET STRING (SIZE (0..255))
MAX-ACCESS read-write
STATUS current
DESCRIPTION
"Alert Metadata Value 3"
::= {acdTraps 23}

metaDataVal4 OBJECT-TYPE
SYNTAX OCTET STRING (SIZE (0..255))
MAX-ACCESS read-write
STATUS current
DESCRIPTION
"Alert Metadata Value 4"
::= {acdTraps 24}

metaDataVal5 OBJECT-TYPE
SYNTAX OCTET STRING (SIZE (0..255))
MAX-ACCESS read-write
STATUS current
DESCRIPTION
"Alert Metadata Value 5"
::= {acdTraps 25}

acdTrapsConformance OBJECT IDENTIFIER ::= { acdTraps 500 }

acdTrapsCompliances OBJECT IDENTIFIER ::= { acdTrapsConformance
1 }

acdTrapsGroups OBJECT IDENTIFIER ::= { acdTrapsConformance 2 }

acdTrapsNotifications OBJECT IDENTIFIER ::= { acdTraps 50 }

acdTrapSkylight NOTIFICATION-TYPE

OBJECTS { objectId,
skylightObjectName,
objectType,
direction,
policy,
metric,
alertType,
source,
processedTime,
startTime,
timestamp,
policyName,
alertState,
thresholdValue,
metaDataKey1,
metaDataKey2,
metaDataKey3,
metaDataKey4,
metaDataKey5,
metaDataVal1,
metaDataVal2,
metaDataVal3,
metaDataVal4,
metaDataVal5 }

STATUS current

DESCRIPTION

"The SNMP trap that is generated by Skylight Analytics
when a policies threshold
is crossed"

::= { acdTrapsNotifications 1 }

acdTrapsSkylightGroup OBJECT-GROUP

OBJECTS { objectId,
skylightObjectName,
objectType,
direction,
policy,
metric,
alertType,

```

        source,
        processedTime,
        startTime,
        timestamp,
        policyName,
        alertState,
        thresholdValue,
        metaDataKey1,
        metaDataKey2,
        metaDataKey3,
        metaDataKey4,
        metaDataKey5,
        metaDataVal1,
        metaDataVal2,
        metaDataVal3,
        metaDataVal4,
        metaDataVal5
    }
    STATUS    current
    DESCRIPTION
        ".
    ::= { acdTrapsGroups 1 }

```

```

acdTrapsSkylightNotificationsGroup NOTIFICATION-GROUP
    NOTIFICATIONS {
        acdTrapSkylight
    }
    STATUS    current
    DESCRIPTION
        "Objects for Skylight Notifications group."
    ::= { acdTraps 100 }

```

```

acdTrapsSkylightCompliance MODULE-COMPLIANCE
    STATUS    current
    DESCRIPTION
        "The compliance statement for support of the skylight module."
    MODULE
        MANDATORY-GROUPS {
            acdTrapsSkylightGroup,
            acdTrapsSkylightNotificationsGroup
        }
    ::= { acdTrapsCompliances 1 }

```

- This is the top-level object identifier registry used by Accedian
- products for SNMP modules containing experimental MIB definitions.
- In this context, experimental MIBs are defined as:
- 1) IETF work-in-process MIBs which have not been assigned a permanent

```
-- object identifier by the IANA.
-- 2) Accedian work-in-process MIBs that have not achieved final
-- production quality or field experience.
-- NOTE: Support for MIBs under the this OID subtree is temporary and
-- changes to objects may occur without notice."
```

```
acdExperiment OBJECT IDENTIFIER ::=
{ accedianMIB 4 }
```

```
acdServices OBJECT-IDENTITY
STATUS current
DESCRIPTION
"The root of Accedian's Services OIDs."
::= { accedianMIB 5 }
```

END

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* /adh-roadrunner-0-580-0-tar-gz/adh-roadrunner-0.580.0/mibs/ACCEDIAN-SMI.mib

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// Special handling for the Flex's semi-proprietary 'compressed' overloading

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* /adh-roadrunner-0-580-0-tar-gz/adh-roadrunner-0.580.0/datasources/openMetricsParsing.go

1.220 gonum-lapack v0.11.0

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1.222 google-go-cmp 0.5.8

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Andrew Gerrand <adg@golang.org>
Brad Fitzpatrick <bradfitz@golang.org>
Eric Koleda <ekoleda+devrel@googlers.com>
Francesc Campoy <campoy@golang.org>
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1.224 go-wordwrap 1.0.1

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1.227 google-go-cmp v0.5.8

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1.228 vectordotdev-go-datemath 0.1.1-

0.20220323213446-f3954d0b18ae

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1.229 chromedp-cdproto 0.0.0-20220208224320-6efb837e6bc2

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1.230 go-kit-log 0.2.1

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1.231 libc-utils 0.7.2-r3

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1.232 objx 0.4.0

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1.233 x-oauth2 0.0.0-20220608161450-d0670ef3b1eb

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1.237 ncurses 6.3_p20211120-r1

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1.238 prometheus-common 0.37.0

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1.239 toml 1.1.0

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1.244 ca-certificates 20220614-r0

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1.245 x-time-rate 0.0.0-20220609170525-579cf78fd858

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1.246 dlmiddlecote-sqlstats 1.0.2

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1.247 zlib 1.2.12-r3

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1.248 githubcomgoopenapijsonreference

v0.20.0

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1.249 mongo-driver v1.10.0

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1.250 github.com/google/go-github/v45

v45.2.0

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package github

```

import (
    "context"
    "fmt"
)

// LicensesService handles communication with the license related
// methods of the GitHub API.
//
// GitHub API docs: https://docs.github.com/en/rest/licenses/
type LicensesService service

// RepositoryLicense represents the license for a repository.
type RepositoryLicense struct {
    Name *string `json:"name,omitempty"`
    Path *string `json:"path,omitempty"`

    SHA      *string `json:"sha,omitempty"`
    Size     *int    `json:"size,omitempty"`
    URL      *string `json:"url,omitempty"`
    HTMLURL  *string `json:"html_url,omitempty"`
    GitURL   *string `json:"git_url,omitempty"`
    DownloadURL *string `json:"download_url,omitempty"`
    Type     *string `json:"type,omitempty"`
    Content  *string `json:"content,omitempty"`
    Encoding *string `json:"encoding,omitempty"`
    License  *License `json:"license,omitempty"`
}

func (l RepositoryLicense) String() string {
    return Stringify(l)
}

// License represents an open source license.
type License struct {
    Key *string `json:"key,omitempty"`
    Name *string `json:"name,omitempty"`
    URL *string `json:"url,omitempty"`

    SPDXID *string `json:"spdx_id,omitempty"`
    HTMLURL *string `json:"html_url,omitempty"`
    Featured *bool `json:"featured,omitempty"`
    Description *string `json:"description,omitempty"`
    Implementation *string `json:"implementation,omitempty"`
    Permissions *[]string `json:"permissions,omitempty"`
    Conditions *[]string `json:"conditions,omitempty"`
    Limitations *[]string `json:"limitations,omitempty"`
}

```

```

    Body      *string `json:"body,omitempty"`
}

func (l License) String() string {
    return Stringify(l)
}

// List popular open source licenses.
//
// GitHub API docs: https://docs.github.com/en/rest/licenses/#list-all-licenses
func (s
    *LicensesService) List(ctx context.Context) ([]*License, *Response, error) {
    req, err := s.client.NewRequest("GET", "licenses", nil)
    if err != nil {
        return nil, nil, err
    }

    var licenses []*License
    resp, err := s.client.Do(ctx, req, &licenses)
    if err != nil {
        return nil, resp, err
    }

    return licenses, resp, nil
}

// Get extended metadata for one license.
//
// GitHub API docs: https://docs.github.com/en/rest/licenses#get-a-license
func (s *LicensesService) Get(ctx context.Context, licenseName string) (*License, *Response, error) {
    u := fmt.Sprintf("licenses/%s", licenseName)

    req, err := s.client.NewRequest("GET", u, nil)
    if err != nil {
        return nil, nil, err
    }

    license := new(License)
    resp, err := s.client.Do(ctx, req, license)
    if err != nil {
        return nil, resp, err
    }

    return license, resp, nil
}

```

1.251 githubcomgoopenapivalidate v0.22.0

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1.253 x-crypto 0.0.0-20220622213112-05595931fe9d

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Damian Gryski <dgryski@gmail.com>

Jan Mercl <0xjnm@gmail.com>

Kai Backman <kaib@golang.org>

Marc-Antoine Ruel <maruel@chromium.org>

Nigel Tao <nigeltao@golang.org>
Rob Pike <r@golang.org>
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1.257 blugelabs-bluge_segment_api 0.2.0

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1.260 emicklei-proto 1.10.0

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1.261 cuelang.org-go 0.4.3

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1.262 ca-certificates-bundle 20220614-r0

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```
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1.263 github.com/mattermost/xml-roundtrip-validator v0.1.0

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1.264 russellhaering-goxmldsig v1.1.1

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1.265 github.com/vectordev/go-datemath v0.1.1-0.20220323213446-f3954d0b18ae

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1.266 go-autorest v0.9.17

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1.267 github.com/pierrec/lz4/v4 v4.1.8

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1.268

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lib/erl/src/Makefile.am

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For the aclocal/ax_boost_base.m4 and contrib/fb303/aclocal/ax_boost_base.m4 components:

```
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#
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```

For the lib/nodejs/lib/thrift/json_parse.js:

```
/*
  json_parse.js
  2015-05-02
  Public Domain.
  NO WARRANTY EXPRESSED OR IMPLIED. USE AT YOUR OWN RISK.

  */
(By Douglas Crockford <douglas@crockford.com>)
```

For lib/cpp/src/thrift/windows/SocketPair.cpp

```
/* socketpair.c
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be retained, unchanged, in its entirety. If
* for any reason the author might be held responsible for any consequences
* of copying or use, license is withheld.
*/

For lib/py/compat/win32/stdint.h

```
// ISO C9x compliant stdint.h for Microsoft Visual Studio
// Based on ISO/IEC 9899:TC2 Committee draft (May 6, 2005) WG14/N1124
//
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in t_html_generator.h

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Dynamic NDArray Developers list:

* Mark Wiebe

* Continuum Analytics

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1.272 cortex v1.10.1-0.20211014125347-85c378182d0d

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1.273 cdproto v0.0.0-20220208224320-6efb837e6bc2

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1.274 gonum v0.11.0

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1.275 github.com/ua-parser/uap-go v0.0.0-

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1.276

github.com/m3db/prometheus_remote_client_golang v0.4.4

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1.277 go-autorest v0.11.22

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1.278 github.com/cockroachdb/apd/v2 v2.0.2

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1.281 github.com/grafana/dskit v0.0.0-20211011144203-3a88ec0b675f

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1.282 migrate v4.7.0

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1.283 github.com/influxdata/influxdb-client-go/v2 v2.6.0

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1.284 [go-proxy](https://github.com/alexmogk/go-proxy) v0.0.0-20220115173737-adb46da277ac

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1.285 github.com/getkin/kin-openapi v0.94.0

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1.286 brotli v1.0.3

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1.287 github.com/dlclark/regexp2 v1.4.1-0.20201116162257-a2a8dda75c91

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1.288 github.com/ohler55/ojg v1.12.9

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1.289 go-testing-interface v1.14.0

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1.290 github.com/dop251/goja v0.0.0-20210804101310-32956a348b49

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1.291 common v0.0.0-20210913144402-035033b78a78

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1.292 github.com/google/wire v0.5.0

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```

1.293 github.com/azuread/microsoft-authentication-library-for-go v0.4.0

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1.294 go-openapi-validate 0.22.0

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1.295 github 45.2.0

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```

```
package github
```

```

import (
    "context"
    "fmt"
    "net/http"
    "testing"

    "github.com/google/go-cmp/cmp"
)

func TestRepositoryLicense_Marshal(t *testing.T) {
    testJSONMarshal(t, &RepositoryLicense{}, "{}")

    rl := &RepositoryLicense{
        Name:    String("n"),
        Path:    String("p"),
        SHA:     String("s"),
        Size:    Int(1),
        URL:     String("u"),
        HTMLURL: String("h"),
        GitURL:  String("g"),
        DownloadURL: String("d"),
        Type:    String("t"),
        Content: String("c"),
        Encoding: String("e"),
        License: &License{
            Key:    String("k"),
            Name:   String("n"),
            URL:    String("u"),
            SPDXID: String("s"),
            HTMLURL: String("h"),
            Featured: Bool(true),
            Description: String("d"),
            Implementation: String("i"),
            Permissions: &[]string{"p"},
            Conditions:
                &[]string{"c"},
            Limitations: &[]string{"l"},
            Body:    String("b"),
        },
    }
    want := `{
        "name": "n",
        "path": "p",
        "sha": "s",
        "size": 1,
        "url": "u",
        "html_url": "h",
    `

```

```

"git_url": "g",
"download_url": "d",
"type": "t",
"content": "c",
"encoding": "e",
"license": {
    "key": "k",
    "name": "n",
    "url": "u",
    "spdx_id": "s",
    "html_url": "h",
    "featured": true,
    "description": "d",
    "implementation": "i",
    "permissions": ["p"],
    "conditions": ["c"],
    "limitations": ["l"],
    "body": "b"
}
}`
testJSONMarshal(t, rl, want)
}

```

```

func TestLicense_Marshal(t *testing.T) {
    testJSONMarshal(t, &License{}, "{}")
}

```

```

l := &License{
    Key:      String("k"),
    Name:     String("n"),
    URL:      String("u"),
    SPDXID:   String("s"),
    HTMLURL:  String("h"),
    Featured: Bool(true),
    Description: String("d"),
    Implementation: String("i"),
    Permissions: &[]string{"p"},
    Conditions:
        &[]string{"c"},
    Limitations: &[]string{"l"},
    Body:       String("b"),
}
want := `{
    "key": "k",
    "name": "n",
    "url": "u",
    "spdx_id": "s",
    "html_url": "h",
    "featured": true,

```

```

        "description": "d",
        "implementation": "i",
        "permissions": ["p"],
        "conditions": ["c"],
        "limitations": ["l"],
        "body": "b"
    }`
    testJSONMarshal(t, l, want)
}

func TestLicensesService_List(t *testing.T) {
    client, mux, _, teardown := setup()
    defer teardown()

    mux.HandleFunc("/licenses", func(w http.ResponseWriter, r *http.Request) {
        testMethod(t, r, "GET")
        fmt.Fprint(w,
            `[{"key":"mit","name":"MIT","spdx_id":"MIT","url":"https://api.github.com/licenses/mit","featured":true}]`)
    })

    ctx := context.Background()
    licenses, _, err := client.Licenses.List(ctx)
    if err != nil {
        t.Errorf("Licenses.List returned error: %v", err)
    }

    want := []*License{{
        Key:    String("mit"),
        Name:   String("MIT"),
        SPDXID: String("MIT"),
        URL:    String("https://api.github.com/licenses/mit"),
        Featured:
        Bool(true),
    }}
    if !cmp.Equal(licenses, want) {
        t.Errorf("Licenses.List returned %+v, want %+v", licenses, want)
    }

    const methodName = "List"
    testNewRequestAndDoFailure(t, methodName, client, func() (*Response, error) {
        got, resp, err := client.Licenses.List(ctx)
        if got != nil {
            t.Errorf("testNewRequestAndDoFailure %v = %#v, want nil", methodName, got)
        }
        return resp, err
    })
}

```

```

func TestLicensesService_Get(t *testing.T) {
    client, mux, _, teardown := setup()
    defer teardown()

    mux.HandleFunc("/licenses/mit", func(w http.ResponseWriter, r *http.Request) {
        testMethod(t, r, "GET")
        fmt.Fprint(w, `{"key":"mit","name":"MIT"}`)
    })

    ctx := context.Background()
    license, _, err := client.Licenses.Get(ctx, "mit")
    if err != nil {
        t.Errorf("Licenses.Get returned error: %v", err)
    }

    want := &License{Key: String("mit"), Name: String("MIT")}
    if !cmp.Equal(license, want) {
        t.Errorf("Licenses.Get returned %+v, want %+v", license, want)
    }

    const
        methodName = "Get"
    testBadOptions(t, methodName, func() (err error) {
        _, _, err = client.Licenses.Get(ctx, "\n")
        return err
    })

    testNewRequestAndDoFailure(t, methodName, client, func() (*Response, error) {
        got, resp, err := client.Licenses.Get(ctx, "mit")
        if got != nil {
            t.Errorf("testNewRequestAndDoFailure %v = %#v, want nil", methodName, got)
        }
        return resp, err
    })
}

func TestLicensesService_Get_invalidTemplate(t *testing.T) {
    client, _, _, teardown := setup()
    defer teardown()

    ctx := context.Background()
    _, _, err := client.Licenses.Get(ctx, "%")
    testURLParseError(t, err)
}
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```

```

package github

import (
    "context"
    "fmt"
)

// LicensesService handles communication with the license related
// methods of the GitHub API.
//
// GitHub API docs: https://docs.github.com/en/rest/licenses/
type LicensesService service

// RepositoryLicense represents the license for a repository.
type RepositoryLicense struct {
    Name *string `json:"name,omitempty"`
    Path *string `json:"path,omitempty"`

    SHA      *string `json:"sha,omitempty"`
    Size     *int    `json:"size,omitempty"`
    URL      *string `json:"url,omitempty"`
    HTMLURL  *string `json:"html_url,omitempty"`
    GitURL   *string `json:"git_url,omitempty"`
    DownloadURL *string `json:"download_url,omitempty"`
    Type     *string `json:"type,omitempty"`
    Content  *string `json:"content,omitempty"`
    Encoding *string `json:"encoding,omitempty"`
    License  *License `json:"license,omitempty"`
}

func (l RepositoryLicense) String() string {
    return Stringify(l)
}

// License represents an open source license.
type License struct {
    Key *string `json:"key,omitempty"`
    Name *string `json:"name,omitempty"`
    URL *string `json:"url,omitempty"`

    SPDXID *string `json:"spdx_id,omitempty"`
    HTMLURL *string `json:"html_url,omitempty"`
    Featured *bool `json:"featured,omitempty"`
    Description *string `json:"description,omitempty"`
    Implementation *string `json:"implementation,omitempty"`
    Permissions *[]string `json:"permissions,omitempty"`
}

```



```

Conditions    *[]string `json:"conditions,omitempty"`
Limitations   *[]string `json:"limitations,omitempty"`
Body          *string   `json:"body,omitempty"`
}

func (l License) String() string {
    return Stringify(l)
}

// List popular open source licenses.
//
// GitHub API docs: https://docs.github.com/en/rest/licenses/#list-all-licenses
func (s
    *LicensesService) List(ctx context.Context) ([]*License, *Response, error) {
    req, err := s.client.NewRequest("GET", "licenses", nil)
    if err != nil {
        return nil, nil, err
    }

    var licenses []*License
    resp, err := s.client.Do(ctx, req, &licenses)
    if err != nil {
        return nil, resp, err
    }

    return licenses, resp, nil
}

// Get extended metadata for one license.
//
// GitHub API docs: https://docs.github.com/en/rest/licenses#get-a-license
func (s *LicensesService) Get(ctx context.Context, licenseName string) (*License, *Response, error) {
    u := fmt.Sprintf("licenses/%s", licenseName)

    req, err := s.client.NewRequest("GET", u, nil)
    if err != nil {
        return nil, nil, err
    }

    license := new(License)
    resp, err := s.client.Do(ctx, req, license)
    if err != nil {
        return nil, resp, err
    }

    return license, resp, nil
}

```

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1.296 go-openapi 0.24.1

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package spec

```
import (
    "encoding/json"
    "testing"
```

```

"github.com/stretchr/testify/assert"
)

var license = License{
    LicenseProps: LicenseProps{Name: "the name", URL: "the url"},
    VendorExtensible: VendorExtensible{Extensions: map[string]interface{}{"x-license": "custom term"}}}

const licenseJSON = `{
    "name": "the name",
    "url": "the url",
    "x-license": "custom term"
}`

func TestIntegrationLicense(t
    *testing.T) {

    // const licenseYAML = "name: the name\nurl: the url\n"

    b, err := json.MarshalIndent(license, "", "\t")
    if assert.NoError(t, err) {
        assert.Equal(t, licenseJSON, string(b))
    }

    actual := License{}
    err = json.Unmarshal([]byte(licenseJSON), &actual)
    if assert.NoError(t, err) {
        assert.EqualValues(t, license, actual)
    }
}

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package spec

import (
    "encoding/json"

```



```

"github.com/go-openapi/swag"
)

// License information for the exposed API.
//
// For more information: http://goo.gl/8us55a#licenseObject
type License struct {
    LicenseProps
    VendorExtensible
}

// LicenseProps holds the properties of a License object
type LicenseProps struct {
    Name string `json:"name,omitempty"`
    URL  string `json:"url,omitempty"`
}

// UnmarshalJSON
hydrates License from json
func (l *License) UnmarshalJSON(data []byte) error {
    if err := json.Unmarshal(data, &l.LicenseProps); err != nil {
        return err
    }
    return json.Unmarshal(data, &l.VendorExtensible)
}

// MarshalJSON produces License as json
func (l License) MarshalJSON() ([]byte, error) {
    b1, err := json.Marshal(l.LicenseProps)
    if err != nil {
        return nil, err
    }
    b2, err := json.Marshal(l.VendorExtensible)
    if err != nil {
        return nil, err
    }
    return swag.ConcatJSON(b1, b2), nil
}

```

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

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1.308 backoff 4.1.3

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1.309 exporter-toolkit v0.7.1

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1.310 golang-protobuf-extensions 1.0.2

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1.311 go-md2man v2.0.2

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1.312 stretchr-testify v1.8.0

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1.313 sqlx v1.3.5

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1.314 grafana-grafana-azure-sdk-go 1.3.0

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1.315 gofrs-uuid 4.3.0+incompatible

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1.316 x-sync v0.0.0-20220722155255-886fb9371eb4

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1.317 x-sys v0.0.0-20220728004956-3c1f35247d10

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1.318 go-git-go-billy 5.3.1

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1.319 go-git-go-git 5.4.2

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1.320 go-shortid 0.0.0-20171029131806-771a37caa5cf

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1.321 x-time v0.0.0-20220609170525-579cf78fd858

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1.322 x-text 0.4.0

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1.323 klauspost-compress 1.15.2

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Files: internal/snapref/*

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1.324 gomodule-redigo 1.8.9

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1.325 go-openapi-errors 0.20.3

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1.326 sqlite 3.39.4

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```
/*
** CAPI3REF: Configuration Options
** KEYWORDS: {configuration option}
**
** These constants are the available integer configuration options that
** can be passed as the first argument to the [sqlite3_config()] interface.
**
** New configuration options may be added in future releases of SQLite.
** Existing configuration options might be discontinued. Applications
** should check the return code from [sqlite3_config()] to make sure that
** the call worked. The [sqlite3_config()] interface will return a
** non-zero [error code] if a discontinued or unsupported configuration option
** is invoked.
**
```



```

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

```

** The argument specifies
 ** alternative low-level memory allocation routines to be used in place of
 ** the memory allocation routines built into SQLite.)^ ^SQLite makes
 ** its own private copy of the content of the [sqlite3_mem_methods] structure
 ** before the [sqlite3_config()] call returns.</dd>
 **
 ** [[SQLITE_CONFIG_GETMALLOC]] <dt>SQLITE_CONFIG_GETMALLOC</dt>
 ** <dd> ^(The SQLITE_CONFIG_GETMALLOC option takes a single argument which
 ** is a pointer to an instance of the [sqlite3_mem_methods] structure.
 ** The [sqlite3_mem_methods]
 ** structure is filled with the currently defined memory allocation routines.)^
 ** This option can
 be used to overload the default memory allocation
 ** routines with a wrapper that simulations memory allocation failure or
 ** tracks memory usage, for example. </dd>
 **
 ** [[SQLITE_CONFIG_SMALL_MALLOC]] <dt>SQLITE_CONFIG_SMALL_MALLOC</dt>
 ** <dd> ^The SQLITE_CONFIG_SMALL_MALLOC option takes single argument of
 ** type int, interpreted as a boolean, which if true provides a hint to
 ** SQLite that it should avoid large memory allocations if possible.
 ** SQLite will run faster if it is free to make large memory allocations,
 ** but some application might prefer to run slower in exchange for
 ** guarantees about memory fragmentation that are possible if large
 ** allocations are avoided. This hint is normally off.
 ** </dd>
 **
 ** [[SQLITE_CONFIG_MEMSTATUS]] <dt>SQLITE_CONFIG_MEMSTATUS</dt>
 ** <dd> ^The SQLITE_CONFIG_MEMSTATUS option takes single argument of type int,
 ** interpreted as a boolean, which enables or disables the collection of
 ** memory allocation statistics. ^(When memory allocation
 statistics are
 ** disabled, the following SQLite interfaces become non-operational:
 **
 ** [sqlite3_hard_heap_limit64()]
 ** [sqlite3_memory_used()]
 ** [sqlite3_memory_highwater()]
 ** [sqlite3_soft_heap_limit64()]
 ** [sqlite3_status64()]
 **)^
 ** ^Memory allocation statistics are enabled by default unless SQLite is
 ** compiled with [SQLITE_DEFAULT_MEMSTATUS]=0 in which case memory
 ** allocation statistics are disabled by default.
 ** </dd>
 **
 ** [[SQLITE_CONFIG_SCRATCH]] <dt>SQLITE_CONFIG_SCRATCH</dt>
 ** <dd> The SQLITE_CONFIG_SCRATCH option is no longer used.
 ** </dd>
 **

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

SQLITE_CONFIG_HEAP <dt>SQLITE_CONFIG_HEAP</dt>
 <dd> ^The SQLITE_CONFIG_HEAP option specifies a static memory buffer that SQLite will use for all of its dynamic memory allocation needs beyond those provided for by [SQLITE_CONFIG_PAGECACHE].
 ^The SQLITE_CONFIG_HEAP option is only available if SQLite is compiled with either [SQLITE_ENABLE_MEMSYS3] or [SQLITE_ENABLE_MEMSYS5] and returns [SQLITE_ERROR] if invoked otherwise.
 ^There are three arguments to SQLITE_CONFIG_HEAP:
 An 8-byte aligned pointer to the memory,
 the number of bytes in the memory buffer, and the minimum allocation size.
 ^If the first pointer (the memory pointer) is NULL, then SQLite reverts to using its default memory allocator (the system malloc() implementation), undoing any prior invocation of [SQLITE_CONFIG_MALLOC]. ^If the memory pointer is not NULL then the alternative memory allocator is engaged to handle all of SQLite's memory allocation needs.

** The first pointer (the memory pointer) must be aligned to an 8-byte
 ** boundary or subsequent behavior of SQLite will be undefined.
 ** The minimum allocation size is capped at 2**12. Reasonable values
 ** for the minimum allocation size are 2**5 through 2**8.</dd>
 **
 ** [[SQLITE_CONFIG_MUTEX]] <dt>SQLITE_CONFIG_MUTEX</dt>
 ** <dd> ^(The SQLITE_CONFIG_MUTEX option takes a single argument which is a
 ** pointer to an instance of the [sqlite3_mutex_methods] structure.
 ** The argument specifies alternative low-level mutex routines to be used
 ** in place the mutex routines built into SQLite.)^ ^SQLite makes a copy of
 ** the
 content of the [sqlite3_mutex_methods] structure before the call to
 ** [sqlite3_config()] returns. ^If SQLite is compiled with
 ** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
 ** the entire mutexing subsystem is omitted from the build and hence calls to
 ** [sqlite3_config()] with the SQLITE_CONFIG_MUTEX configuration option will
 ** return [SQLITE_ERROR].</dd>
 **
 ** [[SQLITE_CONFIG_GETMUTEX]] <dt>SQLITE_CONFIG_GETMUTEX</dt>
 ** <dd> ^(The SQLITE_CONFIG_GETMUTEX option takes a single argument which
 ** is a pointer to an instance of the [sqlite3_mutex_methods] structure. The
 ** [sqlite3_mutex_methods]
 ** structure is filled with the currently defined mutex routines.)^
 ** This option can be used to overload the default mutex allocation
 ** routines with a wrapper used to track mutex usage for performance
 ** profiling or testing, for example. ^If SQLite is compiled with
 ** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
 ** the entire mutexing
 subsystem is omitted from the build and hence calls to
 ** [sqlite3_config()] with the SQLITE_CONFIG_GETMUTEX configuration option will
 ** return [SQLITE_ERROR].</dd>
 **
 ** [[SQLITE_CONFIG_LOOKASIDE]] <dt>SQLITE_CONFIG_LOOKASIDE</dt>
 ** <dd> ^(The SQLITE_CONFIG_LOOKASIDE option takes two arguments that determine
 ** the default size of lookaside memory on each [database connection].
 ** The first argument is the
 ** size of each lookaside buffer slot and the second is the number of
 ** slots allocated to each database connection.)^ ^([SQLITE_CONFIG_LOOKASIDE
 ** sets the <i>default</i> lookaside size. The [SQLITE_DBCONFIG_LOOKASIDE]
 ** option to [sqlite3_db_config()] can be used to change the lookaside
 ** configuration on individual connections.)^ </dd>
 **
 ** [[SQLITE_CONFIG_PCACHE2]] <dt>SQLITE_CONFIG_PCACHE2</dt>
 ** <dd> ^(The SQLITE_CONFIG_PCACHE2 option takes a single argument which is
 ** a pointer to an [sqlite3_pcache_methods2] object. This object specifies
 ** the interface to a custom
 page cache implementation.)^
 ** ^SQLite makes a copy of the [sqlite3_pcache_methods2] object.</dd>

****** `[[SQLITE_CONFIG_GETPCACHE2]]` <dt>SQLITE_CONFIG_GETPCACHE2</dt>
****** <dd> ^The SQLITE_CONFIG_GETPCACHE2 option takes a single argument which
****** is a pointer to an `[sqlite3_pcache_methods2]` object. SQLite copies of
****** the current page cache implementation into that object.)^ </dd>

****** `[[SQLITE_CONFIG_LOG]]` <dt>SQLITE_CONFIG_LOG</dt>
****** <dd> The SQLITE_CONFIG_LOG option is used to configure the SQLite
****** global [error log].
****** (^The SQLITE_CONFIG_LOG option takes two arguments: a pointer to a
****** function with a call signature of `void (*)(void*,int,const char*)`,
****** and a pointer to void. ^If the function pointer is not NULL, it is
****** invoked by `[sqlite3_log()]` to process each logging event. ^If the
****** function pointer is NULL, the `[sqlite3_log()]` interface becomes a no-op.
****** ^The void pointer that is the second argument to SQLITE_CONFIG_LOG is
****** passed through as the first parameter
****** to the application-defined logger
****** function whenever that function is invoked. ^The second parameter to
****** the logger function is a copy of the first parameter to the corresponding
****** `[sqlite3_log()]` call and is intended to be a [result code] or an
****** [extended result code]. ^The third parameter passed to the logger is
****** log message after formatting via `[sqlite3_snprintf()]`.
****** The SQLite logging interface is not reentrant; the logger function
****** supplied by the application must not invoke any SQLite interface.
****** In a multi-threaded application, the application-defined logger
****** function must be threadsafe. </dd>

****** `[[SQLITE_CONFIG_URI]]` <dt>SQLITE_CONFIG_URI
****** <dd>^(The SQLITE_CONFIG_URI option takes a single argument of type int.
****** If non-zero, then URI handling is globally enabled. If the parameter is zero,
****** then URI handling is globally disabled.)^ ^If URI handling is globally
****** enabled, all filenames passed to `[sqlite3_open()]`, `[sqlite3_open_v2()]`,
****** `[sqlite3_open16()]`
****** or
****** specified as part of [ATTACH] commands are interpreted as URIs, regardless
****** of whether or not the [SQLITE_OPEN_URI] flag is set when the database
****** connection is opened. ^If it is globally disabled, filenames are
****** only interpreted as URIs if the SQLITE_OPEN_URI flag is set when the
****** database connection is opened. ^By default, URI handling is globally
****** disabled. The default value may be changed by compiling with the
****** [SQLITE_USE_URI] symbol defined.)^

****** `[[SQLITE_CONFIG_COVERING_INDEX_SCAN]]` <dt>SQLITE_CONFIG_COVERING_INDEX_SCAN
****** <dd>^The SQLITE_CONFIG_COVERING_INDEX_SCAN option takes a single integer
****** argument which is interpreted as a boolean in order to enable or disable
****** the use of covering indices for full table scans in the query optimizer.
****** ^The default setting is determined
****** by the [SQLITE_ALLOW_COVERING_INDEX_SCAN] compile-time option, or is "on"

** if that compile-time option is omitted.
 ** The ability to disable the use of covering indices
 for full table scans
 ** is because some incorrectly coded legacy applications might malfunction
 ** when the optimization is enabled. Providing the ability to
 ** disable the optimization allows the older, buggy application code to work
 ** without change even with newer versions of SQLite.
 **
 ** [[SQLITE_CONFIG_PCACHE]] [[SQLITE_CONFIG_GETPCACHE]]
 ** <dt>SQLITE_CONFIG_PCACHE and SQLITE_CONFIG_GETPCACHE
 ** <dd> These options are obsolete and should not be used by new code.
 ** They are retained for backwards compatibility but are now no-ops.
 ** </dd>
 **
 ** [[SQLITE_CONFIG_SQLLOG]]
 ** <dt>SQLITE_CONFIG_SQLLOG
 ** <dd>This option is only available if sqlite is compiled with the
 ** [SQLITE_ENABLE_SQLLOG] pre-processor macro defined. The first argument should
 ** be a pointer to a function of type void(*)(void*,sqlite3*,const char*, int).
 ** The second should be of type (void*). The callback is invoked by the library
 ** in three separate circumstances, identified by the value passed as the
 **
 fourth parameter. If the fourth parameter is 0, then the database connection
 ** passed as the second argument has just been opened. The third argument
 ** points to a buffer containing the name of the main database file. If the
 ** fourth parameter is 1, then the SQL statement that the third parameter
 ** points to has just been executed. Or, if the fourth parameter is 2, then
 ** the connection being passed as the second parameter is being closed. The
 ** third parameter is passed NULL in this case. An example of using this
 ** configuration option can be seen in the "test_sqllog.c" source file in
 ** the canonical SQLite source tree.</dd>
 **
 ** [[SQLITE_CONFIG_MMAP_SIZE]]
 ** <dt>SQLITE_CONFIG_MMAP_SIZE
 ** <dd>^SQLITE_CONFIG_MMAP_SIZE takes two 64-bit integer (sqlite3_int64) values
 ** that are the default mmap size limit (the default setting for
 ** [PRAGMA mmap_size]) and the maximum allowed mmap size limit.
 ** ^The default setting can be overridden by each database connection using
 ** either
 the [PRAGMA mmap_size] command, or by using the
 ** [SQLITE_FCNTL_MMAP_SIZE] file control. ^The maximum allowed mmap size
 ** will be silently truncated if necessary so that it does not exceed the
 ** compile-time maximum mmap size set by the
 ** [SQLITE_MAX_MMAP_SIZE] compile-time option.)^
 ** ^If either argument to this option is negative, then that argument is
 ** changed to its compile-time default.
 **
 ** [[SQLITE_CONFIG_WIN32_HEAPSIZE]]

**** <dt>SQLITE_CONFIG_WIN32_HEAPSIZE**
**** <dd>^The SQLITE_CONFIG_WIN32_HEAPSIZE option is only available if SQLite is**
**** compiled for Windows with the [SQLITE_WIN32_MALLOC] pre-processor macro**
**** defined. ^SQLITE_CONFIG_WIN32_HEAPSIZE takes a 32-bit unsigned integer value**
**** that specifies the maximum size of the created heap.**

**** [[SQLITE_CONFIG_PCACHE_HDRSZ]]**
**** <dt>SQLITE_CONFIG_PCACHE_HDRSZ**
**** <dd>^The SQLITE_CONFIG_PCACHE_HDRSZ option takes a single parameter which**
**** is a pointer to an integer and writes into that integer the number of extra**

 bytes per page required for each page in [SQLITE_CONFIG_PAGECACHE].
**** The amount of extra space required can change depending on the compiler,**
**** target platform, and SQLite version.**

**** [[SQLITE_CONFIG_PMASZ]]**
**** <dt>SQLITE_CONFIG_PMASZ**
**** <dd>^The SQLITE_CONFIG_PMASZ option takes a single parameter which**
**** is an unsigned integer and sets the "Minimum PMA Size" for the multithreaded**
**** sorter to that integer. The default minimum PMA Size is set by the**
**** [SQLITE_SORTER_PMASZ] compile-time option. New threads are launched**
**** to help with sort operations when multithreaded sorting**
**** is enabled (using the [PRAGMA threads] command) and the amount of content**
**** to be sorted exceeds the page size times the minimum of the**
**** [PRAGMA cache_size] setting and this value.**

**** [[SQLITE_CONFIG_STMTJRNL_SPILL]]**
**** <dt>SQLITE_CONFIG_STMTJRNL_SPILL**
**** <dd>^The SQLITE_CONFIG_STMTJRNL_SPILL option takes a single parameter which**
**** becomes the [statement journal] spill-to-disk threshold.**

 [Statement journals] are held in memory until their size (in bytes)
**** exceeds this threshold, at which point they are written to disk.**
**** Or if the threshold is -1, statement journals are always held**
**** exclusively in memory.**
**** Since many statement journals never become large, setting the spill**
**** threshold to a value such as 64KiB can greatly reduce the amount of**
**** I/O required to support statement rollback.**
**** The default value for this setting is controlled by the**
**** [SQLITE_STMTJRNL_SPILL] compile-time option.**

**** [[SQLITE_CONFIG_SORTERREF_SIZE]]**
**** <dt>SQLITE_CONFIG_SORTERREF_SIZE**
**** <dd>The SQLITE_CONFIG_SORTERREF_SIZE option accepts a single parameter**
**** of type (int) - the new value of the sorter-reference size threshold.**
**** Usually, when SQLite uses an external sort to order records according**
**** to an ORDER BY clause, all fields required by the caller are present in the**
**** sorted records. However, if SQLite determines based on the declared type**

** of a table column that
 its values are likely to be very large - larger
 ** than the configured sorter-reference size threshold - then a reference
 ** is stored in each sorted record and the required column values loaded
 ** from the database as records are returned in sorted order. The default
 ** value for this option is to never use this optimization. Specifying a
 ** negative value for this option restores the default behaviour.
 ** This option is only available if SQLite is compiled with the
 ** [SQLITE_ENABLE_SORTER_REFERENCES] compile-time option.
 **
 ** [[SQLITE_CONFIG_MEMDB_MAXSIZE]]
 ** <dt>SQLITE_CONFIG_MEMDB_MAXSIZE
 ** <dd>The SQLITE_CONFIG_MEMDB_MAXSIZE option accepts a single parameter
 ** [sqlite3_int64] parameter which is the default maximum size for an in-memory
 ** database created using [sqlite3_deserialize()]. This default maximum
 ** size can be adjusted up or down for individual databases using the
 ** [SQLITE_FCNTL_SIZE_LIMIT] [sqlite3_file_control|file-control]. If this
 ** configuration setting is
 never used, then the default maximum is determined
 ** by the [SQLITE_MEMDB_DEFAULT_MAXSIZE] compile-time option. If that
 ** compile-time option is not set, then the default maximum is 1073741824.
 ** </dl>
 */

Found in path(s):

* /sqlite-amalgamation-3390400-1-zip/sqlite-amalgamation-3390400/sqlite3.h

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

/*
 ** CAPI3REF: Configuration Options
 ** KEYWORDS: {configuration option}
 **
 ** These constants are the available integer configuration options that
 ** can be passed as the first argument to the [sqlite3_config()] interface.
 **
 ** New configuration options may be added in future releases of SQLite.
 ** Existing configuration options might be discontinued. Applications
 ** should check the return code from [sqlite3_config()] to make sure that
 ** the call worked. The [sqlite3_config()] interface will return a
 ** non-zero [error code] if a discontinued or unsupported configuration option
 ** is invoked.
 **
 ** <dl>
 ** [[SQLITE_CONFIG_SINGLETHREAD]] <dt>SQLITE_CONFIG_SINGLETHREAD</dt>
 ** <dd>There are no arguments to this option. ^This option sets the
 ** [threading mode] to Single-thread. In other words, it disables
 ** all mutexing and puts SQLite into a mode where it can only be used
 ** by a single thread. ^If SQLite

is compiled with

**** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then**

**** it is not possible to change the [threading mode] from its default**

**** value of Single-thread and so [sqlite3_config()] will return**

**** [SQLITE_ERROR] if called with the SQLITE_CONFIG_SINGLETHREAD**

**** configuration option.</dd>**

**** [[SQLITE_CONFIG_MULTITHREAD]] <dt>SQLITE_CONFIG_MULTITHREAD</dt>**

**** <dd>There are no arguments to this option. ^This option sets the**

**** [threading mode] to Multi-thread. In other words, it disables**

**** mutexing on [database connection] and [prepared statement] objects.**

**** The application is responsible for serializing access to**

**** [database connections] and [prepared statements]. But other mutexes**

**** are enabled so that SQLite will be safe to use in a multi-threaded**

**** environment as long as no two threads attempt to use the same**

**** [database connection] at the same time. ^If SQLite is compiled with**

**** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option**

then

**** it is not possible to set the Multi-thread [threading mode] and**

**** [sqlite3_config()] will return [SQLITE_ERROR] if called with the**

**** SQLITE_CONFIG_MULTITHREAD configuration option.</dd>**

**** [[SQLITE_CONFIG_SERIALIZED]] <dt>SQLITE_CONFIG_SERIALIZED</dt>**

**** <dd>There are no arguments to this option. ^This option sets the**

**** [threading mode] to Serialized. In other words, this option enables**

**** all mutexes including the recursive**

**** mutexes on [database connection] and [prepared statement] objects.**

**** In this mode (which is the default when SQLite is compiled with**

**** [SQLITE_THREADSAFE=1]) the SQLite library will itself serialize access**

**** to [database connections] and [prepared statements] so that the**

**** application is free to use the same [database connection] or the**

**** same [prepared statement] in different threads at the same time.**

**** ^If SQLite is compiled with**

**** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then**

**** it is not possible to set the**

Serialized [threading mode] and

**** [sqlite3_config()] will return [SQLITE_ERROR] if called with the**

**** SQLITE_CONFIG_SERIALIZED configuration option.</dd>**

**** [[SQLITE_CONFIG_MALLOC]] <dt>SQLITE_CONFIG_MALLOC</dt>**

**** <dd> ^The SQLITE_CONFIG_MALLOC option takes a single argument which is**

**** a pointer to an instance of the [sqlite3_mem_methods] structure.**

**** The argument specifies**

**** alternative low-level memory allocation routines to be used in place of**

**** the memory allocation routines built into SQLite.)^ ^SQLite makes**

**** its own private copy of the content of the [sqlite3_mem_methods] structure**

**** before the [sqlite3_config()] call returns.</dd>**

SQLITE_CONFIG_GETMALLOC `SQLITE_CONFIG_GETMALLOC`
 The `SQLITE_CONFIG_GETMALLOC` option takes a single argument which is a pointer to an instance of the `[sqlite3_mem_methods]` structure. The `[sqlite3_mem_methods]` structure is filled with the currently defined memory allocation routines.)[^] This option can be used to overload the default memory allocation routines with a wrapper that simulations memory allocation failure or tracks memory usage, for example.

SQLITE_CONFIG_SMALL_MALLOC `SQLITE_CONFIG_SMALL_MALLOC`
 The `SQLITE_CONFIG_SMALL_MALLOC` option takes single argument of type `int`, interpreted as a boolean, which if true provides a hint to SQLite that it should avoid large memory allocations if possible. SQLite will run faster if it is free to make large memory allocations, but some application might prefer to run slower in exchange for guarantees about memory fragmentation that are possible if large allocations are avoided. This hint is normally off.

SQLITE_CONFIG_MEMSTATUS `SQLITE_CONFIG_MEMSTATUS`
 The `SQLITE_CONFIG_MEMSTATUS` option takes single argument of type `int`, interpreted as a boolean, which enables or disables the collection of memory allocation statistics. [^](When memory allocation statistics are disabled, the following SQLite interfaces become non-operational:

- `[sqlite3_hard_heap_limit64()]`
- `[sqlite3_memory_used()]`
- `[sqlite3_memory_highwater()]`
- `[sqlite3_soft_heap_limit64()]`
- `[sqlite3_status64()]`

[^]Memory allocation statistics are enabled by default unless SQLite is compiled with `[SQLITE_DEFAULT_MEMSTATUS]=0` in which case memory allocation statistics are disabled by default.

SQLITE_CONFIG_SCRATCH `SQLITE_CONFIG_SCRATCH`
 The `SQLITE_CONFIG_SCRATCH` option is no longer used.

SQLITE_CONFIG_PAGECACHE `SQLITE_CONFIG_PAGECACHE`
 The `SQLITE_CONFIG_PAGECACHE` option specifies a memory pool that SQLite can use for the database page cache with the default page cache implementation. This configuration option is a no-op if an application-defined page cache implementation is loaded using the `[SQLITE_CONFIG_PCACHE2]`.

**
 ^There are three arguments to SQLITE_CONFIG_PAGECACHE: A pointer to
 ** 8-byte aligned memory (pMem), the size of each page cache line (sz),
 ** and the number of cache lines (N).
 ** The sz argument should be the size of the largest database page
 ** (a power of two between 512 and 65536) plus some extra bytes for each
 ** page header. ^The number of extra bytes needed by the page header
 ** can be determined using [SQLITE_CONFIG_PCACHE_HDRSZ].
 ** ^It is harmless, apart from the wasted memory,
 ** for the sz parameter to be larger than necessary. The pMem
 ** argument must be either a NULL pointer or a pointer to an 8-byte
 ** aligned block of memory of at least sz*N bytes, otherwise
 ** subsequent behavior is undefined.
 ** ^When pMem is not NULL, SQLite will strive to use the memory provided
 ** to satisfy page cache needs, falling back to [sqlite3_malloc()] if
 ** a page cache line is larger than sz bytes or if all of the pMem buffer
 ** is exhausted.
 ** ^If pMem is NULL and N is non-zero, then
 each database connection
 ** does an initial bulk allocation for page cache memory
 ** from [sqlite3_malloc()] sufficient for N cache lines if N is positive or
 ** of -1024*N bytes if N is negative, . ^If additional
 ** page cache memory is needed beyond what is provided by the initial
 ** allocation, then SQLite goes to [sqlite3_malloc()] separately for each
 ** additional cache line. </dd>
 **
 ** [[SQLITE_CONFIG_HEAP]] <dt>SQLITE_CONFIG_HEAP</dt>
 ** <dd> ^The SQLITE_CONFIG_HEAP option specifies a static memory buffer
 ** that SQLite will use for all of its dynamic memory allocation needs
 ** beyond those provided for by [SQLITE_CONFIG_PAGECACHE].
 ** ^The SQLITE_CONFIG_HEAP option is only available if SQLite is compiled
 ** with either [SQLITE_ENABLE_MEMSYS3] or [SQLITE_ENABLE_MEMSYS5] and returns
 ** [SQLITE_ERROR] if invoked otherwise.
 ** ^There are three arguments to SQLITE_CONFIG_HEAP:
 ** An 8-byte aligned pointer to the memory,
 ** the number of bytes in the memory buffer, and the minimum
 allocation size.
 ** ^If the first pointer (the memory pointer) is NULL, then SQLite reverts
 ** to using its default memory allocator (the system malloc() implementation),
 ** undoing any prior invocation of [SQLITE_CONFIG_MALLOC]. ^If the
 ** memory pointer is not NULL then the alternative memory
 ** allocator is engaged to handle all of SQLites memory allocation needs.
 ** The first pointer (the memory pointer) must be aligned to an 8-byte
 ** boundary or subsequent behavior of SQLite will be undefined.
 ** The minimum allocation size is capped at 2**12. Reasonable values
 ** for the minimum allocation size are 2**5 through 2**8.</dd>
 **
 ** [[SQLITE_CONFIG_MUTEX]] <dt>SQLITE_CONFIG_MUTEX</dt>

** <dd> ^The SQLITE_CONFIG_MUTEX option takes a single argument which is a
 ** pointer to an instance of the [sqlite3_mutex_methods] structure.
 ** The argument specifies alternative low-level mutex routines to be used
 ** in place the mutex routines built into SQLite.)^ ^SQLite makes a copy of
 ** the
 content of the [sqlite3_mutex_methods] structure before the call to
 ** [sqlite3_config()] returns. ^If SQLite is compiled with
 ** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
 ** the entire mutexing subsystem is omitted from the build and hence calls to
 ** [sqlite3_config()] with the SQLITE_CONFIG_MUTEX configuration option will
 ** return [SQLITE_ERROR].</dd>
 **
 ** [[SQLITE_CONFIG_GETMUTEX]] <dt>SQLITE_CONFIG_GETMUTEX</dt>
 ** <dd> ^The SQLITE_CONFIG_GETMUTEX option takes a single argument which
 ** is a pointer to an instance of the [sqlite3_mutex_methods] structure. The
 ** [sqlite3_mutex_methods]
 ** structure is filled with the currently defined mutex routines.)^
 ** This option can be used to overload the default mutex allocation
 ** routines with a wrapper used to track mutex usage for performance
 ** profiling or testing, for example. ^If SQLite is compiled with
 ** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
 ** the entire mutexing
 subsystem is omitted from the build and hence calls to
 ** [sqlite3_config()] with the SQLITE_CONFIG_GETMUTEX configuration option will
 ** return [SQLITE_ERROR].</dd>
 **
 ** [[SQLITE_CONFIG_LOOKASIDE]] <dt>SQLITE_CONFIG_LOOKASIDE</dt>
 ** <dd> ^The SQLITE_CONFIG_LOOKASIDE option takes two arguments that determine
 ** the default size of lookaside memory on each [database connection].
 ** The first argument is the
 ** size of each lookaside buffer slot and the second is the number of
 ** slots allocated to each database connection.)^ ^SQLITE_CONFIG_LOOKASIDE
 ** sets the <i>default</i> lookaside size. The [SQLITE_DBCONFIG_LOOKASIDE]
 ** option to [sqlite3_db_config()] can be used to change the lookaside
 ** configuration on individual connections.)^ </dd>
 **
 ** [[SQLITE_CONFIG_PCACHE2]] <dt>SQLITE_CONFIG_PCACHE2</dt>
 ** <dd> ^The SQLITE_CONFIG_PCACHE2 option takes a single argument which is
 ** a pointer to an [sqlite3_pcache_methods2] object. This object specifies
 ** the interface to a custom
 page cache implementation.)^
 ** ^SQLite makes a copy of the [sqlite3_pcache_methods2] object.</dd>
 **
 ** [[SQLITE_CONFIG_GETPCACHE2]] <dt>SQLITE_CONFIG_GETPCACHE2</dt>
 ** <dd> ^The SQLITE_CONFIG_GETPCACHE2 option takes a single argument which
 ** is a pointer to an [sqlite3_pcache_methods2] object. SQLite copies of
 ** the current page cache implementation into that object.)^ </dd>
 **

SQLITE_CONFIG_LOG `<dt>SQLITE_CONFIG_LOG</dt>`
<dd> The `SQLITE_CONFIG_LOG` option is used to configure the SQLite global [error log].
 ^The `SQLITE_CONFIG_LOG` option takes two arguments: a pointer to a function with a call signature of `void*(*)(void*,int,const char*)`, and a pointer to void. ^If the function pointer is not NULL, it is invoked by `[sqlite3_log()]` to process each logging event. ^If the function pointer is NULL, the `[sqlite3_log()]` interface becomes a no-op.
 ^The void pointer that is the second argument to `SQLITE_CONFIG_LOG` is passed through as the first parameter to the application-defined logger function whenever that function is invoked. ^The second parameter to the logger function is a copy of the first parameter to the corresponding `[sqlite3_log()]` call and is intended to be a [result code] or an [extended result code]. ^The third parameter passed to the logger is log message after formatting via `[sqlite3_snprintf()]`.
 The SQLite logging interface is not reentrant; the logger function supplied by the application must not invoke any SQLite interface. In a multi-threaded application, the application-defined logger function must be threadsafe. **</dd>**

SQLITE_CONFIG_URI `<dt>SQLITE_CONFIG_URI`
<dd> ^The `SQLITE_CONFIG_URI` option takes a single argument of type int. If non-zero, then URI handling is globally enabled. If the parameter is zero, then URI handling is globally disabled. ^If URI handling is globally enabled, all filenames passed to `[sqlite3_open()]`, `[sqlite3_open_v2()]`, `[sqlite3_open16()]`
 or
 specified as part of `[ATTACH]` commands are interpreted as URIs, regardless of whether or not the `SQLITE_OPEN_URI` flag is set when the database connection is opened. ^If it is globally disabled, filenames are only interpreted as URIs if the `SQLITE_OPEN_URI` flag is set when the database connection is opened. ^By default, URI handling is globally disabled. The default value may be changed by compiling with the `SQLITE_USE_URI` symbol defined. ^

SQLITE_CONFIG_COVERING_INDEX_SCAN `<dt>SQLITE_CONFIG_COVERING_INDEX_SCAN`
<dd> ^The `SQLITE_CONFIG_COVERING_INDEX_SCAN` option takes a single integer argument which is interpreted as a boolean in order to enable or disable the use of covering indices for full table scans in the query optimizer.
 ^The default setting is determined by the `SQLITE_ALLOW_COVERING_INDEX_SCAN` compile-time option, or is "on" if that compile-time option is omitted.
 The ability to disable the use of covering indices for full table scans is because some incorrectly coded legacy applications might malfunction when the optimization is enabled. Providing the ability to disable the optimization allows the older, buggy application code to work

** without change even with newer versions of SQLite.
 **

** [[SQLITE_CONFIG_PCACHE]] [[SQLITE_CONFIG_GETPCACHE]]
 ** <dt>SQLITE_CONFIG_PCACHE and SQLITE_CONFIG_GETPCACHE
 ** <dd> These options are obsolete and should not be used by new code.
 ** They are retained for backwards compatibility but are now no-ops.
 ** </dd>
 **

** [[SQLITE_CONFIG_SQLLOG]]
 ** <dt>SQLITE_CONFIG_SQLLOG
 ** <dd>This option is only available if sqlite is compiled with the
 ** [SQLITE_ENABLE_SQLLOG] pre-processor macro defined. The first argument should
 ** be a pointer to a function of type void(*)(void*,sqlite3*,const char*, int).
 ** The second should be of type (void*). The callback is invoked by the library
 ** in three separate circumstances, identified by the value passed as the
 **
 fourth parameter. If the fourth parameter is 0, then the database connection
 ** passed as the second argument has just been opened. The third argument
 ** points to a buffer containing the name of the main database file. If the
 ** fourth parameter is 1, then the SQL statement that the third parameter
 ** points to has just been executed. Or, if the fourth parameter is 2, then
 ** the connection being passed as the second parameter is being closed. The
 ** third parameter is passed NULL in this case. An example of using this
 ** configuration option can be seen in the "test_sqllog.c" source file in
 ** the canonical SQLite source tree.</dd>
 **

** [[SQLITE_CONFIG_MMAP_SIZE]]
 ** <dt>SQLITE_CONFIG_MMAP_SIZE
 ** <dd>^SQLITE_CONFIG_MMAP_SIZE takes two 64-bit integer (sqlite3_int64) values
 ** that are the default mmap size limit (the default setting for
 ** [PRAGMA mmap_size]) and the maximum allowed mmap size limit.
 ** ^The default setting can be overridden by each database connection using
 ** either
 the [PRAGMA mmap_size] command, or by using the
 ** [SQLITE_FCNTL_MMAP_SIZE] file control. ^The maximum allowed mmap size
 ** will be silently truncated if necessary so that it does not exceed the
 ** compile-time maximum mmap size set by the
 ** [SQLITE_MAX_MMAP_SIZE] compile-time option.)^
 ** ^If either argument to this option is negative, then that argument is
 ** changed to its compile-time default.
 **

** [[SQLITE_CONFIG_WIN32_HEAPSIZE]]
 ** <dt>SQLITE_CONFIG_WIN32_HEAPSIZE
 ** <dd>^The SQLITE_CONFIG_WIN32_HEAPSIZE option is only available if SQLite is
 ** compiled for Windows with the [SQLITE_WIN32_MALLOC] pre-processor macro
 ** defined. ^SQLITE_CONFIG_WIN32_HEAPSIZE takes a 32-bit unsigned integer value
 ** that specifies the maximum size of the created heap.
 **

**** [[SQLITE_CONFIG_PCACHE_HDRSZ]]**
**** <dt>SQLITE_CONFIG_PCACHE_HDRSZ**
**** <dd>^The SQLITE_CONFIG_PCACHE_HDRSZ option takes a single parameter which**
**** is a pointer to an integer and writes into that integer the number of extra**

 bytes per page required for each page in [SQLITE_CONFIG_PAGECACHE].
**** The amount of extra space required can change depending on the compiler,**
**** target platform, and SQLite version.**

**** [[SQLITE_CONFIG_PMASZ]]**
**** <dt>SQLITE_CONFIG_PMASZ**
**** <dd>^The SQLITE_CONFIG_PMASZ option takes a single parameter which**
**** is an unsigned integer and sets the "Minimum PMA Size" for the multithreaded**
**** sorter to that integer. The default minimum PMA Size is set by the**
**** [SQLITE_SORTER_PMASZ] compile-time option. New threads are launched**
**** to help with sort operations when multithreaded sorting**
**** is enabled (using the [PRAGMA threads] command) and the amount of content**
**** to be sorted exceeds the page size times the minimum of the**
**** [PRAGMA cache_size] setting and this value.**

**** [[SQLITE_CONFIG_STMTJRNL_SPILL]]**
**** <dt>SQLITE_CONFIG_STMTJRNL_SPILL**
**** <dd>^The SQLITE_CONFIG_STMTJRNL_SPILL option takes a single parameter which**
**** becomes the [statement journal] spill-to-disk threshold.**

 [Statement journals] are held in memory until their size (in bytes)
**** exceeds this threshold, at which point they are written to disk.**
**** Or if the threshold is -1, statement journals are always held**
**** exclusively in memory.**
**** Since many statement journals never become large, setting the spill**
**** threshold to a value such as 64KiB can greatly reduce the amount of**
**** I/O required to support statement rollback.**
**** The default value for this setting is controlled by the**
**** [SQLITE_STMTJRNL_SPILL] compile-time option.**

**** [[SQLITE_CONFIG_SORTERREF_SIZE]]**
**** <dt>SQLITE_CONFIG_SORTERREF_SIZE**
**** <dd>The SQLITE_CONFIG_SORTERREF_SIZE option accepts a single parameter**
**** of type (int) - the new value of the sorter-reference size threshold.**
**** Usually, when SQLite uses an external sort to order records according**
**** to an ORDER BY clause, all fields required by the caller are present in the**
**** sorted records. However, if SQLite determines based on the declared type**
**** of a table column that**
 its values are likely to be very large - larger
**** than the configured sorter-reference size threshold - then a reference**
**** is stored in each sorted record and the required column values loaded**
**** from the database as records are returned in sorted order. The default**
**** value for this option is to never use this optimization. Specifying a**

```

** negative value for this option restores the default behaviour.
** This option is only available if SQLite is compiled with the
** [SQLITE_ENABLE_SORTER_REFERENCES] compile-time option.
**
** [[SQLITE_CONFIG_MEMDB_MAXSIZE]]
** <dt>SQLITE_CONFIG_MEMDB_MAXSIZE
** <dd>The SQLITE_CONFIG_MEMDB_MAXSIZE option accepts a single parameter
** [sqlite3_int64] parameter which is the default maximum size for an in-memory
** database created using [sqlite3_deserialize()]. This default maximum
** size can be adjusted up or down for individual databases using the
** [SQLITE_FCNTL_SIZE_LIMIT] [sqlite3_file_control|file-control]. If this
** configuration setting is
    never used, then the default maximum is determined
** by the [SQLITE_MEMDB_DEFAULT_MAXSIZE] compile-time option. If that
** compile-time option is not set, then the default maximum is 1073741824.
** </dd>
** /
/*
** The "printf" code that follows dates from the 1980's. It is in
** the public domain.
**
*****
**
** This file contains code for a set of "printf"-like routines. These
** routines format strings much like the printf() from the standard C
** library, though the implementation here has enhancements to support
** SQLite.
** /
/*
** 2004 May 22
**
** The author disclaims copyright to this source code. In place of
** a legal notice, here is a blessing:
**
**   May you do good and not evil.
**   May you find forgiveness for yourself and forgive others.
**   May you share freely, never taking more than you give.
**
*****
**
** This file
    contains the VFS implementation for unix-like operating systems
** include Linux, MacOSX, *BSD, QNX, VxWorks, AIX, HPUX, and others.
**
** There are actually several different VFS implementations in this file.
** The differences are in the way that file locking is done. The default
** implementation uses Posix Advisory Locks. Alternative implementations
** use flock(), dot-files, various proprietary locking schemas, or simply

```



```

** skip locking all together.
**
** This source file is organized into divisions where the logic for various
** subfunctions is contained within the appropriate division. PLEASE
** KEEP THE STRUCTURE OF THIS FILE INTACT. New code should be placed
** in the correct division and should be clearly labeled.
**
** The layout of divisions is as follows:
**
** * General-purpose declarations and utility functions.
** * Unique file ID logic used by VxWorks.
** * Various locking primitive implementations (all except proxy locking):
**   + for Posix Advisory
Locks
**   + for no-op locks
**   + for dot-file locks
**   + for flock() locking
**   + for named semaphore locks (VxWorks only)
**   + for AFP filesystem locks (MacOSX only)
** * sqlite3_file methods not associated with locking.
** * Definitions of sqlite3_io_methods objects for all locking
**   methods plus "finder" functions for each locking method.
** * sqlite3_vfs method implementations.
** * Locking primitives for the proxy uber-locking-method. (MacOSX only)
** * Definitions of sqlite3_vfs objects for all locking methods
**   plus implementations of sqlite3_os_init() and sqlite3_os_end().
*/
/*
** Return a pointer to the "temporary page" buffer held internally
** by the pager. This is a buffer that is big enough to hold the
** entire content of a database page. This buffer is used internally
** during rollback and will be overwritten whenever a rollback
** occurs. But other modules are free to use it too, as long as
** no rollbacks are happening.
*/

Found
in path(s):
* /sqlite-amalgamation-3390400-1-zip/sqlite-amalgamation-3390400/sqlite3.c
No license file was found, but licenses were detected in source scan.

/* This will be more informative in a later version. */

Found in path(s):
* /sqlite-amalgamation-3390400-1-zip/sqlite-amalgamation-3390400/shell.c

```

1.327 go.etcd.io/etcd/api/v3 v3.5.4

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1.328 gosqlite 1.14.16

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1.329 tzdata 2022f-r1

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1.330 aws-sdk-go 1.44.109

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1.331 gosimple-unidecode 1.0.1

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1.332 sockjs 3.0.2

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1.348 ncurses-libs 6.3_p20211120-r1

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1.349 github.com/grafana/grafana-azure-sdk-go v1.3.0

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1.351 github.com/grafana/xorm v0.8.3- 0.20220614223926-2fcda7565af6

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1.352 units v0.0.0-20211218093645-b94a6e3cc137

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1.353 github.com/go-kit/log v0.2.1

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1.354 clockwork v0.3.0

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1.355 github.com/masterminds/semver v1.5.0

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1.356 [hashicorp-go-version](https://github.com/hashicorp/go-version) 1.3.0

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```
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1.362 musl 1.2.2-r8

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Authors/contributors include:

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Ada Worcester
Alex Dowad
Alex Suykov
Alexander Monakov
Andre McCurdy
Andrew Kelley
Anthony G. Basile
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1.363 grpc-gateway 2.7.0

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1.366 x-crypto v0.0.0-20220622213112-05595931fe9d

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1.369 github.com/blugelabs/ice v1.0.0

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1.371 libssl 1.1.1t-r1

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The End

1.372

github.com/blugelabs/bluge_segment_api

v0.2.0

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1.373 github.com/grafana/prometheus-alertmanager v0.24.1-0.20221012142027-823cd9150293

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1.374 sentry-go v0.13.0

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1.375 github.com/blevesearch/segment v0.9.0

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Ben Hinchley <benjaminhinchley@gmail.com>
Boris Popovschi <zyqsempai@mail.ru>
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1.377 github.com/blevesearch/snowballstem v0.9.0

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1.378 github.com/blevesearch/mmap-go

v1.0.4

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1.379 go.opentelemetry.io/proto/otlp v0.15.0

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1.380 gosqlite v1.14.16

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1.381 github.com/go-git/go-git/v5 v5.4.2

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1.382 github.com/roaringbitmap/roaring v0.9.4

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1.383 github.com/centrifugal/protocol v0.8.10

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1.384 x-oauth2 v0.0.0-20220608161450-d0670ef3b1eb

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1.385 github.com/grafana/saml v0.4.9-0.20230102094056-b61b9eb7c8b7

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1.386 github.com/grafana/grafana-plugin-sdk-go v0.139.0

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1.387 github.com/blugelabs/bluge v0.1.9

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1.388 github.com/blevesearch/go-porterstemmer v1.0.3

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1.389 google-golang-org-genproto v0.0.0-20220421151946-72621c1f0bd3

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1.390

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1.391 github.com/igm/sockjs-go/v3 v3.0.2

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1.392 github.com/gosimple/unidecode v1.0.1

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1.393 github.com/grafana/grafana-aws-sdk v0.10.8

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1.394 gofrs-uuid v4.3.0+incompatible

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1.395 x-xerrors v0.0.0-20220411194840-2f41105eb62f

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1.396 github.com/emicklei/proto v1.10.0

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1.397 github.com/protocolbuffers/txtpbfmt v0.0.0-20220428173112-74888fd59c2b

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1.404 libc6-compat 1.2.2-r8

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Authors/contributors include:

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Ada Worcester
Alex Dowad
Alex Suykov
Alexander Monakov
Andre McCurdy
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Anthony G. Basile
Aric Belsito
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1.405 compress v1.15.2

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Damian Gryski <dgryski@gmail.com>
Eric Buth <eric@topos.com>
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1.413 github.com/blevesearch/vellum v1.0.7

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1.414 github.com/dlmiddlecote/sqlstats v1.0.2

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1.415 github.com/wk8/go-ordered-map v1.0.0

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1.416 github.com/deepmap/oapi-codegen v1.10.1

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1.417 go-rendezvous 0.0.0-20200823014737-9f7001d12a5f

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1.418 browser 0.0.0-20210911075715-681adbf594b8

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1.419 githubcomgolangprotobuf v1.5.2

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1.420 json iterator go v1.1.12

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1.421 go-context v0.0.0-20150711004518-d14ea06fba99

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1.422 githubcommoderngorelect2 v1.0.2

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1.423 gcfg v1.5.0

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Danny Yoo <dannyoo@google.com>

James Kolb <jkolb@google.com>
Jonathan Amsterdam <jba@google.com>
Markus Zimmermann <markus.zimmermann@nethead.at> <markus.zimmermann@symflower.com>
<zimmski@gmail.com>
Matt Kovars <akaskik@gmail.com>
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1.431 github.com/go-logr/stdr v1.2.2

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1.437 masterminds-semver 1.5.0

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1.440 miekg-dns 1.1.43

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1.441 go-jose 2.5.1

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@subheading END OF TERMS AND CONDITIONS

@page

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Raul Silvera <rsilvera@google.com>

Tipp Moseley <tipp@google.com>

Hyoun Kyu Cho <netforce@google.com>

Martin Spier <spiermar@gmail.com>

Taco de Wolff <tacodewolff@gmail.com>

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1.467 logrus 1.8.1

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1.468 xxhash 2.1.2

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1.469 go-units 0.4.0

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1.470 color 1.13.0

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1.471 golang-snappy 0.0.4

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```

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Nigel Tao <nigeltao@golang.org>
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1.472 go-md2man 2.0.2

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1.473 go-cache 2.1.0+incompatible

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Dustin Sallings <dustin@spy.net>

Jason Mooberry <jasonmoo@me.com>

Sergey Shepelev <temotor@gmail.com>

Alex Edwards <ajmedwards@gmail.com>

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1.474 go-msgpack 0.5.5

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1.475 pierrec-lz4 4.1.8

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1.476 grpc-go 1.45.0

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1.478 easyjson 0.7.7

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1.479 go-jmespath 0.4.0

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1.480 google-uuid 1.3.0

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Paul Borman <borman@google.com>

bmatsuo

shawnps

theory

jboverfelt

dsymonds

cd1

wallclockbuilder

dansouza

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1.481 swag 0.22.3

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1.482 dario-mergo 0.3.12

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import: ../../../../fossene/db/schema/thing.yml

fields:

site: string

author: root

1.483 reflect2 1.0.2

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1.484 stdr 1.2.2

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1.489 etcd-api 3.5.4

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1.491 go-metro 0.0.0-20180109044635-280f6062b5bc

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1.494 analysis 0.21.4

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1.496 go-contrack 0.0.0-20190716064945-2f068394615f

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1.501 influxdb-client-go 2.6.0

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A

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```
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```

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```
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*/
(By Douglas Crockford <douglas@crockford.com>)
```

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*/
```

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```
// ISO C9x compliant stdint.h for Microsoft Visual Studio
// Based on ISO/IEC 9899:TC2 Committee draft (May 6, 2005) WG14/N1124
//
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*

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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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Hossein Zolfi <hossein.zolfi@gmail.com>
Iakov Davydov <iakov.davydov@unil.ch>
Igor

Mikushkin <igor.mikushkin@gmail.com>
Iskander Sharipov <quasilyte@gmail.com>
Jalem Raj Rohit <jrajrohit33@gmail.com>
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Janne Snabb <snabb@epipe.com>
Jeremy Atkinson <jchatkinson@gmail.com>
Jinesi Yelizati <i63888888@163.com>
Jon Richards <noj.richards@gmail.com>
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Jonas Schulze <jonas.schulze@ovgu.de>
Jonathan J Lawlor <jonathan.lawlor@gmail.com>
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Jonathan Schroeder <jd.schroeder@gmail.com>
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Rishi Desai <desai.rishi1@gmail.com>
Robin Eklind <r.eklind.87@gmail.com>
Roger Welin <roger.welin@icloud.com>

Roman Werpachowski <roman.werpachowski@gmail.com>

Rondall Jones <rejones7@gmail.com>

Sam Zaydel <szaydel@gmail.com>

Samuel

Kelemen <Samuel@Kelemen.us>

Saran Ahluwalia <ahlusar.ahluwalia@gmail.com>

Scott Holden <scott@sshconnection.com>

Sebastien Binet <seb.binet@gmail.com>

Shawn Smith <shawnpsmith@gmail.com>

Spencer Lyon <spencerlyon2@gmail.com>

Steve McCoy <mccoyst@gmail.com>

Taesu Pyo <pyotaesu@gmail.com>

Takeshi Yoneda <cz.rk.t0415y.g@gmail.com>

Tamir Hyman <hyman.tamir@gmail.com>

Thomas Berg <tomfuture@gmail.com>

Tobin Harding <me@tobin.cc>

Valentin Deleplace <deleplace2015@gmail.com>

Vincent Thiery <vjnthiery@gmail.com>

Vladimr Chalupeck <vladimir.chalupecky@gmail.com>

Will Tekulve <tekulve.will@gmail.com>

Yasuhiro Matsumoto <mattn.jp@gmail.com>

Yevgeniy Vahlis <evahlis@gmail.com>

Yucheng Zhu <zyctc000@gmail.com>

Zoe Juozapaitis

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This software package is based on the paper

I. Bogaert, "Iteration-Free Computation of Gauss-Legendre Quadrature Nodes and Weights",
to be published in the SIAM Journal of Scientific Computing.

The main features of this software are:

- Speed: due to the simple formulas and the $O(1)$ complexity computation of individual Gauss-Legendre quadrature nodes and weights. This makes it compatible with parallel computing paradigms.
- Accuracy: the error on the nodes and weights is within a few ulps (see the paper for details).

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A C-program for MT19937-64 (2004/9/29 version).

Coded by Takuji Nishimura and Makoto Matsumoto.

This is a 64-bit version of Mersenne Twister pseudorandom number generator.

Before using, initialize the state by using `init_genrand64(seed)` or `init_by_array64(init_key, key_length)`.

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Any feedback is very welcome.

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1.504 go-ordered-map 1.0.0

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*/
```

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// Based on ISO/IEC 9899:TC2 Committee draft (May 6, 2005) WG14/N1124
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A

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1.517 builder 0.3.6

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1.518 microsoft-authentication-library-for-go 0.4.0

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A

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title: Notice

description : "Message pour vous aider structurer votre contenu"

Le shortcode `*Notice*` permet d'afficher 4 types de message pour vous aider structurer votre contenu.

Note

{{%/* notice note */%}}

Une notice de type `*note*`

{{%/* /notice */%}}

s'affiche comme

{{% notice note %}}

Une notice de type `*note*`

{{%/notice %}}

Info

{{%/* notice info */%}}

Une notice de type `*info*`

{{%/* /notice */%}}

s'affiche comme

```
{{% notice info %}}
Une notice de type *info*
{{% /notice %}}
```

Tip

...

```
{{%/ * notice tip */%}}
Une notice de type *tip*
{{%/ * /notice */%}}
```

s'affiche comme

```
{{% notice tip %}}
Une notice de type *tip*
{{% /notice %}}
```

Warning

...

```
{{%/ * notice warning */%}}
Une notice de type *warning*
{{%/ * /notice */%}}
```

s'affiche comme

```
{{% notice warning %}}
Une notice de type *warning*
{{% /notice %}}
```

title: Notice
description : "Disclaimers to help you structure your page"

The notice shortcode shows 4 types of disclaimers to help you structure your page.

Note

...

```
{{%/ * notice note */%}}
A notice disclaimer
{{%/ * /notice */%}}
```

...

renders as

{{% notice note %}}

A notice disclaimer

{{% /notice %}}

Info

...

{{%/* notice info */%}}

An information disclaimer

{{%/* /notice */%}}

...

renders as

{{% notice info %}}

An information disclaimer

{{% /notice %}}

Tip

...

{{%/* notice tip */%}}

A tip disclaimer

{{%/* /notice */%}}

...

renders as

{{% notice tip %}}

A tip disclaimer

{{% /notice %}}

Warning

...

{{%/* notice warning */%}}

An warning disclaimer

{{%/* /notice */%}}

...

renders as

{{% notice warning %}}

A warning disclaimer

{{% /notice %}}

1.526 core 0.7.3

1.527 mail 2.3.1

1.527.1 Available under license :

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

Updated by: 1101, 1183, 1348, 1876, 1982, 1995, STANDARD
1996, 2065, 2136, 2137, 2181, 2308,
2535, 2845, 3425, 3658, 4033, 4034,
4035, 4343 Errata
Network Working Group P. Mockapetris
Request for Comments: 1035 ISI
November 1987
Obsoletes: RFCs 882, 883, 973

DOMAIN NAMES - IMPLEMENTATION AND SPECIFICATION

1. STATUS OF THIS MEMO

This RFC describes the details of the domain system and protocol, and assumes that the reader is familiar with the concepts discussed in a companion RFC, "Domain Names - Concepts and Facilities" [RFC-1034].

The domain system is a mixture of functions and data types which are an official protocol and functions and data types which are still experimental. Since the domain system is intentionally extensible, new data types and experimental behavior should always be expected in parts of the system beyond the official protocol. The official protocol parts include standard queries, responses and the Internet class RR data formats (e.g., host addresses). Since the previous RFC set, several definitions have changed, so some previous definitions are obsolete.

Experimental or obsolete features are clearly marked in these RFCs, and such information should be used with caution.

The reader is especially cautioned not to depend on the values which appear in examples to be current or complete, since their purpose is primarily pedagogical. Distribution of this memo is unlimited.

Table of Contents

1. STATUS OF THIS MEMO

1

2. INTRODUCTION	3	
2.1. Overview	3	
2.2. Common configurations	4	
2.3. Conventions	7	
2.3.1. Preferred name syntax	7	
2.3.2. Data Transmission Order	8	
2.3.3. Character Case	9	
2.3.4. Size limits	10	
3. DOMAIN NAME SPACE AND RR DEFINITIONS		10
3.1. Name space definitions	10	
3.2. RR definitions	11	
3.2.1. Format	11	
3.2.2. TYPE values	12	
3.2.3. QTYPE values	12	
3.2.4. CLASS values	13	

Mockapetris

[Page 1]

RFC 1035 Domain Implementation and Specification November 1987

3.2.5. QCLASS values	13	
3.3. Standard RRs	13	
3.3.1. CNAME RDATA format	14	
3.3.2. HINFO RDATA format	14	
3.3.3. MB RDATA format (EXPERIMENTAL)		14
3.3.4. MD RDATA format (Obsolete)	15	
3.3.5. MF RDATA format (Obsolete)	15	
3.3.6. MG RDATA format (EXPERIMENTAL)		16
3.3.7. MINFO RDATA format (EXPERIMENTAL)		16
3.3.8. MR RDATA format (EXPERIMENTAL)		17
3.3.9. MX RDATA format	17	
3.3.10. NULL RDATA format (EXPERIMENTAL)		17
3.3.11. NS RDATA format	18	
3.3.12. PTR RDATA format	18	
3.3.13. SOA RDATA format	19	
3.3.14. TXT RDATA format	20	
3.4. ARPA Internet specific RRs	20	
3.4.1. A RDATA format	20	
3.4.2. WKS RDATA format	21	
3.5. IN-ADDR.ARPA domain	22	
3.6. Defining new types, classes, and special namespaces		24
4. MESSAGES	25	
4.1. Format	25	

4.1.1. Header section format	26	
4.1.2. Question section format	28	
4.1.3. Resource record format		29
4.1.4. Message compression	30	
4.2. Transport	32	
4.2.1. UDP usage	32	
4.2.2. TCP usage	32	
5. MASTER FILES	33	
5.1. Format	33	
5.2. Use of master files to define zones	35	
5.3. Master file example	36	
6. NAME SERVER IMPLEMENTATION		37
6.1. Architecture	37	
6.1.1. Control	37	
6.1.2. Database	37	
6.1.3. Time	39	
6.2. Standard query processing		39
6.3. Zone refresh and reload processing	39	
6.4. Inverse queries (Optional)	40	
6.4.1. The contents of inverse queries and responses	40	
6.4.2. Inverse query and response example	41	
6.4.3. Inverse query processing	42	

Mockapetris

[Page 2]

RFC 1035 Domain Implementation and Specification November 1987

6.5. Completion queries and responses	42	
7. RESOLVER IMPLEMENTATION		43
7.1. Transforming a user request into a query	43	
7.2. Sending the queries	44	
7.3. Processing responses	46	
7.4. Using the cache	47	
8. MAIL SUPPORT		47
8.1. Mail exchange binding	48	
8.2. Mailbox binding (Experimental)	48	
9. REFERENCES and BIBLIOGRAPHY		50
Index	54	

2. INTRODUCTION

2.1. Overview

The goal of domain names is to provide a mechanism for naming resources in such a way that the names are usable in different hosts, networks, protocol families, internets, and administrative organizations.

From the user's point of view, domain names are useful as arguments to a local agent, called a resolver, which retrieves information associated with the domain name. Thus a user might ask for the host address or mail information associated with a particular domain name. To enable the user to request a particular type of information, an appropriate query type is passed to the resolver with the domain name. To the user, the domain tree is a single information space; the resolver is responsible for hiding the distribution of data among name servers from the user.

From the resolver's point of view, the database that makes up the domain space is distributed among various name servers. Different parts of the domain space are stored in different name servers, although a particular data item will be stored redundantly in two or more name servers. The resolver starts with knowledge of at least one name server. When the resolver processes a user query it asks a known name server for the information; in return, the resolver either receives the desired information or a referral to another name server. Using these referrals, resolvers learn the identities and contents of other name servers. Resolvers are responsible for dealing with the distribution of the domain space and dealing with the effects of name server failure by consulting redundant databases in other servers.

Name servers manage two kinds of data. The first kind of data held in sets called zones; each zone is the complete database for a particular "pruned" subtree of the domain space. This data is called authoritative. A name server periodically checks to make sure that its zones are up to date, and if not, obtains a new copy of updated zones

Mockapetris

[Page 3]

RFC 1035 Domain Implementation and Specification November 1987

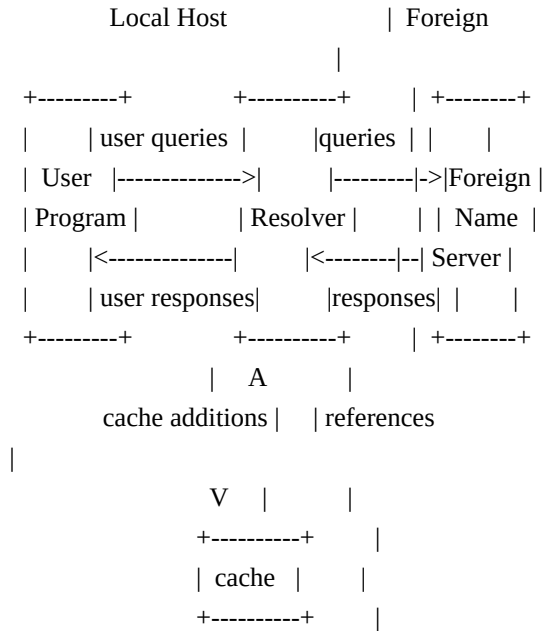
from master files stored locally or in another name server. The second kind of data is cached data which was acquired by a local resolver.

This data may be incomplete, but improves the performance of the retrieval process when non-local data is repeatedly accessed. Cached data is eventually discarded by a timeout mechanism.

This functional structure isolates the problems of user interface, failure recovery, and distribution in the resolvers and isolates the database update and refresh problems in the name servers.

2.2. Common configurations

A host can participate in the domain name system in a number of ways, depending on whether the host runs programs that retrieve information from the domain system, name servers that answer queries from other hosts, or various combinations of both functions. The simplest, and perhaps most typical, configuration is shown below:



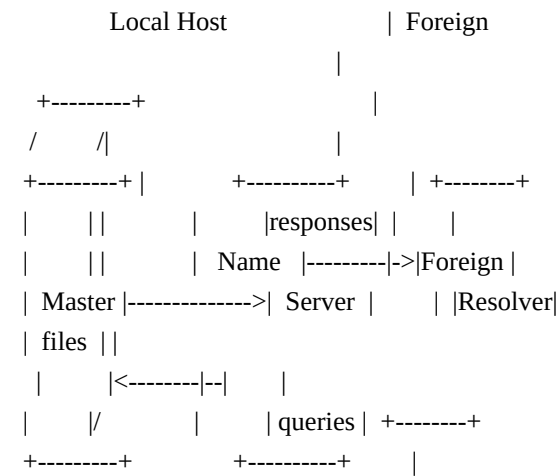
User programs interact with the domain name space through resolvers; the format of user queries and user responses is specific to the host and its operating system. User queries will typically be operating system calls, and the resolver and its cache will be part of the host operating system. Less capable hosts may choose to implement the resolver as a subroutine to be linked in with every program that needs its services. Resolvers answer user queries with information they acquire via queries to foreign name servers and the local cache.

Note that the resolver may have to make several queries to several different foreign name servers to answer a particular user query, and hence the resolution of a user query may involve several network accesses and an arbitrary amount

of time. The queries to foreign name servers and the corresponding responses have a standard format described

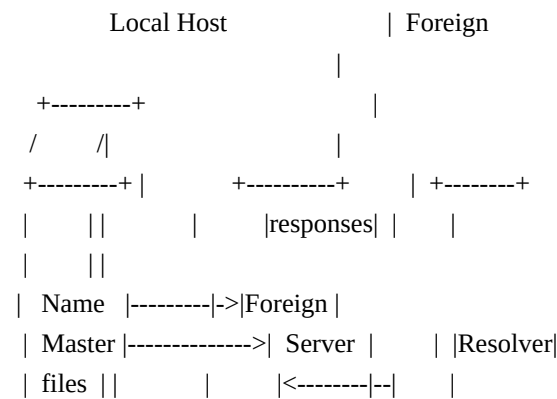
in this memo, and may be datagrams.

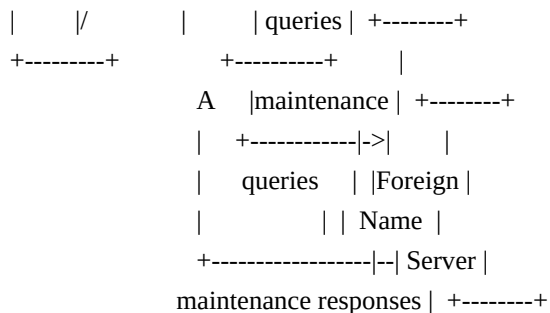
Depending on its capabilities, a name server could be a stand alone program on a dedicated machine or a process or processes on a large timeshared host. A simple configuration might be:



Here a primary name server acquires information about one or more zones by reading master files from its local file system, and answers queries about those zones that arrive from foreign resolvers.

The DNS requires that all zones be redundantly supported by more than one name server. Designated secondary servers can acquire zones and check for updates from the primary server using the zone transfer protocol of the DNS. This configuration is shown below:





In this configuration, the name server periodically establishes a virtual circuit to a foreign name server to acquire a copy of a zone or to check that an existing copy has not changed. The messages sent for

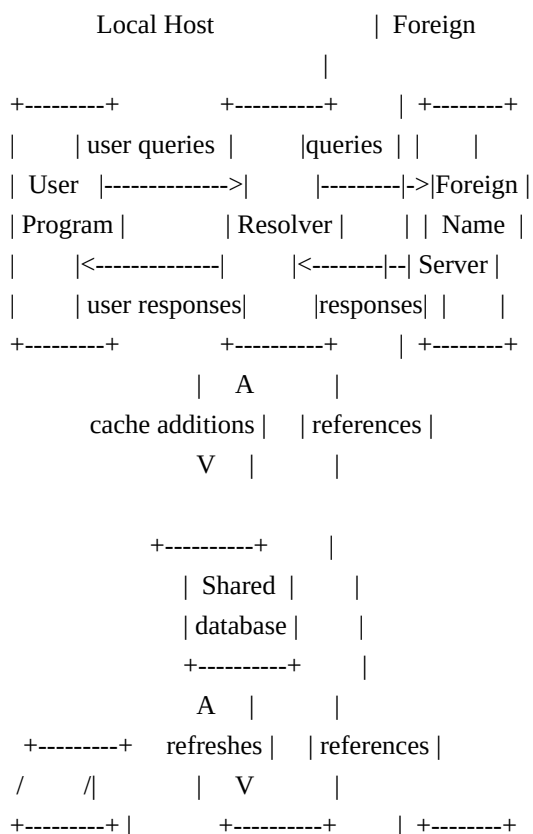
Mockapetris

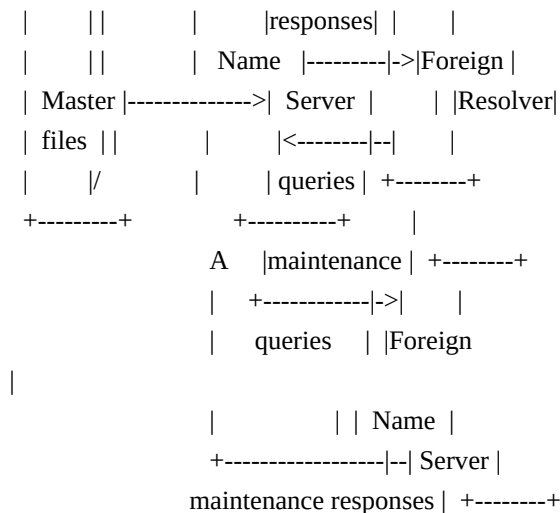
[Page 5]

RFC 1035 Domain Implementation
and Specification November 1987

these maintenance activities follow the same form as queries and responses, but the message sequences are somewhat different.

The information flow in a host that supports all aspects of the domain name system is shown below:





The shared database holds domain space data for the local name server and resolver. The contents of the shared database will typically be a mixture of authoritative data maintained by the periodic refresh operations of the name server and cached data from previous resolver requests. The structure of the domain data and the necessity for synchronization between name servers and resolvers imply the general characteristics of this database, but the actual format is up to the local implementor.

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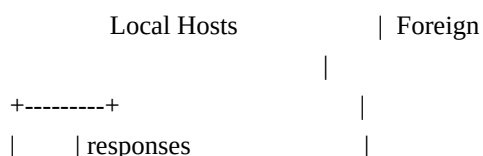
[Page 6]

RFC 1035 Domain Implementation and Specification November 1987

Information flow can also be tailored so that a group of hosts act together to optimize activities. Sometimes this is done to offload less capable hosts

so that they do not have to implement a full resolver.

This can be appropriate for PCs or hosts which want to minimize the amount of new network code which is required. This scheme can also allow a group of hosts can share a small number of caches rather than maintaining a large number of separate caches, on the premise that the centralized caches will have a higher hit ratio. In either case, resolvers are replaced with stub resolvers which act as front ends to resolvers located in a recursive server in one or more name servers known to perform that service:



rules of this memo and those in RFC-822. When creating a new host name, the old rules for HOSTS.TXT should be followed. This avoids problems when old software is converted to use domain names.

The following syntax will result in fewer problems with many applications that use domain names (e.g., mail, TELNET).

<domain> ::= <subdomain> | " "

<subdomain> ::= <label> | <subdomain> "." <label>

<label> ::= <letter> [[<ldh-str>] <let-dig>]

<ldh-str> ::= <let-dig-hyp> | <let-dig-hyp> <ldh-str>

<let-dig-hyp> ::= <let-dig> | "-"

<let-dig> ::= <letter> | <digit>

<letter> ::= any one of the 52 alphabetic characters A through Z in upper case and a through z in lower case

<digit> ::= any one of the ten digits 0 through 9

Note that while upper and lower case letters are allowed in domain names, no significance is attached to the case. That is, two names with the same spelling but different case are to be treated as if identical.

The labels must follow the rules for ARPANET host names. They must start with a letter, end with a letter or digit, and have as interior characters only letters, digits, and hyphen. There are also some restrictions on the length. Labels must be 63 characters or less.

For example, the following strings identify hosts in the Internet:

A.ISI.EDU XX.LCS.MIT.EDU SRI-NIC.ARPA

2.3.2. Data Transmission Order

The order of transmission of the header and data described in this document is resolved to the octet level. Whenever a diagram shows a

group of octets, the order of transmission of those octets is the normal order in which they are read in English. For example, in the following diagram, the octets are transmitted in the order they are numbered.

```

0          1
0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5
+--+--+--+--+--+--+--+--+--+--+
|  1  |  2  |
+--+--+--+--+--+--+--+--+--+--+
|  3  |  4  |
+--+--+--+--+--+--+--+--+--+--+
|  5  |  6  |
+--+--+--+--+--+--+--+--+--+--+

```

Whenever

an octet represents a numeric quantity, the left most bit in the diagram is the high order or most significant bit. That is, the bit labeled 0 is the most significant bit. For example, the following diagram represents the value 170 (decimal).

```

0 1 2 3 4 5 6 7
+--+--+--+--+--+--+--+--+--+--+
|1 0 1 0 1 0 1 0|
+--+--+--+--+--+--+--+--+--+--+

```

Similarly, whenever a multi-octet field represents a numeric quantity the left most bit of the whole field is the most significant bit. When a multi-octet quantity is transmitted the most significant octet is transmitted first.

2.3.3. Character Case

For all parts of the DNS that are part of the official protocol, all comparisons between character strings (e.g., labels, domain names, etc.) are done in a case-insensitive manner. At present, this rule is in force throughout the domain system without exception. However, future additions beyond current usage may need to use the full binary octet capabilities in names, so attempts to store domain names in 7-bit ASCII or use of special bytes to terminate labels, etc., should be avoided.

When data enters the domain system, its original case should be preserved whenever possible. In certain circumstances this cannot be done. For example, if two RRs are stored in a database, one at x.y and

one at X.Y, they are actually stored at the same place in the database, and hence only one casing would be preserved. The basic rule is that case can be discarded only when data is used to define structure in a database, and two names are identical when compared in a case insensitive manner.

Mockapetris

[Page 9]

RFC 1035 Domain Implementation and Specification November 1987

Loss of case sensitive data must be minimized. Thus while data for x.y and X.Y may both be stored under a single location x.y or X.Y, data for a.x and B.X would never be stored under A.x, A.X, b.x, or b.X. In general, this preserves the case of the first label of a domain name, but forces standardization of interior node labels.

Systems administrators who enter data into the domain database should take care to represent the data they supply to the domain system in a case-consistent manner if their system is case-sensitive. The data distribution system in the domain system will ensure that consistent representations are preserved.

2.3.4. Size limits

Various objects and parameters in the DNS have size limits. They are listed below. Some could be easily changed, others are more fundamental.

labels 63 octets or less

names 255 octets or less

TTL positive values of a signed 32 bit number.

UDP messages 512 octets or less

3. DOMAIN NAME SPACE AND RR DEFINITIONS

3.1. Name space definitions

Domain names in messages are expressed in terms of a sequence of labels. Each label is represented as a one octet length field followed by that number of octets. Since every domain name ends with the null label

of
the root, a domain name is terminated by a length byte of zero. The high order two bits of every length octet must be zero, and the remaining six bits of the length field limit the label to 63 octets or less.

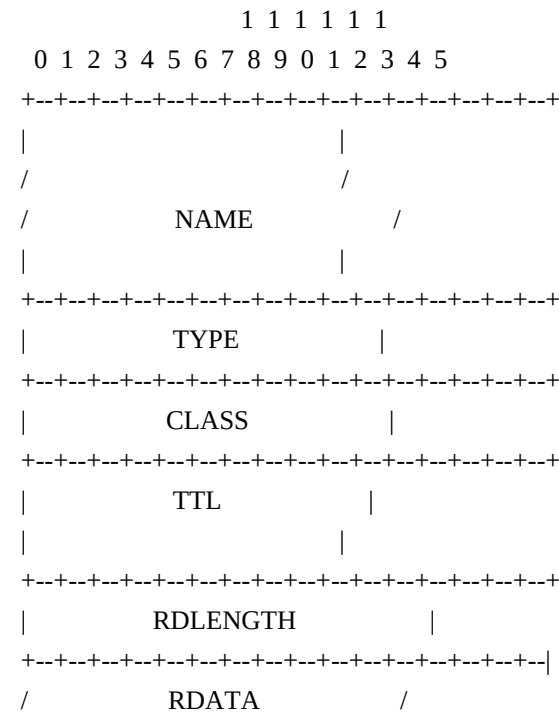
To simplify implementations, the total length of a domain name (i.e., label octets and label length octets) is restricted to 255 octets or less.

Although labels can contain any 8 bit values in octets that make up a label, it is strongly recommended that labels follow the preferred syntax described elsewhere in this memo, which is compatible with existing host naming conventions. Name servers and resolvers must compare labels in a case-insensitive manner (i.e., A=a), assuming ASCII with zero parity. Non-alphabetic codes must match exactly.

3.2. RR definitions

3.2.1. Format

All RRs have the same top level format shown below:



```

/
/
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+

```

where:

NAME an owner name, i.e., the name of the node to which this resource record pertains.

TYPE two octets containing one of the RR TYPE codes.

CLASS two octets containing one of the RR CLASS codes.

TTL a 32 bit signed integer that specifies the time interval that the resource record may be cached before the source of the information should again be consulted. Zero values are interpreted to mean that the RR can only be used for the transaction in progress, and should not be cached. For example, SOA records are always distributed with a zero TTL to prohibit caching. Zero values can also be used for extremely volatile data.

RDLENGTH an unsigned 16 bit integer that specifies the length in octets of the RDATA field.

Mockapetris [Page 11]

RFC 1035 Domain Implementation and Specification November 1987

RDATA a variable length string of octets that describes the resource. The format of this information varies according to the TYPE and CLASS of the resource record.

3.2.2. TYPE values

TYPE fields are used in resource records. Note that these types are a subset of QTYPEs.

TYPE value and meaning

A 1 a host address

NS 2 an authoritative name server

MD	3 a mail destination (Obsolete - use MX)
MF	4 a mail forwarder (Obsolete - use MX)
CNAME	5 the canonical name for an alias
SOA	6 marks the start of a zone of authority
MB	7 a mailbox domain name (EXPERIMENTAL)
MG	8 a mail group member (EXPERIMENTAL)
MR	9 a mail rename domain name (EXPERIMENTAL)
NULL	10 a null RR (EXPERIMENTAL)
WKS	11 a well known service description
PTR	12 a domain name pointer
HINFO	13 host information
MINFO	14 mailbox or mail list information
MX	15 mail exchange
TXT	16 text strings

3.2.3. QTYPE values

QTYPE fields appear in the question part of a query. QTYPES are a superset of TYPEs, hence all TYPEs are valid QTYPES. In addition, the following QTYPES are defined:

Mockapetris

[Page 12]

RFC 1035 Domain Implementation and Specification November 1987

AXFR 252 A request for a transfer of an entire zone

MAILB 253 A request for mailbox-related records (MB, MG or MR)

MAILA 254 A request for mail agent RRs (Obsolete - see MX)

* 255 A request for all records

3.2.4. CLASS values

CLASS fields appear in resource records. The following CLASS mnemonics and values are defined:

IN

1 the Internet

CS 2 the CSNET class (Obsolete - used only for examples in some obsolete RFCs)

CH 3 the CHAOS class

HS 4 Hesiod [Dyer 87]

3.2.5. QCLASS values

QCLASS fields appear in the question section of a query. QCLASS values are a superset of CLASS values; every CLASS is a valid QCLASS. In addition to CLASS values, the following QCLASSES are defined:

* 255 any class

3.3. Standard RRs

The following RR definitions are expected to occur, at least potentially, in all classes. In particular, NS, SOA, CNAME, and PTR will be used in all classes, and have the same format in all classes. Because their RDATA format is known, all domain names in the RDATA section of these RRs may be compressed.

<domain-name> is a domain name represented as a series of labels, and terminated by a label with zero length. <character-string> is a single length octet followed by that number of characters. <character-string> is treated as binary information, and can be up to 256 characters in length (including the length octet).

3.3.1. CNAME RDATA format

```

+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
/          CNAME          /
/                          /
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+

```

where:

CNAME A <domain-name> which specifies the canonical or primary name for the owner. The owner name is an alias.

CNAME RRs cause no additional section processing, but name servers may choose to restart the query at the canonical name in certain cases. See the description of name server logic in [RFC-1034] for details.

3.3.2. HINFO RDATA format

```

+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
/          CPU
/
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
/          OS          /
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+

```

where:

CPU A <character-string> which specifies the CPU type.

OS A <character-string> which specifies the operating system type.

Standard values for CPU and OS can be found in [RFC-1010].

HINFO records are used to acquire general information about a host. The main use is for protocols such as FTP that can use special procedures when talking between machines or operating systems of the same type.

3.3.3. MB RDATA format (EXPERIMENTAL)

```

+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
/          MADNAME      /
/                          /

```

+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+

where:

MADNAME A <domain-name> which specifies a host which has the
specified mailbox.

Mockapetris

[Page 14]

RFC 1035 Domain Implementation and Specification November 1987

MB records cause additional section processing which looks up an A type
RRs corresponding to MADNAME.

3.3.4. MD RDATA format (Obsolete)

+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
/ MADNAME /
/ /
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+

where:

MADNAME A <domain-name> which specifies a host which has a mail
agent for the domain which should be able to deliver
mail for the domain.

MD records cause additional section processing which looks up an A type
record corresponding to MADNAME.

MD is obsolete. See the definition of MX and [RFC-974] for details of
the new scheme. The recommended policy for dealing with MD RRs found in
a master file is to reject them, or to convert them to MX RRs with
a
preference of 0.

3.3.5. MF RDATA format (Obsolete)

+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
/ MADNAME /
/ /
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+

where:

MADNAME A <domain-name> which specifies a host which has a mail agent for the domain which will accept mail for forwarding to the domain.

MF records cause additional section processing which looks up an A type record corresponding to MADNAME.

MF is obsolete. See the definition of MX and [RFC-974] for details of the new scheme. The recommended policy for dealing with MD RRs found in a master file is to reject them, or to convert them to MX RRs with a preference of 10.

Mockapetris [Page 15]

RFC 1035 Domain Implementation and Specification November 1987

3.3.6. MG RDATA format (EXPERIMENTAL)

```
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
/          MGMNAME          /
/                               /
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
```

where:

MGMNAME A <domain-name> which specifies a mailbox which is a member of the mail group specified by the domain name.

MG records cause no additional section processing.

3.3.7. MINFO RDATA format (EXPERIMENTAL)

```
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
/          RMAILBX          /
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
/          EMAILBX          /
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
```

where:

RMAILBX A <domain-name> which specifies a mailbox which is responsible for the mailing list or mailbox. If this domain name names the root, the owner of the MINFO RR is responsible for itself. Note that many existing mailing lists use a mailbox X-request for the RMAILBX field of mailing list X, e.g., Msgroup-request for Msgroup. This field provides a more general mechanism.

EMAILBX A <domain-name> which specifies a mailbox which is to receive error messages related to the mailing list or mailbox specified by the owner of the MINFO RR (similar to the ERRORS-TO: field which has been proposed). If this domain name names the root, errors should be returned to the sender of the message.

MINFO records cause no additional section processing. Although these records can be associated with a simple mailbox, they are usually used with a mailing list.

3.3.8. MR RDATA format (EXPERIMENTAL)

```
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
/          NEWNAME          /
/                               /
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
```

where:

NEWNAME A <domain-name> which specifies a mailbox which is the proper rename of the specified mailbox.

MR records cause no additional section processing. The main use for MR is as a forwarding entry for a user who has moved to a different mailbox.

3.3.9. MX RDATA format

```
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
|          PREFERENCE          |
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
/          EXCHANGE            /
/                               /
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
```

where:

PREFERENCE A 16 bit integer which specifies the preference given to this RR among others at the same owner. Lower values are preferred.

EXCHANGE A <domain-name> which specifies a host willing to act as a mail exchange for the owner name.

MX records cause type A additional section processing for the host specified by EXCHANGE. The use of MX RRs is explained in detail in [RFC-974].

3.3.10. NULL RDATA format (EXPERIMENTAL)

```
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
/          <anything>          /
/                               /
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
```

Anything at all may be in the RDATA field so long as it is 65535 octets or less.

Mockapetris

[Page 17]

RFC 1035 Domain Implementation and Specification November 1987

NULL records cause no additional section processing. NULL RRs are not allowed in master files. NULLs are used as placeholders in some experimental extensions of the DNS.

3.3.11. NS RDATA format

```

+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
/          NSDNAME          /
/                          /
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+

```

where:

NSDNAME A <domain-name> which specifies a host which should be authoritative for the specified class and domain.

NS records cause both the usual additional section processing to locate a type A record, and, when used in a referral, a special search of the zone in which they reside for glue information.

The NS RR states that the named host should be expected to have a zone starting at owner name of the specified class. Note that the class may not indicate the protocol family which should be used to communicate with the host, although it is typically a strong hint. For example, hosts which are name servers for either Internet (IN) or Hesiod (HS) class information are normally queried using IN class protocols.

3.3.12. PTR RDATA format

```

+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
/          PTRDNAME          /
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+

```

where:

PTRDNAME A <domain-name> which points to some location in the domain name space.

PTR records cause no additional section processing. These RRs are used in special domains to point to some other location in the domain space. These records are simple data, and don't imply any special processing similar to that performed by CNAME, which identifies aliases. See the description of the IN-ADDR.ARPA domain for an example.

3.3.13. SOA RDATA format

```
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
/      MNAME      /
/
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
/
      RNAME      /
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
|      SERIAL      |
|                  |
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
|      REFRESH      |
|                  |
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
|      RETRY        |
|                  |
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
|      EXPIRE        |
|                  |
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
|      MINIMUM        |
|                  |
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
```

where:

MNAME The <domain-name> of the name server that was the original or primary source of data for this zone.

RNAME A <domain-name> which specifies the mailbox of the person responsible for this zone.

SERIAL The unsigned 32 bit version number of the original copy of the zone. Zone transfers preserve this value. This value wraps and should be compared using sequence space arithmetic.

REFRESH A 32 bit time interval before the zone should be refreshed.

RETRY A 32 bit time interval that should elapse before a failed refresh should be retried.

EXPIRE A 32 bit time value that specifies the upper limit on

the time interval that can elapse before the zone is no longer authoritative.

Mockapetris

[Page 19]

RFC 1035 Domain Implementation and Specification November 1987

MINIMUM The unsigned 32 bit minimum
TTL field that should be
exported with any RR from this zone.

SOA records cause no additional section processing.

All times are in units of seconds.

Most of these fields are pertinent only for name server maintenance operations. However, MINIMUM is used in all query operations that retrieve RRs from a zone. Whenever a RR is sent in a response to a query, the TTL field is set to the maximum of the TTL field from the RR and the MINIMUM field in the appropriate SOA. Thus MINIMUM is a lower bound on the TTL field for all RRs in a zone. Note that this use of MINIMUM should occur when the RRs are copied into the response and not when the zone is loaded from a master file or via a zone transfer. The reason for this provision is to allow future dynamic update facilities to change the SOA RR with known semantics.

3.3.14. TXT RDATA format

```
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
/          TXT-DATA          /
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
```

where:

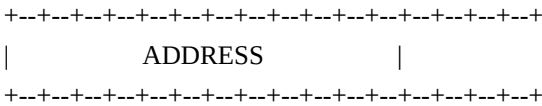
TXT-DATA

One or more <character-string>s.

TXT RRs are used to hold descriptive text. The semantics of the text depends on the domain where it is found.

3.4. Internet specific RRs

3.4.1. A RDATA format



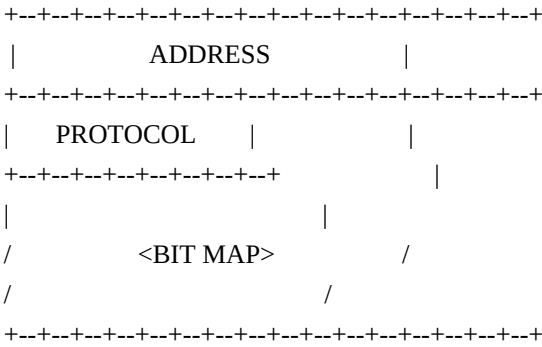
where:

ADDRESS A 32 bit Internet address.

Hosts that have multiple Internet addresses will have multiple A records.

A records cause no additional section processing. The RDATA section of an A line in a master file is an Internet address expressed as four decimal numbers separated by dots without any imbedded spaces (e.g., "10.2.0.52" or "192.0.5.6").

3.4.2. WKS RDATA format



where:

ADDRESS An 32 bit Internet address

PROTOCOL An 8 bit IP protocol number

<BIT MAP> A variable length bit map. The bit map must be a multiple of 8 bits long.

The WKS record is used to describe the well known services supported by a particular protocol on a particular internet address. The PROTOCOL field specifies an IP protocol number, and the bit map has one bit per port of the specified protocol. The first bit corresponds to port 0, the second to port 1, etc. If the bit map does not include a bit for a protocol of interest, that bit is assumed zero. The appropriate values and mnemonics for ports and protocols are specified in [RFC-1010].

For example, if PROTOCOL=TCP (6), the 26th bit corresponds to TCP port 25 (SMTP). If this bit is set, a SMTP server should be listening on TCP port 25; if zero, SMTP service is not supported on the specified address.

The purpose of WKS RRs is to provide availability information for servers for TCP and UDP. If a server supports both TCP and UDP, or has multiple Internet addresses, then multiple WKS RRs are used.

WKS RRs cause no additional section processing.

In master files, both ports and protocols are expressed using mnemonics or decimal numbers.

Mockapetris

[Page 21]

RFC 1035 Domain Implementation and Specification November 1987

3.5. IN-ADDR.ARPA domain

The Internet uses a special domain to support gateway location and Internet address to host mapping. Other classes may employ a similar strategy in other domains. The intent of this domain is to provide a guaranteed method to perform host address to host name mapping, and to facilitate queries to locate all gateways on a particular network in the Internet.

Note that both of these services are similar to functions that could be performed by inverse queries; the difference is that this part of the domain name space is structured according to address, and hence can guarantee that the appropriate data can be located without an exhaustive search of the domain space.

The domain begins at IN-ADDR.ARPA and has a substructure which follows

the Internet addressing structure.

Domain names in the IN-ADDR.ARPA domain are defined to have up to four labels in addition to the IN-ADDR.ARPA suffix. Each label represents one octet of an Internet address, and is expressed as a character string for a decimal value in the range 0-255 (with leading zeros omitted except in the case of a zero octet which is represented by a single zero).

Host addresses are represented by domain names that have all four labels specified. Thus data for Internet address 10.2.0.52 is located at domain name 52.0.2.10.IN-ADDR.ARPA. The reversal, though awkward to read, allows zones to be delegated which are exactly one network of address space. For example, 10.IN-ADDR.ARPA can be a zone containing data for the ARPANET, while 26.IN-ADDR.ARPA can be a separate zone for MILNET. Address nodes are used to hold pointers to primary host names in the normal domain space.

Network numbers correspond to some non-terminal nodes at various depths in the IN-ADDR.ARPA domain, since Internet network numbers are either 1, 2, or 3 octets. Network nodes are used to hold pointers to the primary host names of gateways attached to that network. Since a gateway is, by definition, on more than one network, it will typically have two or more network nodes which point at it. Gateways will also have host level pointers at their fully qualified addresses.

Both the gateway pointers at network nodes and the normal host pointers at full address nodes use the PTR RR to point back to the primary domain names of the corresponding hosts.

For example, the IN-ADDR.ARPA domain will contain information about the ISI gateway between net 10 and 26, an MIT gateway from net 10 to MIT's

Mockapetris

[Page 22]

RFC 1035 Domain Implementation and Specification November 1987

net 18, and hosts A.ISI.EDU and MULTICS.MIT.EDU. Assuming that ISI gateway has addresses 10.2.0.22 and 26.0.0.103, and a name MILNET-GW.ISI.EDU, and the MIT gateway has addresses 10.0.0.77 and 18.10.0.4 and a name GW.LCS.MIT.EDU, the domain database would contain:

10.IN-ADDR.ARPA. PTR MILNET-GW.ISI.EDU.

```

10.IN-ADDR.ARPA.      PTR GW.LCS.MIT.EDU.
18.IN-ADDR.ARPA.      PTR GW.LCS.MIT.EDU.
26.IN-ADDR.ARPA.      PTR MILNET-GW.ISI.EDU.
22.0.2.10.IN-ADDR.ARPA.
PTR MILNET-GW.ISI.EDU.
103.0.0.26.IN-ADDR.ARPA. PTR MILNET-GW.ISI.EDU.
77.0.0.10.IN-ADDR.ARPA. PTR GW.LCS.MIT.EDU.
4.0.10.18.IN-ADDR.ARPA. PTR GW.LCS.MIT.EDU.
103.0.3.26.IN-ADDR.ARPA. PTR A.ISI.EDU.
6.0.0.10.IN-ADDR.ARPA. PTR MULTICS.MIT.EDU.

```

Thus a program which wanted to locate gateways on net 10 would originate a query of the form QTYPE=PTR, QCLASS=IN, QNAME=10.IN-ADDR.ARPA. It would receive two RRs in response:

```

10.IN-ADDR.ARPA.      PTR MILNET-GW.ISI.EDU.
10.IN-ADDR.ARPA.      PTR GW.LCS.MIT.EDU.

```

The program could then originate QTYPE=A, QCLASS=IN queries for MILNET-GW.ISI.EDU. and GW.LCS.MIT.EDU. to discover the Internet addresses of these gateways.

A resolver which wanted to find the host name corresponding to Internet host address 10.0.0.6 would pursue a query of the form QTYPE=PTR, QCLASS=IN, QNAME=6.0.0.10.IN-ADDR.ARPA, and would receive:

```

6.0.0.10.IN-ADDR.ARPA. PTR MULTICS.MIT.EDU.

```

Several cautions

apply to the use of these services:

- Since the IN-ADDR.ARPA special domain and the normal domain for a particular host or gateway will be in different zones, the possibility exists that that the data may be inconsistent.
- Gateways will often have two names in separate domains, only one of which can be primary.
- Systems that use the domain database to initialize their routing tables must start with enough gateway information to guarantee that they can access the appropriate name server.
- The gateway data only reflects the existence of a gateway in a manner equivalent to the current HOSTS.TXT file. It doesn't replace the dynamic availability information from GGP or EGP.

3.6. Defining new types, classes, and special namespaces

The previously defined types and classes are the ones in use as of the date of this memo. New definitions should be expected. This section makes some recommendations to designers considering additions to the existing facilities. The mailing list `NAMEDROPPERS@SRI-NIC.ARPA` is the forum where general discussion of design issues takes place.

In general, a new type is appropriate when new information is to be added to the database about an existing object, or we need new data formats for some totally new object. Designers should accept to define types and their RDATA formats that are generally applicable to all classes, and which avoid duplication of information. New classes are appropriate when the DNS is to be used for a new protocol, etc which requires new class-specific data formats, or when a copy of the existing name space is desired, but a separate management domain is necessary.

New types and classes need mnemonics for master files; the format of the master files requires that the mnemonics for type and class be disjoint.

TYPE and CLASS values must be a proper subset of QTYPEs and QCLASSes respectively.

The present system uses multiple RRs to represent multiple values of a type rather than storing multiple values in the RDATA section of a single RR. This is less efficient for most applications, but does keep RRs shorter. The multiple RRs assumption is incorporated in some experimental work on dynamic update methods.

The present system attempts to minimize the duplication of data in the database in order to insure consistency. Thus, in order to find the address of the host for a mail exchange, you map the mail domain name to a host name, then the host name to addresses, rather than a direct mapping to host address. This approach is preferred because it avoids the opportunity for inconsistency.

In defining a new type of data, multiple RR types should not be used to create an ordering between entries or express different formats for equivalent bindings, instead this information should be carried in the body of the RR and a single type used. This policy avoids problems with caching multiple types and defining QTYPEs to match multiple types.

For example, the original form of mail exchange binding used two RR types one to represent a "closer" exchange (MD) and one to represent a "less close" exchange (MF). The difficulty is that the presence of one RR type in a cache doesn't convey any information about the other because the query which acquired the cached information might have used a QTYPE of MF, MD, or MAILA (which matched both). The redesigned

Mockapetris

[Page 24]

RFC 1035 Domain Implementation and Specification November 1987

service used a single type (MX) with a "preference" value in the RDATA section which can order different RRs. However, if any MX RRs are found in the cache, then all should be there.

4. MESSAGES

4.1. Format

All communications inside of the domain protocol are carried in a single format called

a message. The top level format of message is divided into 5 sections (some of which are empty in certain cases) shown below:

```
+-----+
|   Header   |
+-----+
|   Question   | the question for the name server
+-----+
|   Answer    | RRs answering the question
+-----+
|   Authority  | RRs pointing toward an authority
+-----+
|   Additional | RRs holding additional information
+-----+
```

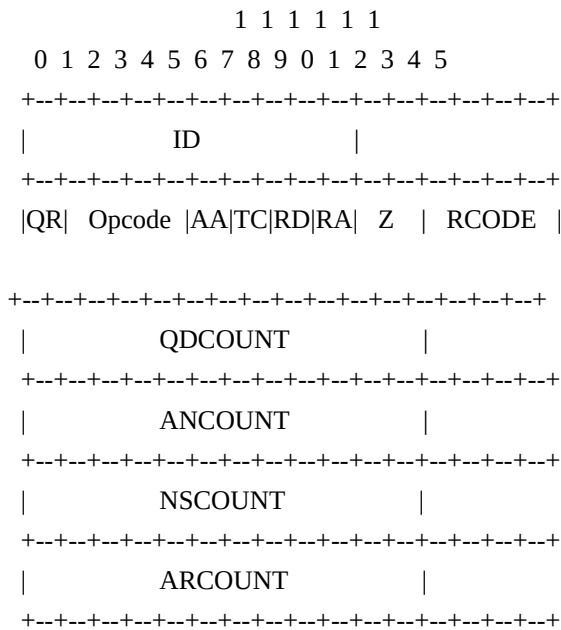
The header section is always present. The header includes fields that specify which of the remaining sections are present, and also specify whether the message is a query or a response, a standard query or some other opcode, etc.

The names of the sections after the header are derived from their use in standard queries. The question section contains fields that describe a question to a name server. These fields are a query type

(QTYPE), a query class (QCLASS), and a query domain name (QNAME). The last three sections have the same format: a possibly empty list of concatenated resource records (RRs). The answer section contains RRs that answer the question; the authority section contains RRs that point toward an authoritative name server; the additional records section contains RRs which relate to the query, but are not strictly answers for the question.

4.1.1. Header section format

The header contains the following fields:



where:

ID A 16 bit identifier assigned by the program that generates any kind of query. This identifier is copied the corresponding reply and can be used by the requester to match up replies to outstanding queries.

QR A one bit field that specifies whether this message is a query (0), or a response (1).

OPCODE A four bit field that specifies kind of query in this message. This value is set by the originator of a query and copied into the response. The values are:

- 0 a standard query (QUERY)
- 1 an inverse query (IQUERY)
- 2 a server status request (STATUS)
- 3-15 reserved for future use

AA Authoritative Answer - this bit is valid in responses, and specifies that the responding name server is an authority for the domain name in question section.

Note that the contents of the answer section may have multiple owner names because of aliases. The AA bit

Mockapetris [Page 26]

RFC 1035 Domain Implementation and Specification November 1987

corresponds to the name which matches the query name, or the first owner name in the answer section.

TC TrunCation - specifies that this message was truncated due to length greater than that permitted on the transmission channel.

RD Recursion Desired - this bit may be set in a query and is copied into the response. If RD is set, it directs the name server to pursue the query recursively. Recursive query support is optional.

RA Recursion Available - this bit is set or cleared in a response, and denotes whether recursive query support is available in the name server.

Z Reserved for future use. Must be zero in all queries and responses.

RCODE Response code - this 4 bit field is set as part of responses. The values have the following interpretation:

0 No error condition

1 Format error - The name server was unable to interpret the query.

2 Server failure - The name server was unable to process this query due to a problem with the name server.

3 Name Error - Meaningful only for responses from an authoritative name server, this code signifies that the domain name referenced in the query does not exist.

4 Not Implemented - The name server does not support the requested kind of query.

5 Refused - The name server refuses to perform the specified operation for policy reasons. For example, a name server may not wish to provide the

information to the particular requester,
or a name server may not wish to perform a particular operation (e.g., zone

Mockapetris

[Page 27]

RFC 1035 Domain Implementation and Specification November 1987

transfer) for particular data.

QDCOUNT an unsigned 16 bit integer specifying the number of entries in the question section.

ANCOUNT an unsigned 16 bit integer specifying the number of resource records in the answer section.

NSCOUNT an unsigned 16 bit integer specifying the number of name server resource records in the authority records section.

ARCOUNT an unsigned 16 bit integer specifying the number of resource records in the additional records section.

4.1.2.

Question section format

The question section is used to carry the "question" in most queries, i.e., the parameters that define what is being asked. The section contains QDCOUNT (usually 1) entries, each of the following format:

```

      1 1 1 1 1 1
    0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
|                                     |
|          QNAME                     |
|                                     |
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
|          QTYPE                     |
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
|          QCLASS                     |
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+

```

where:

QNAME a domain name represented as a sequence of labels, where each label consists of a length octet followed by that

number of octets. The domain name terminates with the zero length octet for the null label of the root. Note that this field may be an odd number of octets; no padding is used.

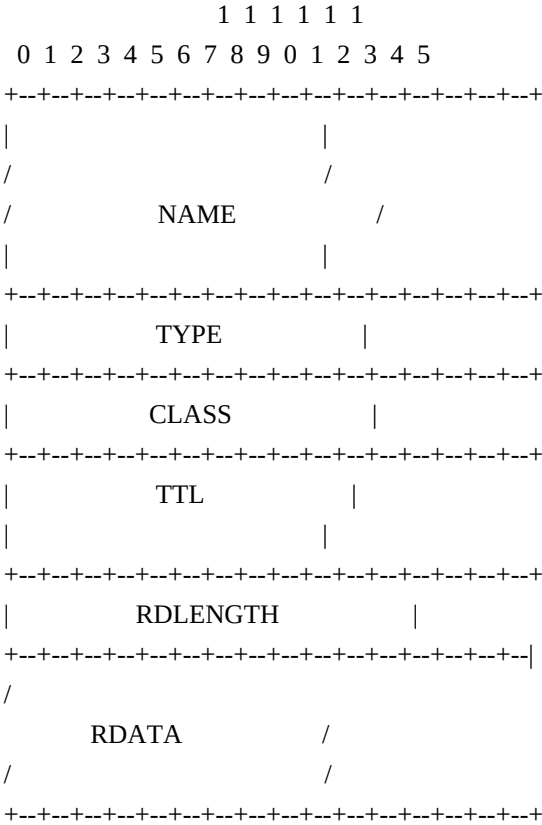
QTYPE a two octet code which specifies the type of the query. The values for this field include all codes valid for a TYPE field, together with some more general codes which can match more than one type of RR.

QCLASS a two octet code that specifies the class of the query.
 For example, the QCLASS field is IN for the Internet.

4.1.3. Resource record format

The answer, authority, and additional sections all share the same format: a variable number of resource records, where the number of records is specified in the corresponding count field in the header.

Each resource record has the following format:



where:

NAME a domain name to which this resource record pertains.

TYPE two octets containing one of the RR type codes. This field specifies the meaning of the data in the RDATA field.

CLASS two octets which specify the class of the data in the RDATA field.

TTL a 32 bit unsigned integer that specifies the time interval (in seconds) that the resource record may be cached before it should be discarded. Zero values are interpreted to mean that the RR can only be used for the transaction in progress, and should not be cached.

Mockapetris

[Page 29]

RFC 1035 Domain Implementation and Specification November 1987

RDLENGTH

an unsigned 16 bit integer that specifies the length in octets of the RDATA field.

RDATA a variable length string of octets that describes the resource. The format of this information varies according to the TYPE and CLASS of the resource record. For example, the if the TYPE is A and the CLASS is IN, the RDATA field is a 4 octet ARPA Internet address.

4.1.4. Message compression

In order to reduce the size of messages, the domain system utilizes a compression scheme which eliminates the repetition of domain names in a message. In this scheme, an entire domain name or a list of labels at the end of a domain name is replaced with a pointer to a prior occurrence of the same name.

The pointer takes the form of a two octet sequence:

```
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
| 1 1|      OFFSET      |
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
```

The

first two bits are ones. This allows a pointer to be distinguished from a label, since the label must begin with two zero bits because labels are restricted to 63 octets or less. (The 10 and 01 combinations are reserved for future use.) The OFFSET field specifies an offset from the start of the message (i.e., the first octet of the ID field in the

domain header). A zero offset specifies the first byte of the ID field, etc.

The compression scheme allows a domain name in a message to be represented as either:

- a sequence of labels ending in a zero octet
- a pointer
- a sequence of labels ending with a pointer

Pointers can only be used for occurrences of a domain name where the format is not class specific. If this were not the case, a name server or resolver would be required to know the format of all RRs it handled. As yet, there are no such cases, but they may occur in future RDATA formats.

If a domain name is contained in a part of the message subject to a length field (such as the RDATA section of an RR), and compression is

used, the length of the compressed name is used in the length calculation, rather than the length of the expanded name.

Programs are free to avoid using pointers in messages they generate, although this will reduce datagram capacity, and may cause truncation. However all programs are required to understand arriving messages that contain pointers.

For example, a datagram might need to use the domain names F.ISI.ARPA, FOO.F.ISI.ARPA, ARPA, and the root. Ignoring the other fields of the message, these domain names might be represented as:

```
+-----+
20 |      1      |      F      |
+-----+
22 |      3      |      I      |
+-----+
24 |      S      |      I      |
+-----+
```

```

26 |      4      |      A      |
   +---+---+---+---+---+---+---+---+---+---+---+---+
28 |      R      |      P      |
   +---+---+---+---+---+---+---+---+---+---+---+---+
30 |      A      |      0      |
   +---+---+---+---+---+---+---+---+---+---+---+---+

   +---+---+---+---+---+---+---+---+---+---+---+---+
40 |      3      |      F      |
   +---+---+---+---+---+---+---+---+---+---+---+---+
42 |      O      |      O      |
   +---+---+---+---+---+---+---+---+---+---+---+---+
44 | 1 1|      20      |
   +---+---+---+---+---+---+---+---+---+---+---+---+

   +---+---+---+---+---+---+---+---+---+---+---+---+
64 | 1 1|
26 |      |
   +---+---+---+---+---+---+---+---+---+---+---+---+

   +---+---+---+---+---+---+---+---+---+---+---+---+
92 |      0      |
   +---+---+---+---+---+---+---+---+---+---+---+---+

```

The domain name for F.ISI.ARPA is shown at offset 20. The domain name FOO.F.ISI.ARPA is shown at offset 40; this definition uses a pointer to concatenate a label for FOO to the previously defined F.ISI.ARPA. The domain name ARPA is defined at offset 64 using a pointer to the ARPA component of the name F.ISI.ARPA at 20; note that this pointer relies on ARPA being the last label in the string at 20. The root domain name is

Mockapetris [Page 31]

RFC 1035 Domain Implementation and Specification November 1987

defined by a single octet of zeros at 92; the root domain name has no labels.

4.2. Transport

The DNS assumes that messages will be transmitted as datagrams or in a byte stream carried by a virtual circuit. While virtual circuits can be used for any DNS activity, datagrams are preferred for queries due to their lower overhead and better performance. Zone refresh activities

must use virtual circuits because of the need for reliable transfer.

The Internet supports name server access using TCP [RFC-793] on server port 53 (decimal) as well as datagram access using UDP [RFC-768] on UDP port 53 (decimal).

4.2.1. UDP usage

Messages sent using UDP use server port 53 (decimal).

Messages carried by UDP are restricted to 512 bytes (not counting the IP or UDP headers). Longer messages are truncated and the TC bit is set in the header.

UDP is not acceptable for zone transfers, but is the recommended method for standard queries in the Internet. Queries sent using UDP may be lost, and hence a retransmission strategy is required. Queries or their responses may be reordered by the network, or by processing in name servers, so resolvers should not depend on them being returned in order.

The optimal UDP retransmission policy will vary with performance of the Internet and the needs of the client, but the following are recommended:

- The client should try other servers and server addresses before repeating a query to a specific address of a server.
- The retransmission interval should be based on prior statistics if possible. Too aggressive retransmission can easily slow responses for the community at large. Depending on how well connected the client is to its expected servers, the minimum retransmission interval should be 2-5 seconds.

More suggestions on server selection and retransmission policy can be found in the resolver section of this memo.

4.2.2. TCP usage

Messages sent over TCP connections use server port 53 (decimal). The message is prefixed with a two byte length field which gives the message

length, excluding the two byte length field. This length field allows the low-level processing to assemble a complete message before beginning to parse it.

Several connection management policies are recommended:

- The server should not block other activities waiting for TCP data.
- The server should support multiple connections.
- The server should assume that the client will initiate connection closing, and should delay closing its end of the connection until all outstanding client requests have been satisfied.
- If the server needs to close a dormant connection to reclaim resources, it should wait until the connection has been idle for a period on the order of two minutes. In particular, the server should allow the SOA and AXFR request sequence (which begins a refresh operation) to be made on a single connection. Since the server would be unable to answer queries anyway, a unilateral close or reset may be used instead of a graceful close.

5. MASTER FILES

Master files are text files that contain RRs in text form. Since the contents of a zone can be expressed in the form of a list of RRs a master file is most often used to define a zone, though it can be used to list a cache's contents. Hence, this section first discusses the format of RRs in a master file, and then the special considerations when a master file is used to create a zone in some name server.

5.1. Format

The format of these files is a sequence of entries. Entries are predominantly line-oriented, though parentheses can be used to continue a list of items across a line boundary, and text literals can contain CRLF within the text. Any combination of tabs and spaces act as a delimiter between the separate items that make up an entry. The end of any line in the master file can end with a comment. The comment starts with a ";" (semicolon).

The following entries are

defined:

<blank>[<comment>]

Mockapetris

[Page 33]

RFC 1035 Domain Implementation and Specification November 1987

\$ORIGIN <domain-name> [<comment>]

\$INCLUDE <file-name> [<domain-name>] [<comment>]

<domain-name><rr> [<comment>]

<blank><rr> [<comment>]

Blank lines, with or without comments, are allowed anywhere in the file.

Two control entries are defined: \$ORIGIN and \$INCLUDE. \$ORIGIN is followed by a domain name, and resets the current origin for relative domain names to the stated name. \$INCLUDE inserts the named file into the current file, and may optionally specify a domain name that sets the relative domain name origin for the included file. \$INCLUDE may also have a comment. Note that a \$INCLUDE entry never changes the relative origin of the parent file, regardless of changes to the relative origin made within the included file.

The last two forms represent RRs. If an entry for an RR begins with a blank, then the RR is assumed to be owned by the last stated owner. If an RR entry begins with a <domain-name>, then the owner name is reset.

<rr> contents take one of the following forms:

[<TTL>] [<class>] <type> <RDATA>

[<class>] [<TTL>] <type> <RDATA>

The RR begins with optional TTL and class fields, followed by a type and RDATA field appropriate to the type and class. Class and type use the standard mnemonics, TTL is a decimal integer. Omitted class and TTL values are default to the last explicitly stated values. Since type and class mnemonics are disjoint, the parse is unique. (Note that this order is different from the order used in examples and the order used in

the actual RRs; the given order allows easier parsing and defaulting.)

<domain-name>s make up a large share of the data in the master file. The labels in the domain name are expressed as character strings and separated by dots. Quoting conventions allow arbitrary characters to be stored

in domain names. Domain names that end in a dot are called absolute, and are taken as complete. Domain names which do not end in a dot are called relative; the actual domain name is the concatenation of the relative part with an origin specified in a \$ORIGIN, \$INCLUDE, or as an argument to the master file loading routine. A relative name is an error when no origin is available.

Mockapetris

[Page 34]

RFC 1035 Domain Implementation and Specification November 1987

<character-string> is expressed in one or two ways: as a contiguous set of characters without interior spaces, or as a string beginning with a " and ending with a ". Inside a " delimited string any character can occur, except for a " itself, which must be quoted using \ (back slash).

Because these files are text files several special encodings are necessary to allow arbitrary data to be loaded. In particular:

of the root.

@

A free standing @ is used to denote the current origin.

\X where X is any character other than a digit (0-9), is used to quote that character so that its special meaning does not apply. For example, "\" can be used to place a dot character in a label.

\DDD where each D is a digit is the octet corresponding to the decimal number described by DDD. The resulting octet is assumed to be text and is not checked for special meaning.

() Parentheses are used to group data that crosses a line boundary. In effect, line terminations are not recognized within parentheses.

; Semicolon is used to start a comment; the remainder of the line is ignored.

5.2. Use of master files to define zones

When a master file is used to load a zone, the operation should be suppressed if any errors are encountered in the master file. The rationale for this is that a single error can have widespread consequences. For example, suppose that the RRs defining a delegation have syntax errors; then the server will return authoritative name errors for all names in the subzone (except in the case where the subzone is also present on the server).

Several other validity checks that should be performed in addition to insuring that the file is syntactically correct:

1. All RRs in the file should have the same class.
2. Exactly one SOA RR should be present at the top of the zone.
3. If delegations are present and glue information is required, it should be present.

Mockapetris

[Page 35]

RFC 1035 Domain Implementation and Specification November 1987

4. Information present outside of the authoritative nodes in the zone should be glue information, rather than the result of an origin or similar error.

5.3. Master file example

The following is an example file which might be used to define the ISI.EDU zone, and is loaded with an origin of ISI.EDU:

```
@ IN SOA  VENERA  Action\.domains (
        20  ; SERIAL
       7200 ; REFRESH
        600 ; RETRY
    3600000; EXPIRE
    60)  ; MINIMUM
```

```
NS    A.ISI.EDU.
NS    VENERA
NS    VAXA
MX    10    VENERA
MX    20    VAXA
```

```
A     A     26.3.0.103
```

```
VENERA A     10.1.0.52
      A     128.9.0.32
```

```
VAXA  A     10.2.0.27
      A     128.9.0.33
```

\$INCLUDE <SUBSYS>ISI-MAILBOXES.TXT

Where the file <SUBSYS>ISI-MAILBOXES.TXT is:

```
MOE   MB    A.ISI.EDU.
LARRY MB    A.ISI.EDU.
CURLEY MB    A.ISI.EDU.
STOOGES MG   MOE
      MG    LARRY
      MG    CURLEY
```

Note the use of the \ character in the SOA
RR to specify the responsible
person mailbox "Action.domains@E.ISI.EDU".

Mockapetris

[Page 36]

RFC 1035 Domain Implementation and Specification November 1987

6. NAME SERVER IMPLEMENTATION

6.1. Architecture

The optimal structure for the name server will depend on the host
operating system and whether the name server is integrated with resolver

operations, either by supporting recursive service, or by sharing its database with a resolver. This section discusses implementation considerations for a name server which shares a database with a resolver, but most of these concerns are present in any name server.

6.1.1. Control

A name server must employ multiple concurrent activities, whether they are implemented as separate tasks in the host's OS or multiplexing inside a single name server program. It is simply not acceptable for a name server to block the service of UDP requests while it waits for TCP data for refreshing

or query activities. Similarly, a name server should not attempt to provide recursive service without processing such requests in parallel, though it may choose to serialize requests from a single client, or to regard identical requests from the same client as duplicates. A name server should not substantially delay requests while it reloads a zone from master files or while it incorporates a newly refreshed zone into its database.

6.1.2. Database

While name server implementations are free to use any internal data structures they choose, the suggested structure consists of three major parts:

- A "catalog" data structure which lists the zones available to this server, and a "pointer" to the zone data structure. The main purpose of this structure is to find the nearest ancestor zone, if any, for arriving standard queries.
- Separate data structures for each of the zones held by the name server.
- A data structure for cached data. (or perhaps separate caches for different classes)

All of these data structures can be implemented an identical tree structure format, with different data chained off the nodes in different parts: in the catalog the data is pointers to zones, while in the zone and cache data structures, the data will be RRs. In designing the tree framework the designer should recognize that query processing will need to traverse the tree using case-insensitive label comparisons; and that

in real data, a few nodes have a very high branching factor (100-1000 or more), but the vast majority have a very low branching factor (0-1).

One way to solve the case problem is to store the labels for each node in two pieces: a standardized-case representation of the label where all ASCII characters are in a single case, together with a bit mask that denotes which characters

are actually of a different case. The

branching factor diversity can be handled using a simple linked list for a node until the branching factor exceeds some threshold, and transitioning to a hash structure after the threshold is exceeded. In any case, hash structures used to store tree sections must insure that hash functions and procedures preserve the casing conventions of the DNS.

The use of separate structures for the different parts of the database is motivated by several factors:

- The catalog structure can be an almost static structure that need change only when the system administrator changes the zones supported by the server. This structure can also be used to store parameters used to control refreshing activities.

- The individual data structures for zones allow a zone to be replaced simply by changing a pointer in the catalog. Zone refresh operations can build a new structure and, when complete, splice it into the database

via a simple pointer

replacement. It is very important that when a zone is refreshed, queries should not use old and new data simultaneously.

- With the proper search procedures, authoritative data in zones will always "hide", and hence take precedence over, cached data.

- Errors in zone definitions that cause overlapping zones, etc., may cause erroneous responses to queries, but problem determination is simplified, and the contents of one "bad" zone can't corrupt another.

- Since the cache is most frequently updated, it is most vulnerable to corruption during system restarts. It can also

become full of expired RR data. In either case, it can easily be discarded without disturbing zone data.

A major aspect of database design is selecting a structure which allows the name server to deal with crashes of the name server's host. State information which a name server should save across system crashes

Mockapetris

[Page 38]

RFC 1035 Domain Implementation and Specification November 1987

includes the catalog structure (including the state of refreshing for each zone) and the zone data itself.

6.1.3. Time

Both the TTL data for RRs and the timing data for refreshing activities depends on 32 bit timers in units of seconds. Inside the database, refresh timers and TTLs for cached data conceptually "count down", while data in the zone stays with constant TTLs.

A recommended implementation strategy is to store time in two ways: as a relative increment and as an absolute time. One way to do this is to use positive 32 bit numbers for one type and negative numbers for the other. The RRs in zones use relative times; the refresh timers and cache data use absolute times. Absolute numbers are taken with respect to some known origin and converted to relative values when placed in the response to a query. When an absolute TTL is negative after conversion to relative, then the data is expired and should be ignored.

6.2. Standard query processing

The major algorithm for standard query processing is presented in [RFC-1034].

When processing queries with QCLASS=*, or some other QCLASS which matches multiple classes, the response should never be authoritative unless the server can guarantee that the response covers all classes.

When composing a response, RRs which are to be inserted in the additional section, but duplicate RRs in the answer or authority sections, may be omitted from the additional section.

When a response is so long that truncation is required, the truncation should start at the end of the response and work forward in the datagram. Thus if there is any data for the authority section, the answer section is guaranteed to be unique.

The MINIMUM value in the SOA should be used to set a floor on the TTL of data distributed from a zone. This floor function should be done when the data is copied into a response.

This will allow future dynamic update protocols to change the SOA MINIMUM field without ambiguous semantics.

6.3. Zone refresh and reload processing

In spite of a server's best efforts, it may be unable to load zone data from a master file due to syntax errors, etc., or be unable to refresh a zone within its expiration parameter. In this case, the name server

Mockapetris

[Page 39]

RFC 1035 Domain Implementation and Specification November 1987

should answer queries as if it were not supposed to possess the zone.

If a master is sending a zone out via AXFR, and a new version is created during the transfer, the master should continue to send the old version if possible. In any case, it should never send part of one version and part of another. If completion is not possible, the master should reset the connection on which the zone transfer is taking place.

6.4. Inverse queries (Optional)

Inverse queries are an optional part of the DNS. Name servers are not required to support any form of inverse queries. If a name server receives an inverse query that it does not support, it returns an error response with the "Not Implemented" error set in the header. While inverse query support is optional, all name servers must be at least able to return the error response.

6.4.1. The contents of inverse queries and responses Inverse queries reverse the mappings performed by standard query operations; while a standard query maps a domain name to a resource, an inverse query maps a resource to a domain name. For example, a standard query might bind a domain name to a host address; the corresponding inverse

query binds the host address to a domain name.

Inverse queries take the form of a single RR in the answer section of the message, with an empty question section. The owner name of the query RR and its TTL are not significant. The response carries questions in the question section which identify all names possessing the query RR WHICH THE NAME SERVER KNOWS. Since no name server knows about all of the domain name space, the response can never be assumed to be complete. Thus inverse queries are primarily useful for database management and debugging activities. Inverse queries are NOT an acceptable method of mapping host addresses to host names; use the IN-ADDR.ARPA domain instead.

Where possible, name servers should provide case-insensitive comparisons for inverse queries. Thus an inverse query asking for an MX RR of "Venera.isi.edu" should get the same response as a query for "VENERA.ISI.EDU"; an inverse query for HINFO RR "IBM-PC UNIX" should produce the same result as an inverse query for "IBM-pc unix". However, this cannot be guaranteed because name servers may possess RRs that contain character strings but the name server does not know that the data is character.

When a name server processes an inverse query, it either returns:

1. zero, one, or multiple domain names for the specified resource as QNAMEs in the question section

Mockapetris

[Page 40]

RFC 1035 Domain Implementation and Specification November 1987

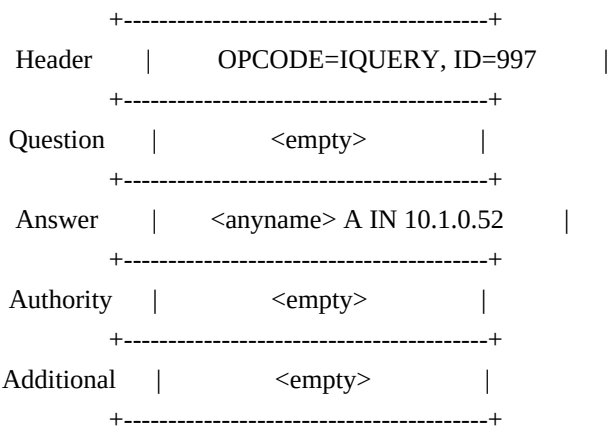
2. an error code indicating that the name server doesn't support inverse mapping of the specified resource type.

When the response to an inverse query contains one or more QNAMEs, the owner name and TTL of the RR in the answer section which defines the inverse query is modified to exactly match an RR found at the first QNAME.

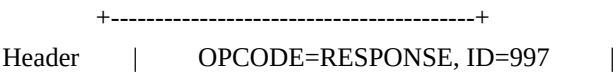
R Rs returned in the inverse queries cannot be cached using the same mechanism as is used for the replies to standard queries. One reason for this is that a name might have multiple RRs of the same type, and only one would appear. For example, an inverse query for a single

address of a multiply homed host might create the impression that only one address existed.

6.4.2. Inverse query and response example The overall structure of an inverse query for retrieving the domain name that corresponds to Internet address 10.1.0.52 is shown below:



This query asks for a question whose answer is the Internet style address 10.1.0.52. Since the owner name is not known, any domain name can be used as a placeholder (and is ignored). A single octet of zero, signifying the root, is usually used because it minimizes the length of the message. The TTL of the RR is not significant. The response to this query might be:




```

+-----+
Question  |QTYPE=A, QCLASS=IN, QNAME=VENERA.ISI.EDU |
+-----+
Answer    | VENERA.ISI.EDU A IN 10.1.0.52      |
+-----+
Authority  |          <empty>          |
+-----+
Additional |          <empty>          |
+-----+

```

Note that the QTYPE in a response to an inverse query is the same as the TYPE field in the answer section of the inverse query. Responses to inverse queries may contain multiple questions when the inverse is not unique. If the question section in the response is not empty, then the RR in the answer section is modified to correspond to be an exact copy of an RR at the first QNAME.

6.4.3. Inverse query processing

Name servers that support inverse queries can support these operations through exhaustive searches of their databases, but this becomes impractical as the size of the database increases. An alternative approach is to invert the database according to the search key.

For name servers that support multiple zones and a large amount of data, the recommended approach is separate inversions for each zone.

When a particular zone is changed during a refresh, only its inversions need to be redone.

Support for transfer of this type of inversion may be included in future versions of the domain system, but is not supported in this version.

6.5. Completion queries and responses

The optional completion services described in RFC-882 and RFC-883 have been deleted. Redesigned services may become available in the future.

7. RESOLVER IMPLEMENTATION

The top levels of the recommended resolver algorithm are discussed in [RFC-1034]. This section discusses implementation details assuming the database structure suggested in the name server implementation section of this memo.

7.1. Transforming a user request into a query

The first step a resolver takes is to transform the client's request, stated in a format suitable to the local OS, into a search specification for RRs at a specific name which match a specific QTYPE and QCLASS. Where possible, the QTYPE and QCLASS should correspond to a single type and a single class, because this makes the use of cached data much simpler. The reason for this is that the presence of data of one type in a cache doesn't confirm the existence or non-existence of data of other types, hence the only way to be sure is to consult an authoritative source. If QCLASS=* is used, then authoritative answers won't be available.

Since a resolver must be able to multiplex multiple requests if it is to perform its function efficiently, each pending request is usually represented in some block of state information. This state block will typically contain:

- A timestamp indicating the time the request began.

The timestamp is used to decide whether RRs in the database can be used or are out of date. This timestamp uses the absolute time format previously discussed for RR storage in

zones and caches. Note that when an RRs TTL indicates a relative time, the RR must be timely, since it is part of a zone. When the RR has an absolute time, it is part of a cache, and the TTL of the RR is compared against the timestamp for the start of the request.

Note that using the timestamp is superior to using a current time, since it allows RRs with TTLs of zero to be entered in the cache in the usual manner, but still used by the current request, even after intervals of many seconds due to system

load, query retransmission timeouts, etc.

- Some sort of parameters to limit the amount of work which will be performed for this request.

The amount of work which a resolver will do in response to a client request must be limited to guard against errors in the database, such as circular CNAME references, and operational problems, such as network partition which prevents the

Mockapetris

[Page 43]

RFC 1035 Domain Implementation and Specification November 1987

resolver from accessing the name servers it needs. While local limits on the number of times a resolver will retransmit a particular query to a particular name server address are essential, the resolver should have a global per-request counter to limit work on a single request. The counter should be set to some initial value and decremented whenever the resolver performs any action (retransmission timeout, retransmission, etc.) If the counter passes zero, the request is terminated with a temporary error.

Note that if the resolver structure allows one request to start others in parallel, such as when the need to access a name server for one request causes a parallel resolve for the name server's addresses, the spawned request should be started with a lower counter. This prevents circular references in the database from starting a chain reaction of resolver activity.

- The SLIST data structure discussed in [RFC-1034].

This structure keeps track of the state of a request if it must wait for answers from foreign name servers.

7.2. Sending the queries

As described in [RFC-1034], the basic task of the resolver is to formulate a query which will answer the client's request and direct that query to name servers which can provide the information. The resolver will usually only have very strong hints about which servers to ask, in

the form of NS RRs, and may have to revise the query, in response to CNAMEs, or revise the set of name servers the resolver is asking, in response to delegation responses which point the resolver to name servers closer to the desired information. In addition to the information requested by the client, the resolver may have to call upon its own services to determine the address of name servers it wishes to contact.

In any case, the model used in this memo assumes that the resolver is multiplexing attention between multiple requests, some from the client, and some internally generated. Each request is represented by some state information, and the desired behavior is that the resolver transmit queries to name servers in a way that maximizes the probability that the request is answered, minimizes the time that the request takes, and avoids excessive transmissions. The key algorithm uses the state information of the request to select the next name server address to query, and also computes a timeout which will cause the next action should a response not arrive. The next action will usually be a transmission to some other server, but may be a temporary error to the

Mockapetris

[Page 44]

RFC 1035 Domain Implementation and Specification November 1987

client.

The resolver always starts with a list of server names to query (SLIST). This list will be all NS RRs which correspond to the nearest ancestor zone that the resolver knows about. To avoid startup problems, the resolver should have a set of default servers which it will ask should it have no current NS RRs which are appropriate. The resolver then adds to SLIST all of the known addresses for the name servers, and may start parallel requests to acquire the addresses of the servers when the resolver has the name, but no addresses, for the name servers.

To complete initialization of SLIST, the resolver attaches whatever history information it has to the each address in SLIST. This will usually consist of some sort of weighted averages for the response time of the address, and the batting average of the address (i.e., how often the address responded at all to the request). Note that this information should be kept on a per address basis, rather than on a per name server basis, because the response time and batting average of a particular server may vary considerably

from address to address. Note also that this information is actually specific to a resolver address / server address pair, so a resolver with multiple addresses may wish to keep separate histories for each of its addresses. Part of this step must deal with addresses which have no such history; in this case an expected round trip time of 5-10 seconds should be the worst case, with lower estimates for the same local network, etc.

Note that whenever a delegation is followed, the resolver algorithm reinitializes SLIST.

The information establishes a partial ranking of the available name server addresses. Each time an address is chosen and the state should be altered to prevent its selection again until all other addresses have been tried. The timeout for each transmission should be 50-100% greater than the average predicted value to allow for variance in response.

Some fine points:

- The resolver may encounter a situation where no addresses are available for any of the name servers named in SLIST, and where the servers in the list are precisely those which would normally be used to look up their own addresses. This situation typically occurs when the glue address RRs have a smaller TTL than the NS RRs marking delegation, or when the resolver caches the result of a NS search. The resolver should detect this condition and restart the search at the next ancestor zone, or alternatively at the root.

Mockapetris

[Page 45]

RFC 1035 Domain Implementation and Specification November 1987

- If a resolver gets a server error or other bizarre response from a name server, it should remove it from SLIST, and may wish to schedule an immediate transmission to the next candidate server address.

7.3. Processing responses

The first step in processing arriving response datagrams is to parse the response. This procedure should include:

- Check the header for reasonableness. Discard datagrams which are queries when responses are expected.
- Parse the sections of the message, and insure that all RRs are correctly formatted.
- As an optional step, check the TTLs of arriving data looking for RRs with excessively long TTLs. If a RR has an excessively long TTL, say greater than 1 week, either discard the whole response, or limit all TTLs in the response to 1 week.

The next step is to match the response to a current resolver request. The recommended strategy is to do a preliminary matching using the ID field in the domain header, and then to verify that the question section corresponds to the information currently desired. This requires that the transmission algorithm devote several bits of the domain ID field to a request identifier of some sort. This step has several fine points:

- Some name servers send their responses from different addresses than the one used to receive the query. That is, a resolver cannot rely that a response will come from the same address which it sent the corresponding query to. This name server bug is typically encountered in UNIX systems.
- If the resolver retransmits a particular request to a name server it should be able to use a response from any of the transmissions. However, if it is using the response to sample the round trip time to access the name server, it must be able to determine which transmission matches the response (and keep transmission times for each outgoing message), or only calculate round trip times based on initial transmissions.
- A name server will occasionally not have a current copy of a zone which it should have according to some NS RRs. The resolver should simply remove the name server from the current SLIST, and continue.

7.4. Using the cache

In general, we expect a resolver to cache all data which it receives in responses since it may be useful in answering future client requests. However, there are several types of data which should not be cached:

- When several RRs of the same type are available for a particular owner name, the resolver should either cache them all or none at all. When a response is truncated, and a resolver doesn't know whether it has a complete set, it should not cache a possibly partial set of RRs.
- Cached data should never be used in preference to authoritative data, so if caching would cause this to happen the data should not be cached.
- The results of an inverse query should not be cached.
- The results of standard queries where the QNAME contains "*" labels if the data might be used to construct wildcards. The reason is that the cache does not necessarily contain existing

RRs or zone boundary information which is necessary to restrict the application of the wildcard RRs.

- RR data in responses of dubious reliability. When a resolver receives unsolicited responses or RR data other than that requested, it should discard it without caching it. The basic implication is that all sanity checks on a packet should be performed before any of it is cached.

In a similar vein, when a resolver has a set of RRs for some name in a response, and wants to cache the RRs, it should check its cache for already existing RRs. Depending on the circumstances, either the data in the response or the cache is preferred, but the two should never be combined. If the data in the response is from authoritative data in the answer section, it is always preferred.

8. MAIL SUPPORT

The domain system defines a standard for mapping mailboxes into domain names, and two methods for using the mailbox information to derive mail routing information. The first method is called mail exchange binding and the other method is mailbox binding. The mailbox encoding standard

and mail exchange binding are part of the DNS official protocol, and are the recommended method for mail routing in the Internet. Mailbox binding is an experimental feature which is still under development and subject to change.

Mockapetris

[Page 47]

RFC 1035 Domain Implementation and Specification November 1987

The mailbox encoding standard assumes a mailbox name of the form "<local-part>@<mail-domain>". While the syntax allowed in each of these sections varies substantially between the various mail internets, the preferred syntax for the ARPA Internet is given in [RFC-822].

The DNS encodes the <local-part> as a single label, and encodes the <mail-domain> as a domain name. The single label from the <local-part> is prefaced to the domain name from <mail-domain> to form the domain name corresponding to the mailbox. Thus the mailbox HOSTMASTER@SRI-NIC.ARPA is mapped into the domain name HOSTMASTER.SRI-NIC.ARPA. If the <local-part> contains dots or other special characters, its representation in a master file will require the use of backslash quoting to ensure that the domain name is properly encoded. For example, the mailbox Action.domains@ISI.EDU would be represented as Action\domains.ISI.EDU.

8.1. Mail exchange binding

Mail exchange binding uses the <mail-domain> part of a mailbox specification to determine where mail should be sent. The <local-part> is not even consulted. [RFC-974] specifies this method in detail, and should be consulted before attempting to use mail exchange support.

One of the advantages of this method is that it decouples mail destination naming from the hosts used to support mail service, at the cost of another layer of indirection in the lookup function. However, the addition layer should eliminate the need for complicated "%", "!", etc encodings in <local-part>.

The essence of the method is that the <mail-domain> is used as a domain name to locate type MX RRs which list hosts willing to accept mail for <mail-domain>, together with preference values which rank the hosts according to an order specified by the administrators for <mail-domain>.

In this memo, the <mail-domain> ISI.EDU is used in examples, together with the hosts VENERA.ISI.EDU and VAXA.ISI.EDU as mail exchanges for ISI.EDU. If a mailer had a message for Mockapetris@ISI.EDU, it would route it by looking up MX RRs for ISI.EDU. The MX RRs at ISI.EDU name VENERA.ISI.EDU and VAXA.ISI.EDU, and type A queries can find the host addresses.

8.2. Mailbox binding (Experimental)

In mailbox binding, the mailer uses the entire mail destination specification to construct a domain name. The encoded domain name for the mailbox is used as the QNAME field in a QTYPE=MAILB query.

Several outcomes are possible for this query:

Mockapetris

[Page 48]

RFC 1035 Domain Implementation and Specification November 1987

1. The query can return a name error indicating that the mailbox does not exist as a domain name.

In the long term, this would indicate that the specified mailbox doesn't exist. However, until the use of mailbox binding is universal, this error condition should be interpreted to mean that the organization identified by the global part does not support mailbox binding. The appropriate procedure is to revert to exchange binding at this point.

2. The query can return a Mail Rename (MR) RR.

The MR RR carries new mailbox specification in its RDATA field. The mailer should replace the old mailbox with the new one and retry the operation.

3. The query can return a MB RR.

The MB RR carries a domain name for a host in its RDATA field. The mailer should deliver the message to that host via whatever protocol is applicable, e.g., b,SMTP.

4. The query can return one or more Mail Group (MG) RRs.

This condition means that the mailbox was actually a mailing list or mail group, rather than a single mailbox. Each MG RR has a RDATA field that identifies a mailbox that is a member of the group. The mailer should deliver a copy of the message to each member.

5. The query can return a MB RR as well as one or more MG RRs.

This condition means the the mailbox was actually a mailing list. The mailer can either deliver the message to the host specified by the MB RR, which will in turn do the delivery to all members, or the mailer can use the MG RRs to do the expansion itself.

In any of these cases, the response may include a Mail Information (MINFO) RR. This RR is usually associated with a mail group, but is legal with a MB. The MINFO RR identifies two mailboxes. One of these identifies a responsible person for the original mailbox name. This mailbox should be used for requests to be added to a mail group, etc. The second mailbox name in the MINFO RR identifies a mailbox that should receive error messages for mail failures. This is particularly appropriate for mailing lists when errors in member names should be reported to a person other than the one who sends a message to the list.

Mockapetris

[Page 49]

RFC 1035 Domain Implementation and Specification November 1987

New fields may be added to this RR in the future.

9. REFERENCES and BIBLIOGRAPHY

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A name service obsoleted by the Domain Name System,

but

still in use.

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Mockapetris

[Page 50]

RFC 1035 Domain Implementation and Specification November 1987

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RFC 1035 Domain Implementation and Specification November 1987

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Mockapetris

[Page 52]

RFC 1035 Domain Implementation and Specification November 1987

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Mockapetris

[Page 53]

RFC 1035 Domain Implementation and Specification November 1987

Index

* 13

; 33, 35

<character-string> 35

<domain-name> 34

@ 35

\ 35

A 12

Byte order 8

CH 13

Character case 9

CLASS 11

CNAME 12

Completion 42

CS 13

Hesiod 13
HINFO 12
HS 13

IN 13
IN-ADDR.ARPA domain 22
Inverse queries 40

Mailbox names 47
MB 12
MD 12
MF 12
MG 12
MINFO 12
MINIMUM 20
MR 12
MX 12

NS 12
NULL 12

Port numbers 32
Primary server 5
PTR 12, 18

Mockapetris [Page 54]

RFC 1035 Domain Implementation and Specification November 1987

QCLASS 13
QTYPE 12

RDATA 12
RDLENGTH 11

Secondary server 5
SOA 12
Stub resolvers 7

TCP 32
TXT 12
TYPE 11

UDP 32

WKS 12

Mockapetris

[Page 55]

Html markup produced by rfcmarkup 1.77, available from <http://tools.ietf.org/tools/rfcmarkup/>

Found

in path(s):

* /mikel-mail-2-3-1-0-g2cc19d5-tar-gz/mikel-mail-2cc19d5/reference/rfc1035 Domain Implementation and Specification.txt

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

Internet Message Format

Status of this Memo

This document specifies an Internet standards track protocol for the Internet community, and requests discussion and suggestions for improvements. Please refer to the current edition of the "Internet Official Protocol Standards" (STD 1) for the standardization state and status of this protocol. Distribution of this memo is unlimited.

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Abstract

This standard specifies a syntax for text messages that are sent between computer users, within the framework of "electronic mail" messages. This standard supersedes the one specified in Request For Comments (RFC) 822, "Standard for the Format of ARPA Internet Text Messages", updating it to reflect current practice and incorporating incremental changes that were specified in other RFCs.

Table of Contents

1. Introduction 3

1.1. Scope 3

1.2. Notational conventions 4

1.2.1. Requirements notation 4

1.2.2. Syntactic notation 4

1.3. Structure of this document 4

2. Lexical Analysis of Messages 5

2.1. General Description 5

2.1.1. Line Length Limits 6

2.2. Header Fields 7

2.2.1. Unstructured Header Field Bodies
..... 7

2.2.2. Structured Header Field Bodies 7

2.2.3. Long Header Fields 7

2.3. Body 8

3. Syntax 9

3.1. Introduction	9
3.2. Lexical Tokens	9

Resnick Standards Track [Page 1]

RFC 2822 Internet Message Format April 2001

3.2.1. Primitive Tokens	9
3.2.2. Quoted characters	10
3.2.3. Folding white space and comments	11
3.2.4. Atom	12
3.2.5. Quoted strings	13
3.2.6. Miscellaneous tokens	13
3.3. Date and Time Specification	14
3.4. Address Specification	15
3.4.1. Addr-spec specification	16
3.5 Overall message syntax	17
3.6. Field definitions	18
3.6.1. The origination date field	20
3.6.2. Originator fields	21
3.6.3. Destination address fields	22
3.6.4. Identification fields	23
3.6.5. Informational fields	26
3.6.6. Resent fields	26
3.6.7. Trace fields	28
3.6.8. Optional fields	29
4. Obsolete Syntax	29
4.1. Miscellaneous obsolete tokens	30
4.2. Obsolete folding white space	31
4.3. Obsolete Date and Time	31
4.4. Obsolete Addressing	33
4.5. Obsolete header fields	33
4.5.1. Obsolete origination date field	34
4.5.2. Obsolete originator fields	34
4.5.3. Obsolete destination address fields	34
4.5.4. Obsolete identification fields	35
4.5.5. Obsolete informational fields	35
4.5.6. Obsolete resent fields	35
4.5.7. Obsolete trace fields	36
4.5.8. Obsolete optional fields	36
5. Security Considerations	36
6. Bibliography	37
7. Editor's Address	38
8. Acknowledgements	39

Appendix A. Example messages	41
A.1. Addressing examples	41
A.1.1. A message from one person to another with simple addressing	41
A.1.2. Different types of mailboxes	42
A.1.3. Group addresses	43
A.2. Reply messages	43
A.3. Resent messages	44
A.4. Messages with trace fields	46
A.5. White space, comments, and other oddities	47
A.6. Obsoleted forms	47

Resnick Standards Track [Page 2]

RFC 2822 Internet
Message Format April 2001

A.6.1. Obsolete addressing	48
A.6.2. Obsolete dates	48
A.6.3. Obsolete white space and comments	48
Appendix B. Differences from earlier standards	49
Appendix C. Notices	50
Full Copyright Statement	51

1. Introduction

1.1. Scope

This standard specifies a syntax for text messages that are sent between computer users, within the framework of "electronic mail" messages. This standard supersedes the one specified in Request For Comments (RFC) 822, "Standard for the Format of ARPA Internet Text Messages" [RFC822], updating it to reflect current practice and incorporating incremental changes that were specified in other RFCs [STD3].

This standard specifies a syntax only for text messages. In particular, it makes no provision for the transmission of images, audio, or other sorts of structured data in electronic mail messages. There are several extensions published, such as the MIME document series [RFC2045, RFC2046, RFC2049], which describe mechanisms for the transmission of such data through electronic mail, either by extending the syntax provided here or by structuring such messages to conform to this syntax. Those mechanisms are outside of the scope of

this standard.

In the context of electronic mail, messages are viewed as having an envelope and contents. The envelope contains whatever information is needed to accomplish transmission and delivery. (See [RFC2821] for a discussion of the envelope.) The contents comprise the object to be delivered to the recipient. This standard applies only to the format and some of the semantics of message contents. It contains no specification of the information in the envelope.

However, some message systems may use information from the contents to create the envelope. It is intended that this standard facilitate the acquisition of such information by programs.

This specification is intended as a definition of what message content format is to be passed between systems. Though some message systems locally store messages in this format (which eliminates the need for translation between formats) and others use formats that differ from the one specified in this standard, local storage is outside of the scope of this standard.

Resnick	Standards Track	[Page 3]
RFC 2822	Internet Message Format	April 2001

Note: This standard is not intended to dictate the internal formats used by sites, the specific message system features that they are expected to support, or any of the characteristics of user interface programs that create or read messages. In addition, this standard does not specify an encoding of the characters for either transport or storage; that is, it does not specify the number of bits used or how those bits are specifically transferred over the wire or stored on disk.

1.2. Notational conventions

1.2.1. Requirements notation

This document occasionally uses terms that appear in capital letters. When the terms "MUST", "SHOULD", "RECOMMENDED", "MUST NOT", "SHOULD NOT", and "MAY" appear capitalized, they are being used to indicate particular requirements of this specification. A discussion of the meanings of these terms appears in [RFC2119].

1.2.2. Syntactic notation

This standard uses the Augmented Backus-Naur Form (ABNF) notation specified in [RFC2234] for the formal definitions of the syntax of messages. Characters will be specified either by a decimal value (e.g., the value %d65 for uppercase A and %d97 for lowercase A) or by a case-insensitive literal value enclosed in quotation marks (e.g., "A" for either uppercase or lowercase A). See [RFC2234] for the full description of the notation.

1.3. Structure of this document

This document is divided into several sections.

This section, section 1, is a short introduction to the document.

Section 2 lays out the general description of a message and its constituent parts. This is an overview to help the reader understand some of the general principles used in the later portions of this document. Any examples in this section **MUST NOT** be taken as specification of the formal syntax of any part of a message.

Section 3 specifies formal ABNF rules for the structure of each part of a message (the syntax) and describes the relationship between those parts and their meaning in the context of a message (the semantics). That is, it describes the actual rules for the structure of each part of a message (the syntax) as well as a description of the parts and instructions on how they ought to be interpreted (the semantics). This includes analysis of the syntax and semantics of

Resnick Standards Track [Page 4]

RFC 2822 Internet Message Format April 2001

subparts of messages that have specific structure. The syntax included in section 3 represents messages as they **MUST** be created. There are also notes in section 3 to indicate if any of the options specified in the syntax **SHOULD** be used over any of the others.

Both sections 2 and 3 describe messages that are legal to generate for purposes of this standard.

Section 4 of this document specifies an "obsolete" syntax. There are

references in section 3 to these obsolete syntactic elements. The rules of the obsolete syntax are elements that have appeared in earlier revisions of this standard or have previously been widely used in Internet messages. As such, these elements **MUST** be interpreted by parsers of messages in order to be conformant to this standard. However, since items in this syntax have been determined to be non-interoperable or to cause significant problems for recipients of messages, they **MUST NOT** be generated by creators of conformant messages.

Section 5 details security considerations to take into account when implementing this standard.

Section 6 is a bibliography of references in this document.

Section 7 contains the editor's address.

Section 8 contains acknowledgements.

Appendix A lists examples of different sorts of messages. These examples are not exhaustive of the types of messages that appear on the Internet, but give a broad overview of certain syntactic forms.

Appendix B lists the differences between this standard and earlier standards for Internet messages.

Appendix C has copyright and intellectual property notices.

2. Lexical Analysis of Messages

2.1. General Description

At the most basic level, a message is a series of characters. A message that is conformant with this standard is comprised of characters with values in the range 1 through 127 and interpreted as US-ASCII characters [ASCII]. For brevity, this document sometimes refers to this range of characters as simply "US-ASCII characters".

Note: This standard specifies that messages are made up of characters in the US-ASCII range of 1 through 127. There are other documents, specifically the MIME document series [RFC2045, RFC2046, RFC2047, RFC2048, RFC2049], that extend this standard to allow for values outside of that range. Discussion of those mechanisms is not within the scope of this standard.

Messages are divided into lines of characters. A line is a series of characters that is delimited with the two characters carriage-return and line-feed;

that is, the carriage return (CR) character (ASCII value 13) followed immediately by the line feed (LF) character (ASCII value 10). (The carriage-return/line-feed pair is usually written in this document as "CRLF".)

A message consists of header fields (collectively called "the header of the message") followed, optionally, by a body. The header is a sequence of lines of characters with special syntax as defined in this standard. The body is simply a sequence of characters that follows the header and is separated from the header by an empty line (i.e., a line with nothing preceding the CRLF).

2.1.1. Line Length Limits

There are two limits that this standard places on the number of characters in a line. Each line of characters **MUST** be no more than 998 characters, and **SHOULD** be no more than 78 characters, excluding the CRLF.

The 998 character limit is due to limitations in many implementations which send, receive, or store Internet

Message Format messages that

simply cannot handle more than 998 characters on a line. Receiving implementations would do well to handle an arbitrarily large number of characters in a line for robustness sake. However, there are so many implementations which (in compliance with the transport requirements of [RFC2821]) do not accept messages containing more than 1000 character including the CR and LF per line, it is important for implementations not to create such messages.

The more conservative 78 character recommendation is to accommodate the many implementations of user interfaces that display these messages which may truncate, or disastrously wrap, the display of more than 78 characters per line, in spite of the fact that such implementations are non-conformant to the intent of this specification (and that of [RFC2821] if they actually cause information to be lost). Again, even though this limitation is put on

messages, it is incumbent upon
implementations which display messages

Resnick	Standards Track	[Page 6]
RFC 2822	Internet Message Format	April 2001

to handle an arbitrarily large number of characters in a line
(certainly at least up to the 998 character limit) for the sake of
robustness.

2.2. Header Fields

Header fields are lines composed of a field name, followed by a colon
(":"), followed by a field body, and terminated by CRLF. A field
name MUST be composed of printable US-ASCII characters (i.e.,
characters that have values between 33 and 126, inclusive), except
colon. A field body may be composed of any US-ASCII characters,
except for CR and LF. However, a field body may contain CRLF when
used in header "folding" and "unfolding" as described in section
2.2.3. All field bodies MUST conform to the syntax described in
sections 3 and 4 of this standard.

2.2.1. Unstructured Header Field Bodies

Some field bodies in this standard are defined simply as
"unstructured" (which is specified below as any US-ASCII characters,
except for CR and LF) with no further restrictions. These are
referred to as unstructured field bodies. Semantically, unstructured
field bodies are simply to be treated as a single line of characters
with no further processing (except for header "folding" and
"unfolding" as described in section 2.2.3).

2.2.2. Structured Header Field Bodies

Some field bodies in this standard have specific syntactical
structure more restrictive than the unstructured field bodies
described above. These are referred to as "structured" field bodies.
Structured field bodies are sequences of specific lexical tokens as
described in sections 3 and 4 of this standard. Many of these tokens
are allowed (according to their syntax) to be introduced or end with
comments (as described in section 3.2.3) as well as the space (SP,
ASCII value 32)

and horizontal tab (HTAB, ASCII value 9) characters (together known as the white space characters, WSP), and those WSP characters are subject to header "folding" and "unfolding" as described in section 2.2.3. Semantic analysis of structured field bodies is given along with their syntax.

2.2.3. Long Header Fields

Each header field is logically a single line of characters comprising the field name, the colon, and the field body. For convenience however, and to deal with the 998/78 character limitations per line, the field body portion of a header field can be split into a multiple line representation; this is called "folding". The general rule is

Resnick	Standards Track	[Page 7]
RFC 2822	Internet Message Format	April 2001

that wherever this standard allows for folding white space (not simply WSP characters), a CRLF may be inserted before any WSP. For example, the header field:

Subject: This is a test

can be represented as:

Subject: This
is a test

Note: Though structured field bodies are defined in such a way that folding can take place between many of the lexical tokens (and even within some of the lexical tokens), folding SHOULD be limited to placing the CRLF at higher-level syntactic breaks. For instance, if a field body is defined as comma-separated values, it is recommended that folding occur after the comma separating the structured items in preference to other places where the field could be folded, even if it is allowed elsewhere.

The process of moving from this folded multiple-line representation of a header field to its single line representation is called "unfolding". Unfolding is accomplished by simply removing any CRLF that is immediately followed by WSP. Each header field should be treated in its unfolded form for further syntactic and semantic evaluation.

2.3.

Body

The body of a message is simply lines of US-ASCII characters. The only two limitations on the body are as follows:

- CR and LF MUST only occur together as CRLF; they MUST NOT appear independently in the body.
- Lines of characters in the body MUST be limited to 998 characters, and SHOULD be limited to 78 characters, excluding the CRLF.

Note: As was stated earlier, there are other standards documents, specifically the MIME documents [RFC2045, RFC2046, RFC2048, RFC2049] that extend this standard to allow for different sorts of message bodies. Again, these mechanisms are beyond the scope of this document.

Resnick Standards Track [Page 8]

RFC 2822 Internet Message Format April 2001

3. Syntax

3.1. Introduction

The syntax as given in this section defines the legal syntax of Internet messages. Messages that are conformant to this standard MUST conform to the syntax in this section. If there are options in this section where one option SHOULD be generated, that is indicated either in the prose or in a comment next to the syntax.

For the defined expressions, a short description of the syntax and use is given, followed by the syntax in ABNF, followed by a semantic analysis. Primitive tokens that are used but otherwise unspecified come from [RFC2234].

In some of the definitions, there will be nonterminals whose names start with "obs-". These "obs-" elements refer to tokens defined in

the obsolete syntax in section 4. In all cases, these productions are to be ignored for the purposes of generating legal Internet messages and MUST NOT be used as part of such a message. However, when interpreting messages, these tokens MUST be honored as part of the legal syntax. In this sense, section 3 defines a grammar for generation of messages, with "obs-" elements that are to be ignored, while section 4 adds grammar for interpretation of messages.

3.2. Lexical Tokens

The following rules are used to define an underlying lexical analyzer, which feeds tokens to the higher-level parsers. This section defines the tokens used in structured header field bodies.

Note: Readers of this standard need to pay special attention to how these lexical tokens are used in both the lower-level and higher-level syntax later in the document. Particularly, the white space tokens and the comment tokens defined in section 3.2.3 get used in the lower-level tokens defined here, and those lower-level tokens are in turn used as parts of the higher-level tokens defined later. Therefore, the white space and comments may be allowed in the higher-level tokens even though they may not explicitly appear in a particular definition.

3.2.1. Primitive Tokens

The following are primitive tokens referred to elsewhere in this standard, but not otherwise defined in [RFC2234]. Some of them will not appear anywhere else in the syntax, but they are convenient to refer to in other parts of this document.

Note: The "specials" below are just such an example. Though the specials token does not appear anywhere else in this standard, it is useful for implementers who use tools that lexically analyze messages. Each of the characters in specials can be used to indicate a tokenization point in lexical analysis.

NO-WS-CTL = %d1-8 / ; US-ASCII control characters

%d11 / ; that do not include the
 %d12 / ; carriage return, line feed,
 %d14-31 / ; and white space characters
 %d127

text = %d1-9 / ; Characters excluding CR and LF
 %d11 /
 %d12 /
 %d14-127 /
 obs-text

specials = "(" / ")" / ; Special characters used in
 "<" / ">" / ; other parts of the syntax
 "[" / "]" /
 ":" / ";", /
 "@" / "\" /
 "," / "." /
 DQUOTE

No special semantics are attached to these tokens. They are simply single characters.

3.2.2. Quoted characters

Some characters are reserved for special interpretation, such as delimiting lexical tokens. To permit use of these characters as uninterpreted data, a quoting mechanism is provided.

quoted-pair = ("\" text) / obs-qp

Where any quoted-pair appears, it is to be interpreted as the text character alone. That is to say, the "\" character that appears as part of a quoted-pair is semantically "invisible".

Note: The "\" character may appear in a message where it is not part of a quoted-pair. A "\" character that does not appear in a quoted-pair is not semantically invisible. The only places in this standard where quoted-pair currently appears are ccontent, qcontent, dcontent, no-fold-quote, and no-fold-literal.

3.2.3. Folding white space and comments

White space characters, including white space used in folding (described in section 2.2.3), may appear between many elements in header field bodies. Also, strings of characters that are treated as comments may be included in structured field bodies as characters enclosed in parentheses. The following defines the folding white space (FWS) and comment constructs.

Strings of characters enclosed in parentheses are considered comments so long as they do not appear within a "quoted-string", as defined in section 3.2.5. Comments may nest.

There are several places in this standard where comments and FWS may be freely inserted. To accommodate that syntax, an additional token for "CFWS" is defined for places where comments and/or FWS can occur. However, where CFWS occurs in this standard, it MUST NOT be inserted in such a way that any line of a folded header field is made up entirely of WSP characters and nothing else.

FWS = ([*WSP CRLF] 1*WSP) / ; Folding white space
obs-FWS

ctext = NO-WS-CTL / ; Non white space controls

%d33-39 / ; The rest of the US-ASCII
%d42-91 / ; characters not including "(",
%d93-126 ; ")", or "\"

ccontent = ctext / quoted-pair / comment

comment = "(" *([FWS] ccontent) [FWS] ")"

CFWS =
*([FWS] comment) ([FWS] comment) / FWS

Throughout this standard, where FWS (the folding white space token) appears, it indicates a place where header folding, as discussed in section 2.2.3, may take place. Wherever header folding appears in a message (that is, a header field body containing a CRLF followed by any WSP), header unfolding (removal of the CRLF) is performed before any further lexical analysis is performed on that header field according to this standard. That is to say, any CRLF that appears in FWS is semantically "invisible."

A comment is normally used in a structured field body to provide some

human readable informational text. Since a comment is allowed to contain FWS, folding is permitted within the comment. Also note that since quoted-pair is allowed in a comment, the parentheses and

Resnick Standards Track [Page 11]

RFC 2822 Internet Message Format April
2001

backslash characters may appear in a comment so long as they appear as a quoted-pair. Semantically, the enclosing parentheses are not part of the comment; the comment is what is contained between the two parentheses. As stated earlier, the "\" in any quoted-pair and the CRLF in any FWS that appears within the comment are semantically "invisible" and therefore not part of the comment either.

Runs of FWS, comment or CFWS that occur between lexical tokens in a structured field header are semantically interpreted as a single space character.

3.2.4. Atom

Several productions in structured header field bodies are simply strings of certain basic characters. Such productions are called atoms.

Some of the structured header field bodies also allow the period character (".", ASCII value 46) within runs of atext. An additional "dot-atom" token is defined for those purposes.

atext = ALPHA / DIGIT / ; Any character except
controls,

 "!" / "#" / ; SP, and specials.
 "\$" / "%" / ; Used for atoms
 "&" / "'" /
 "*" / "+" /
 "_" / "/" /
 "=" / "?" /
 "^" / "_" /
 "`" / "{" /
 "|" / "}" /
 "~"

atom = [CFWS] 1*atext [CFWS]

dot-atom = [CFWS] dot-atom-text [CFWS]

dot-atom-text = 1*atext *("." 1*atext)

Both atom and dot-atom are interpreted as a single unit, comprised of the string of characters that make it up. Semantically, the optional comments and FWS surrounding the rest of the characters are not part of the atom; the atom is only the run of atext characters in an atom, or the atext and "." characters in a dot-atom.

Resnick Standards Track [Page 12]

RFC 2822

Internet Message Format April 2001

3.2.5. Quoted strings

Strings of characters that include characters other than those allowed in atoms may be represented in a quoted string format, where the characters are surrounded by quote (DQUOTE, ASCII value 34) characters.

qtext = NO-WS-CTL / ; Non white space controls

%d33 / ; The rest of the US-ASCII
%d35-91 / ; characters not including "\"
%d93-126 ; or the quote character

qcontent = qtext / quoted-pair

quoted-string = [CFWS]
DQUOTE *([FWS] qcontent) [FWS] DQUOTE
[CFWS]

A quoted-string is treated as a unit. That is, quoted-string is identical to atom, semantically. Since a quoted-string is allowed to contain FWS, folding is permitted. Also note that since quoted-pair is allowed in a quoted-string, the quote and backslash characters may appear in a quoted-string so long as they appear as a quoted-pair.

Semantically, neither the optional CFWS outside of the quote characters nor the quote characters themselves are part of the quoted-string; the quoted-string is what is contained between the two quote characters. As stated earlier, the "\" in any quoted-pair and the CRLF in any FWS/CFWS that appears within the quoted-string are semantically "invisible" and therefore not part of the quoted-string either.

3.2.6. Miscellaneous tokens

Three additional tokens are defined, word and phrase for combinations of atoms and/or quoted-strings, and unstructured for use in unstructured header fields and in some places within structured header fields.

word = atom / quoted-string

phrase = 1*word / obs-phrase

Resnick Standards Track [Page 13]

RFC 2822 Internet Message Format
April 2001

utext = NO-WS-CTL / ; Non white space controls
%d33-126 / ; The rest of US-ASCII
obs-utext

unstructured = *([FWS] utext) [FWS]

3.3. Date and Time Specification

Date and time occur in several header fields. This section specifies the syntax for a full date and time specification. Though folding white space is permitted throughout the date-time specification, it is RECOMMENDED that a single space be used in each place that FWS appears (whether it is required or optional); some older implementations may not interpret other occurrences of folding white space correctly.

date-time = [day-of-week ","] date FWS time [CFWS]

day-of-week = ([FWS] day-name) / obs-day-of-week

day-name = "Mon" / "Tue" / "Wed" / "Thu" /
"Fri" / "Sat" / "Sun"

date = day month year

year =
4*DIGIT / obs-year

month = (FWS month-name FWS) / obs-month

month-name = "Jan" / "Feb" / "Mar" / "Apr" /
"May" / "Jun" / "Jul" / "Aug" /
"Sep" / "Oct" / "Nov" / "Dec"

day = ([FWS] 1*2DIGIT) / obs-day

time = time-of-day FWS zone

time-of-day = hour ":" minute [":" second]

hour = 2DIGIT / obs-hour

minute = 2DIGIT / obs-minute

second = 2DIGIT / obs-second

zone = (("+" / "-") 4DIGIT) / obs-zone

Resnick Standards Track [Page 14]

RFC 2822 Internet Message Format April 2001

The day is the numeric day of the month. The year is any numeric year 1900 or later.

The time-of-day specifies the number of hours, minutes, and optionally seconds since midnight of the date indicated.

The date and time-of-day SHOULD

express local time.

The zone specifies the offset from Coordinated Universal Time (UTC, formerly referred to as "Greenwich Mean Time") that the date and time-of-day represent. The "+" or "-" indicates whether the time-of-day is ahead of (i.e., east of) or behind (i.e., west of) Universal Time. The first two digits indicate the number of hours difference from Universal Time, and the last two digits indicate the number of minutes difference from Universal Time. (Hence, +hhmm means $+(hh * 60 + mm)$ minutes, and -hhmm means $-(hh * 60 + mm)$ minutes). The form "+0000" SHOULD be used to indicate a time zone at Universal Time. Though "-0000" also indicates Universal Time, it is used to indicate that the time was generated on a system that may be in a local time zone other than Universal Time and therefore indicates that the date-time contains no information about the local time zone.

A date-time specification MUST be semantically valid. That is, the day-of-the-week (if included) MUST be the day implied by the date, the numeric day-of-month MUST be between 1 and the number of days allowed for the specified month (in the specified year), the time-of-day MUST be in the range 00:00:00 through 23:59:60 (the number of seconds allowing for a leap second; see [STD12]), and the zone MUST be within the range -9959 through +9959.

3.4. Address Specification

Addresses occur in several message header fields to indicate senders and recipients of messages. An address may either be an individual mailbox, or a group of mailboxes.

address = mailbox / group

mailbox = name-addr / addr-spec

name-addr = [display-name] angle-addr

angle-addr = [CFWS] "<" addr-spec ">" [CFWS] / obs-angle-addr

group = display-name ":" [mailbox-list / CFWS] ";"
[CFWS]

display-name = phrase

mailbox-list = (mailbox *("," mailbox)) / obs-mbox-list

address-list = (address *("," address)) / obs-addr-list

A mailbox receives mail. It is a conceptual entity which does not necessarily pertain to file storage. For example, some sites may choose to print mail on a printer and deliver the output to the addressee's desk. Normally, a mailbox is comprised of two parts: (1) an optional display name that indicates the name of the recipient (which could be a person or a system) that could be displayed to the user of a mail application, and (2) an addr-spec address enclosed in angle brackets ("**<**" and "**>**"). There is also an alternate simple form of a mailbox where the addr-spec address appears alone, without the recipient's name or the angle brackets. The Internet addr-spec address is described in section 3.4.1.

Note:

Some legacy implementations used the simple form where the addr-spec appears without the angle brackets, but included the name of the recipient in parentheses as a comment following the addr-spec. Since the meaning of the information in a comment is unspecified, implementations **SHOULD** use the full name-addr form of the mailbox, instead of the legacy form, to specify the display name associated with a mailbox. Also, because some legacy implementations interpret the comment, comments generally **SHOULD NOT** be used in address fields to avoid confusing such implementations.

When it is desirable to treat several mailboxes as a single unit (i.e., in a distribution list), the group construct can be used. The group construct allows the sender to indicate a named group of recipients. This is done by giving a display name for the group, followed by a colon, followed by a comma separated list of any number of mailboxes (including zero and one), and ending with a semicolon.

Because the list of mailboxes can be empty, using the group construct is also a simple way to communicate to recipients that the message was sent to one or more named sets of recipients, without actually providing the individual mailbox address for each of those recipients.

3.4.1. Addr-spec specification

An addr-spec is a specific Internet identifier that contains a locally interpreted string followed by the at-sign character ("@", ASCII value 64) followed by an Internet domain. The locally interpreted string is either a quoted-string or a dot-atom. If the string can be represented as a dot-atom (that is, it contains no characters other than atext characters or "." surrounded by atext

Resnick Standards Track [Page 16]

RFC 2822 Internet Message Format April 2001

characters), then the dot-atom form SHOULD be used and the quoted-string form SHOULD NOT be used. Comments and folding white space SHOULD NOT be used around the "@" in the addr-spec.

addr-spec = local-part "@" domain

local-part = dot-atom / quoted-string / obs-local-part

domain = dot-atom / domain-literal / obs-domain

domain-literal = [CFWS] "[" *([FWS] dcontent) [FWS] "]" [CFWS]

dcontent = dtext / quoted-pair

dtext = NO-WS-CTL / ; Non white space controls

 %d33-90 / ; The rest of the US-ASCII
 %d94-126 ; characters not including "[",
 ; "]", or "\"

The domain portion identifies the point to which the mail is delivered. In the dot-atom form, this is interpreted as an Internet domain name (either a host name or a mail exchanger name) as described in [STD3, STD13, STD14]. In the domain-literal form, the domain is interpreted as the literal Internet address of the particular host. In both cases, how addressing is used and how messages are transported to a particular host is covered in the mail transport document [RFC2821]. These mechanisms are outside of the scope of this document.

The local-part portion is a domain dependent string. In addresses,

it is simply interpreted on the particular host as a name of a particular mailbox.

3.5 Overall message syntax

A message consists of header fields, optionally followed by a message body. Lines in a message **MUST** be a maximum of 998 characters excluding the CRLF, but it is **RECOMMENDED** that lines be limited to 78 characters excluding the CRLF. (See section 2.1.1 for explanation.) In a message body, though all of the characters listed in the text rule **MAY** be used, the use of US-ASCII control characters (values 1 through 8, 11, 12, and 14 through 31) is discouraged since their interpretation by receivers for display is not guaranteed.

Resnick

Standards Track

[Page 17]

RFC 2822

Internet Message Format

April 2001

message = (fields / obs-fields)
[CRLF body]

body = *(*998text CRLF) *998text

The header fields carry most of the semantic information and are defined in section 3.6. The body is simply a series of lines of text which are uninterpreted for the purposes of this standard.

3.6. Field definitions

The header fields of a message are defined here. All header fields have the same general syntactic structure: A field name, followed by a colon, followed by the field body. The specific syntax for each header field is defined in the subsequent sections.

Note: In the ABNF syntax for each field in subsequent sections, each field name is followed by the required colon. However, for brevity sometimes the colon is not referred to in the textual description of the syntax. It is, nonetheless, required.

It is important to note that the header fields are not guaranteed to be in a particular order. They may appear in any order, and they have been known to be reordered occasionally when transported over the Internet. However, for the purposes of this standard, header fields SHOULD NOT be reordered when a message is transported or transformed. More importantly, the trace header fields and resent header fields MUST NOT be reordered, and SHOULD be kept in blocks prepended to the message. See sections 3.6.6 and 3.6.7 for more information.

The only required header fields are the origination date field and the originator address field(s). All other header fields are syntactically optional. More information is contained in the table following this definition.

fields = *(trace
*(resent-date /
resent-from /
resent-sender /

resent-to /
resent-cc /
resent-bcc /
resent-msg-id))
*(orig-date /
from /
sender /
reply-to /

Resnick	Standards Track	[Page 18]
RFC 2822	Internet Message Format	April 2001

to /
cc /
bcc /
message-id /
in-reply-to /
references /
subject /
comments /
keywords /
optional-field)

The following table indicates limits on the number of times each

field may occur in a message header as well as any special limitations on the use of those fields. An asterisk next to a value in the minimum or maximum column indicates that a special restriction appears in the Notes column.

Field	Min number	Max number	Notes
trace	0	unlimited	Block prepended - see 3.6.7
resent-date	0*	unlimited*	One per block, required if other resent fields present - see 3.6.6
resent-from	0	unlimited*	One per block - see 3.6.6
resent-sender	0*	unlimited*	One per block, MUST occur with multi-address resent-from - see 3.6.6
resent-to	0	unlimited*	One per block - see 3.6.6
resent-cc - see	0	unlimited*	One per block 3.6.6
resent-bcc	0	unlimited*	One per block - see 3.6.6
resent-msg-id	0	unlimited*	One per block - see 3.6.6
orig-date	1	1	
from	1	1	See sender and 3.6.2

Resnick	Standards Track	[Page 19]
RFC 2822	Internet Message Format	April 2001
sender	0*	1 MUST occur with multi-address from - see 3.6.2

reply-to	0	1	
to	0	1	
cc	0	1	
bcc	0	1	
message-id	0*	1	SHOULD be present - see 3.6.4
in-reply-to	0*	1	SHOULD occur in some replies - see 3.6.4
references	0*	1	SHOULD occur in some replies - see 3.6.4
subject	0	1	
comments	0		unlimited
keywords	0		unlimited
optional-field	0		unlimited

The exact interpretation of each field is described in subsequent sections.

3.6.1. The origination date field

The origination date field consists of the field name "Date" followed by a date-time specification.

orig-date = "Date:" date-time CRLF

The origination date specifies the date and time at which the creator of the message indicated that the message was complete and ready to enter the mail delivery system. For instance, this might be the time that a user pushes the "send" or "submit" button in an application program. In any case, it is specifically not intended to convey the time that the message is actually transported, but rather the time at which the human or other creator of the message has put the message into its final form, ready for transport. (For example, a portable computer user who is not connected to a network might queue a message

for delivery. The origination date is intended to contain the date and time that the user queued the message, not the time when the user connected to the network to send the message.)

3.6.2. Originator fields

The originator fields of a message consist of the from field, the sender field (when applicable), and optionally the reply-to field. The from field consists of the field name "From" and a comma-separated list of one or more mailbox specifications. If the from field contains more than one mailbox specification in the mailbox-list, then the sender field, containing the field name "Sender" and a single mailbox specification, MUST appear in the message. In either case, an optional reply-to field MAY also be included, which contains the field name "Reply-To" and a comma-separated list of one or more addresses.

from = "From:" mailbox-list CRLF

sender = "Sender:" mailbox CRLF

reply-to = "Reply-To:" address-list CRLF

The originator fields indicate the mailbox(es) of the source of the message. The "From:" field specifies the author(s) of the message, that is, the mailbox(es) of the person(s) or system(s) responsible for the writing of the message. The "Sender:" field specifies the mailbox of the agent responsible for the actual transmission of the message. For example, if a secretary were to send a message for another person, the mailbox of the secretary would appear in the "Sender:" field and the mailbox of the actual author would appear in the "From:" field. If the originator of the message can be indicated by a single mailbox and the author and transmitter are identical, the "Sender:" field SHOULD NOT be used. Otherwise, both fields SHOULD appear.

The originator fields also provide the information required when replying to a message. When the "Reply-To:" field is present, it indicates the mailbox(es) to which the author of the message suggests

that replies be sent. In the absence of the "Reply-To:" field, replies SHOULD by default be sent to the mailbox(es) specified in the "From:" field unless otherwise specified by the person composing the reply.

In all cases, the "From:" field SHOULD NOT contain any mailbox that does not belong to the author(s) of the message. See also section 3.6.3 for more information on forming the destination addresses for a reply.

Resnick Standards
Track [Page 21]

RFC 2822 Internet Message Format April 2001

3.6.3. Destination address fields

The destination fields of a message consist of three possible fields, each of the same form: The field name, which is either "To", "Cc", or "Bcc", followed by a comma-separated list of one or more addresses (either mailbox or group syntax).

to = "To:" address-list CRLF

cc = "Cc:" address-list CRLF

bcc = "Bcc:" (address-list / [CFWS]) CRLF

The destination fields specify the recipients of the message. Each destination field may have one or more addresses, and each of the addresses indicate the intended recipients of the message. The only difference between the three fields is how each is used.

The "To:" field contains the address(es) of the primary recipient(s) of the message.

The "Cc:" field (where the "Cc" means "Carbon Copy" in the sense of making a copy on a typewriter using carbon paper) contains the addresses of others who are to receive the message, though the content of the message may not be directed at them.

The "Bcc:" field (where the "Bcc" means "Blind Carbon Copy") contains addresses of recipients of the message whose addresses are not to be revealed to other recipients of the message. There are three ways in

which the "Bcc:" field is used. In the first case, when a message containing a "Bcc:" field is prepared to be sent, the "Bcc:" line is removed even though all of the recipients (including those specified in the "Bcc:" field) are sent a copy of the message. In the second case, recipients specified in the "To:" and "Cc:" lines each are sent a copy of the message with the "Bcc:" line removed as above, but the recipients on the "Bcc:" line get a separate copy of the message containing a "Bcc:" line. (When there are multiple recipient addresses in the "Bcc:" field, some implementations actually send a separate copy of the message to each recipient with a "Bcc:" containing only the address of that particular recipient.) Finally, since a "Bcc:" field may contain no addresses, a "Bcc:" field can be sent without any addresses indicating to the recipients that blind copies were sent to someone. Which method to use with "Bcc:" fields is implementation dependent, but refer to the "Security Considerations" section of this document for a discussion of each.

Resnick Standards Track [Page 22]

RFC 2822 Internet Message Format April 2001

When a message is a reply to another message, the mailboxes of the authors of the original message (the mailboxes in the "From:" field) or mailboxes specified in the "Reply-To:" field (if it exists) MAY appear in the "To:" field of the reply since these would normally be the primary recipients of the reply. If a reply is sent to a message that has destination fields, it is often desirable to send a copy of the reply to all of the recipients of the message, in addition to the author. When such a reply is formed, addresses in the "To:" and "Cc:" fields of the original message MAY appear in the "Cc:" field of the reply, since these are normally secondary recipients of the reply. If a "Bcc:" field is present in the original message, addresses in that field MAY appear in the "Bcc:" field of the reply, but SHOULD NOT appear in the "To:" or "Cc:" fields.

Note: Some mail applications have automatic reply commands that include the destination addresses of the original message in the destination addresses of the reply. How those reply commands behave is implementation dependent and is beyond the scope of this document. In particular, whether or not to include the original destination

addresses when the original message had a "Reply-To:" field is not addressed here.

3.6.4. Identification fields

Though optional, every message SHOULD have a "Message-ID:" field. Furthermore, reply messages SHOULD have "In-Reply-To:" and "References:" fields as appropriate, as described below.

The "Message-ID:" field contains a single unique message identifier. The "References:" and "In-Reply-To:" field each contain one or more unique message identifiers, optionally separated by CFWS.

The message identifier (msg-id) is similar in syntax to an angle-addr construct without the internal CFWS.

message-id = "Message-ID:" msg-id CRLF

in-reply-to = "In-Reply-To:" 1*msg-id CRLF

references = "References:" 1*msg-id CRLF

msg-id = [CFWS] "<" id-left "@" id-right ">" [CFWS]

id-left = dot-atom-text / no-fold-quote / obs-id-left

id-right = dot-atom-text / no-fold-literal / obs-id-right

no-fold-quote = DQUOTE *(qtext / quoted-pair) DQUOTE

Resnick

Standards Track

[Page 23]

RFC 2822

Internet Message Format

April 2001

no-fold-literal = "[" *(dtext / quoted-pair) "]"

The "Message-ID:" field provides a unique message identifier that refers to a particular version of a particular message. The uniqueness of the message identifier is guaranteed by the host that generates it (see below). This message identifier is intended to be machine readable and not necessarily meaningful to humans. A message identifier pertains to exactly one instantiation of a particular message; subsequent revisions to the message each receive new message

identifiers.

Note: There are many instances when messages are "changed", but those changes do not constitute a new instantiation of that message, and therefore the message would not get a new message identifier. For example, when messages are introduced into the transport system, they are often prepended

with additional header fields such as trace

fields (described in section 3.6.7) and resent fields (described in section 3.6.6). The addition of such header fields does not change the identity of the message and therefore the original "Message-ID:" field is retained. In all cases, it is the meaning that the sender of the message wishes to convey (i.e., whether this is the same message or a different message) that determines whether or not the "Message-ID:" field changes, not any particular syntactic difference that appears (or does not appear) in the message.

The "In-Reply-To:" and "References:" fields are used when creating a reply to a message. They hold the message identifier of the original message and the message identifiers of other messages (for example, in the case of a reply to a message which was itself a reply). The "In-Reply-To:" field may be used to identify the message (or messages) to which the new message is a reply, while the

"References:" field may be used to identify a "thread" of conversation.

When creating a reply to a message, the "In-Reply-To:" and "References:" fields of the resultant message are constructed as follows:

The "In-Reply-To:" field will contain the contents of the "Message-ID:" field of the message to which this one is a reply (the "parent message"). If there is more than one parent message, then the "In-Reply-To:" field will contain the contents of all of the parents' "Message-ID:" fields. If there is no "Message-ID:" field in any of the parent messages, then the new message will have no "In-Reply-To:" field.

The "References:" field will contain the contents of the parent's "References:" field (if any) followed by the contents of the parent's "Message-ID:" field (if any). If the parent message does not contain a "References:" field but does have an "In-Reply-To:" field containing a single message identifier, then the "References:" field will contain the contents of the parent's "In-Reply-To:" field followed by the contents of the parent's "Message-ID:" field (if any). If the parent has none of the "References:", "In-Reply-To:", or "Message-ID:" fields, then the new message will have no "References:" field.

Note: Some implementations parse the "References:" field to display the "thread of the discussion". These implementations assume that each new message is a reply to a single parent and hence that they can walk backwards through the "References:" field to find the parent of each message listed there. Therefore, trying to form a "References:" field for a reply that has multiple parents is discouraged and how to do so is not defined in this document.

The message identifier (msg-id) itself **MUST** be a globally unique identifier for a message. The generator of the message identifier **MUST** guarantee that the msg-id is unique. There are several algorithms that can be used to accomplish this. Since the msg-id has a similar syntax to angle-addr (identical except that comments and folding white space are not allowed), a good method is to put the domain name (or a domain literal IP address) of the host on which the message identifier was created on the right hand side of the "@", and put a combination of the current absolute date and time along with some other currently unique (perhaps sequential) identifier available on the system (for example, a process id number) on the left hand side. Using a date on the left hand side and a domain name or domain literal on the right hand side makes it possible to guarantee uniqueness since no two hosts use the same domain name or IP address at the same time. Though other algorithms will work, it is **RECOMMENDED** that the right hand side contain some domain identifier (either of the host itself or otherwise) such that the generator of the message identifier can guarantee the uniqueness of the left hand side within the scope of that domain.

Semantically, the angle bracket characters are not part of the msg-id; the msg-id is what is contained between the two angle bracket characters.

3.6.5. Informational fields

The informational fields are all optional. The "Keywords:" field contains a comma-separated list of one or more words or quoted-strings. The "Subject:" and "Comments:" fields are unstructured fields as defined in section 2.2.1, and therefore may contain text or folding white space.

subject = "Subject:" unstructured CRLF

comments = "Comments:" unstructured CRLF

keywords
 = "Keywords:" phrase *(", " phrase) CRLF

These three fields are intended to have only human-readable content with information about the message. The "Subject:" field is the most common and contains a short string identifying the topic of the message. When used in a reply, the field body MAY start with the string "Re: " (from the Latin "res", in the matter of) followed by the contents of the "Subject:" field body of the original message. If this is done, only one instance of the literal string "Re: " ought to be used since use of other strings or more than one instance can lead to undesirable consequences. The "Comments:" field contains any additional comments on the text of the body of the message. The "Keywords:" field contains a comma-separated list of important words and phrases that might be useful for the recipient.

3.6.6. Resent fields

Resent fields SHOULD be added to any message that is reintroduced by a user into the transport system. A separate set of resent fields SHOULD be added each time this is done. All of the resent fields corresponding to a particular resending of the message SHOULD be together. Each new set of resent fields is prepended to the message;

that is, the most recent set of resent fields appear earlier in the message. No other fields in the message are changed when resent fields are added.

Each of the resent fields corresponds to a particular field elsewhere in the syntax. For instance, the "Resent-Date:" field corresponds to the "Date:" field and the "Resent-To:" field corresponds to the "To:" field. In each case, the syntax for the field body is identical to the syntax given previously for the corresponding field.

When resent fields are used, the "Resent-From:" and "Resent-Date:" fields **MUST** be sent. The "Resent-Message-ID:" field **SHOULD** be sent. "Resent-Sender:" **SHOULD NOT** be used if "Resent-From:" would be identical to "Resent-From:".

Resnick	Standards Track	[Page 26]
RFC 2822	Internet Message Format	April 2001

resent-date = "Resent-Date:" date-time CRLF

resent-from = "Resent-From:" mailbox-list CRLF

resent-sender = "Resent-Sender:" mailbox CRLF

resent-to = "Resent-To:" address-list CRLF

resent-cc = "Resent-Cc:" address-list CRLF

resent-bcc = "Resent-Bcc:" (address-list / [CFWS]) CRLF

resent-msg-id = "Resent-Message-ID:" msg-id CRLF

Resent fields are used to identify a message as having been reintroduced into the transport system by a user. The purpose of using resent fields is to have the message appear to the final recipient as if it were sent directly by the original sender, with all of the original fields remaining the same. Each set of resent fields correspond to a particular resending event. That is, if a message is resent multiple times, each set of resent fields gives identifying information for each individual time. Resent fields are strictly informational. They **MUST NOT** be used in the normal processing of replies or other such automatic actions on messages.

Note: Reintroducing a message into the transport system and using resent fields is a different operation from "forwarding".

"Forwarding" has two meanings: One sense of forwarding is that a mail reading program can be told by a user to forward a copy of a message to another person, making the forwarded message the body of the new message. A forwarded message in this sense does not appear to have come from the original sender, but is an entirely new message from the forwarder of the message. On the other hand, forwarding is also used to mean when a mail transport program gets a message and forwards it on to a different destination for final delivery. Resent header fields are not intended for use with either type of forwarding.

The resent originator fields indicate the mailbox of the person(s) or system(s) that resent the message. As with the regular originator fields, there are two forms: a simple "Resent-From:" form which contains the mailbox of the individual doing the resending, and the more complex form, when one individual (identified in the "Resent-Sender:" field) resends a message on behalf of one or more others (identified in the "Resent-From:" field).

Note: When replying to a resent message, replies behave just as they would with any other message, using the original "From:",

Resnick Standards Track [Page 27]

RFC 2822 Internet Message Format April 2001

"Reply-To:", "Message-ID:", and other fields. The resent fields are only informational and MUST NOT be used in the normal processing of replies.

The "Resent-Date:" indicates the date and time at which the resent message is dispatched by the resender of the message. Like the "Date:" field, it is not the date and time that the message was actually transported.

The "Resent-To:", "Resent-Cc:", and "Resent-Bcc:" fields function identically to the "To:", "Cc:", and "Bcc:" fields respectively, except that they indicate the recipients of the resent message, not the recipients of the original message.

The "Resent-Message-ID:" field provides a unique identifier for the resent message.

3.6.7. Trace fields

The trace fields are a group of header fields consisting of an optional "Return-Path:" field, and one or more "Received:" fields. The "Return-Path:" header field contains a pair of angle brackets that enclose an optional addr-spec. The "Received:" field contains a (possibly empty) list of name/value pairs followed by a semicolon and a date-time specification. The first item of the name/value pair is defined by item-name, and the second item is either an addr-spec, an atom, a domain, or a msg-id. Further restrictions may be applied to the syntax of the trace fields by standards that provide for their use, such as [RFC2821].

trace = [return]
 1*received

return = "Return-Path:" path CRLF

path = ([CFWS] "<" ([CFWS] / addr-spec) ">" [CFWS]) /
 obs-path

received = "Received:" name-val-list ";" date-time CRLF

name-val-list = [CFWS] [name-val-pair *(CFWS name-val-pair)]

name-val-pair = item-name CFWS item-value

item-name = ALPHA *(["-"] (ALPHA / DIGIT))

item-value = 1*angle-addr / addr-spec /
 atom / domain / msg-id

Resnick Standards Track [Page 28]

RFC 2822 Internet Message Format April 2001

A full discussion of the Internet mail use of trace fields is contained in [RFC2821]. For the purposes of this standard, the trace fields are strictly informational, and any formal interpretation of them is outside of the scope of this document.

3.6.8. Optional fields

Fields may appear in messages that are otherwise unspecified in this standard. They MUST conform to the syntax of an optional-field. This is a field name, made up of the printable US-ASCII characters except SP and colon, followed by a colon, followed by any text which conforms to unstructured.

The field names of any optional-field MUST NOT be identical to any field name specified elsewhere in this standard.

optional-field = field-name ":" unstructured CRLF

field-name = 1*ftext

ftext = %d33-57 / ; Any character except
%d59-126 ; controls, SP, and
; ":".

For the purposes of this standard, any optional field is uninterpreted.

4.

Obsolete Syntax

Earlier versions of this standard allowed for different (usually more liberal) syntax than is allowed in this version. Also, there have been syntactic elements used in messages on the Internet whose interpretation have never been documented. Though some of these syntactic forms MUST NOT be generated according to the grammar in section 3, they MUST be accepted and parsed by a conformant receiver. This section documents many of these syntactic elements. Taking the grammar in section 3 and adding the definitions presented in this section will result in the grammar to use for interpretation of messages.

Note: This section identifies syntactic forms that any implementation MUST reasonably interpret. However, there are certainly Internet messages which do not conform to even the additional syntax given in this section. The fact that a particular form does not appear in any section of this document is not justification for computer programs to crash or for malformed data to be irretrievably lost by any implementation. To repeat an example, though this document requires lines in messages to be no longer than 998 characters, silently

discarding the 999th and subsequent characters in a line without warning would still be bad behavior for an implementation. It is up to the implementation to deal with messages robustly.

One important difference between the obsolete (interpreting) and the current (generating) syntax is that in structured header field bodies (i.e., between the colon and the CRLF of any structured header field), white space characters, including folding white space, and comments can be freely inserted between any syntactic tokens. This allows many complex forms that have proven difficult for some implementations to parse.

Another key difference between the obsolete and the current syntax is that the rule in section 3.2.3 regarding lines composed entirely of white space in comments and folding white space does not apply. See the discussion of folding white space in section 4.2 below.

Finally, certain characters that were formerly allowed in messages appear in this section. The NUL character (ASCII value 0) was once allowed, but is no longer for compatibility reasons. CR and LF were allowed to appear in messages other than as CRLF; this use is also shown here.

Other differences in syntax and semantics are noted in the following sections.

4.1. Miscellaneous obsolete tokens

These syntactic elements are used elsewhere in the obsolete syntax or in the main syntax. The obs-char and obs-qp elements each add ASCII value 0. Bare CR and bare LF are added to obs-text and obs-utext. The period character is added to obs-phrase. The obs-phrase-list provides for "empty" elements in a comma-separated list of phrases.

Note: The "period" (or "full stop") character (".") in obs-phrase is not a form that was allowed in earlier versions of this or any other standard. Period (nor any other character from specials) was not allowed in phrase because it introduced a parsing difficulty distinguishing between phrases and portions of an addr-spec (see section 4.4). It appears here because the period character is currently used in many messages in the display-name portion of addresses, especially for initials in names, and therefore must be

interpreted properly. In the future, period may appear in the regular syntax of phrase.

obs-qp = "\" (%d0-127)

obs-text = *LF *CR *(obs-char *LF *CR)

Resnick Standards Track [Page 30]

RFC 2822 Internet Message Format April 2001

obs-char = %d0-9
/ %d11 / ; %d0-127 except CR and
%d12 / %d14-127 ; LF

obs-utext = obs-text

obs-phrase = word *(word / "." / CFWS)

obs-phrase-list = phrase / 1*([phrase] [CFWS] "," [CFWS]) [phrase]

Bare CR and bare LF appear in messages with two different meanings. In many cases, bare CR or bare LF are used improperly instead of CRLF to indicate line separators. In other cases, bare CR and bare LF are used simply as ASCII control characters with their traditional ASCII meanings.

4.2. Obsolete folding white space

In the obsolete syntax, any amount of folding white space MAY be inserted where the obs-FWS rule is allowed. This creates the possibility of having two consecutive "folds" in a line, and therefore the possibility that a line which makes up a folded header field could be composed entirely of white space.

obs-FWS = 1*WSP *(CRLF 1*WSP)

4.3. Obsolete Date and Time

The syntax for the obsolete date format allows a 2 digit year in the date field and allows for a list of alphabetic time zone specifications that were used in earlier versions of this standard. It also permits comments and folding white space between many of the tokens.

obs-day-of-week = [CFWS] day-name [CFWS]

obs-year = [CFWS] 2*DIGIT [CFWS]

obs-month = CFWS month-name CFWS

obs-day = [CFWS] 1*2DIGIT [CFWS]

obs-hour = [CFWS] 2DIGIT [CFWS]

obs-minute = [CFWS] 2DIGIT [CFWS]

obs-second = [CFWS] 2DIGIT [CFWS]

obs-zone = "UT" / "GMT" / ; Universal Time

Resnick Standards Track [Page 31]

RFC 2822 Internet Message Format April 2001

; North American UT
; offsets
"EST" / "EDT" /
; Eastern: - 5/ - 4
"CST" / "CDT" / ; Central: - 6/ - 5
"MST" / "MDT" / ; Mountain: - 7/ - 6
"PST" / "PDT" / ; Pacific: - 8/ - 7

%d65-73 / ; Military zones - "A"
%d75-90 / ; through "I" and "K"
%d97-105 / ; through "Z", both
%d107-122 ; upper and lower case

Where a two or three digit year occurs in a date, the year is to be interpreted as follows: If a two digit year is encountered whose value is between 00 and 49, the year is interpreted by adding 2000, ending up with a value between 2000 and 2049. If a two digit year is encountered with a value between 50 and 99, or any three digit year is encountered, the year is interpreted by adding 1900.

In the obsolete time zone, "UT" and "GMT" are indications of "Universal Time" and "Greenwich Mean Time" respectively and are both semantically identical to "+0000".

The remaining three character zones are the US time zones. The first letter, "E", "C", "M", or "P" stands for "Eastern", "Central", "Mountain" and "Pacific". The second letter is either "S" for "Standard" time, or "D" for "Daylight" (or summer) time. Their interpretations are as follows:

EDT is semantically equivalent to -0400

EST is semantically equivalent to -0500

CDT is semantically equivalent to -0500

CST is semantically equivalent to -0600

MDT is semantically equivalent to -0600

MST is semantically equivalent to -0700

PDT is semantically equivalent to -0700

PST is semantically equivalent to -0800

The 1 character military time zones were defined in a non-standard way in [RFC822] and are therefore unpredictable in their meaning. The original definitions of the military zones "A" through "I" are equivalent to "+0100" through "+0900" respectively; "K", "L", and "M" are equivalent to "+1000", "+1100", and "+1200" respectively; "N" through "Y" are equivalent to "-0100" through "-1200" respectively; and "Z" is equivalent to "+0000". However, because of the error in [RFC822], they SHOULD all be considered equivalent to "-0000" unless there is out-of-band information confirming their meaning.

Resnick Standards Track [Page 32]

RFC 2822 Internet Message Format April 2001

Other multi-character (usually between 3 and 5) alphabetic time zones have been used in Internet messages. Any such time zone whose meaning is not known SHOULD be considered equivalent to "-0000" unless there is out-of-band information confirming their meaning.

4.4. Obsolete Addressing

There are three primary differences in addressing. First, mailbox addresses were allowed to have a route portion before the addr-spec when enclosed in "<" and ">". The route is simply a comma-separated list of domain names, each preceded by "@", and the list terminated by a colon. Second, CFWS were allowed between the period-separated

elements of local-part and domain (i.e., dot-atom was not used). In addition, local-part is allowed to contain quoted-string in addition to just atom. Finally, mailbox-list and address-list were allowed to have "null" members. That is, there could be two or more commas in such a list with nothing in between them.

obs-angle-addr = [CFWS] "<" [obs-route] addr-spec ">" [CFWS]

obs-route = [CFWS] obs-domain-list ":" [CFWS]

obs-domain-list = "@" domain *(*(CFWS / ",") [CFWS] "@" domain)

obs-local-part = word *("." word)

obs-domain = atom *("." atom)

obs-mbox-list = 1*([mailbox] [CFWS] "," [CFWS]) [mailbox]

obs-addr-list = 1*([address] [CFWS] "," [CFWS]) [address]

When interpreting addresses, the route portion SHOULD be ignored.

4.5. Obsolete header fields

Syntactically, the primary difference in the obsolete field syntax is that it allows multiple occurrences of any of the fields and they may occur in any order. Also, any amount of white space is allowed before the ":" at the end of the field name.

obs-fields = *(obs-return /
obs-received /
obs-orig-date /
obs-from /
obs-sender /
obs-reply-to /
obs-to /

Resnick Standards Track [Page 33]

RFC 2822 Internet Message Format April 2001

obs-cc /
obs-bcc /
obs-message-id /

- obs-in-reply-to /
- obs-references /
- obs-subject /
- obs-comments /

- obs-keywords /
- obs-resent-date /
- obs-resent-from /
- obs-resent-send /
- obs-resent-reply /
- obs-resent-to /
- obs-resent-cc /
- obs-resent-bcc /
- obs-resent-mid /
- obs-optional)

Except for destination address fields (described in section 4.5.3), the interpretation of multiple occurrences of fields is unspecified. Also, the interpretation of trace fields and resent fields which do not occur in blocks prepended to the message is unspecified as well. Unless otherwise noted in the following sections, interpretation of other fields is identical to the interpretation of their non-obsolete counterparts in section 3.

4.5.1. Obsolete origination date field

obs-orig-date = "Date" *WSP ":" date-time CRLF

4.5.2. Obsolete originator fields

obs-from
= "From" *WSP ":" mailbox-list CRLF

obs-sender = "Sender" *WSP ":" mailbox CRLF

obs-reply-to = "Reply-To" *WSP ":" mailbox-list CRLF

4.5.3. Obsolete destination address fields

obs-to = "To" *WSP ":" address-list CRLF

obs-cc = "Cc" *WSP ":" address-list CRLF

obs-bcc = "Bcc" *WSP ":" (address-list / [CFWS]) CRLF

When multiple occurrences of destination address fields occur in a message, they SHOULD be treated as if the address-list in the first occurrence of the field is combined with the address lists of the subsequent occurrences by adding a comma and concatenating.

4.5.4. Obsolete identification fields

The obsolete "In-Reply-To:" and "References:" fields differ from the current syntax in that they allow phrase (words or quoted strings) to appear. The obsolete forms of the left and right sides of msg-id allow interspersed CFWS, making them syntactically identical to local-part and domain respectively.

obs-message-id = "Message-ID" *WSP ":" msg-id CRLF

obs-in-reply-to = "In-Reply-To" *WSP ":" *(phrase / msg-id) CRLF

obs-references = "References" *WSP ":" *(phrase / msg-id) CRLF

obs-id-left = local-part

obs-id-right = domain

For purposes of interpretation, the phrases in the "In-Reply-To:" and "References:" fields are ignored.

Semantically, none of the optional CFWS surrounding the local-part and the domain are part of the obs-id-left and obs-id-right respectively.

4.5.5. Obsolete informational fields

obs-subject = "Subject" *WSP ":" unstructured CRLF

obs-comments = "Comments" *WSP ":" unstructured CRLF

obs-keywords = "Keywords" *WSP ":" obs-phrase-list CRLF

4.5.6. Obsolete resent fields

The obsolete syntax adds
a "Resent-Reply-To:" field, which consists
of the field name, the optional comments and folding white space, the
colon, and a comma separated list of addresses.

obs-resent-from = "Resent-From" *WSP ":" mailbox-list CRLF

obs-resent-send = "Resent-Sender" *WSP ":" mailbox CRLF

Resnick Standards Track [Page 35]

RFC 2822 Internet Message Format April 2001

obs-resent-date = "Resent-Date" *WSP ":" date-time CRLF

obs-resent-to = "Resent-To" *WSP ":" address-list CRLF

obs-resent-cc = "Resent-Cc" *WSP ":" address-list CRLF

obs-resent-bcc = "Resent-Bcc" *WSP ":"
(address-list / [CFWS]) CRLF

obs-resent-mid = "Resent-Message-ID" *WSP ":" msg-id CRLF

obs-resent-rply = "Resent-Reply-To" *WSP ":" address-list CRLF

As with other resent fields, the "Resent-Reply-To:" field is to be
treated as trace information only.

4.5.7. Obsolete trace fields

The obs-return and obs-received are again given here as template
definitions, just as return and received are in section 3. Their
full syntax is given in [RFC2821].

obs-return = "Return-Path" *WSP ":" path CRLF

obs-received = "Received" *WSP ":" name-val-list CRLF

obs-path = obs-angle-addr

4.5.8. Obsolete optional fields

obs-optional = field-name *WSP ":" unstructured CRLF

5. Security Considerations

Care needs to be taken when displaying messages on a terminal or terminal emulator. Powerful terminals may act on escape sequences and other combinations of ASCII control characters with a variety of consequences. They can remap the keyboard or permit other modifications to the terminal which could lead to denial of service or even damaged data. They can trigger (sometimes programmable) answerback messages which can allow a message to cause commands to be issued on the recipient's behalf.

They can also effect the operation of terminal attached devices such as printers. Message viewers may wish to strip potentially dangerous terminal escape sequences from the message prior to display. However, other escape sequences appear in messages for useful purposes (cf. [RFC2045, RFC2046, RFC2047, RFC2048, RFC2049, ISO2022]) and therefore should not be stripped indiscriminately.

Resnick Standards Track [Page 36]

RFC 2822 Internet Message Format April 2001

Transmission of non-text objects in messages raises additional security issues. These issues are discussed in [RFC2045, RFC2046, RFC2047, RFC2048, RFC2049].

Many implementations use the "Bcc:" (blind carbon copy) field described in section 3.6.3 to facilitate sending messages to recipients without revealing the addresses of one or more of the addressees to the other recipients. Mishandling this use of "Bcc:" has implications for confidential information that might be revealed, which could eventually lead to security problems through knowledge of even the existence of a particular mail address. For example, if using the first method described in section 3.6.3, where the "Bcc:" line is removed from the message, blind recipients have no explicit indication that they have been sent a blind copy, except insofar as their address does not appear in the message header. Because of this, one of the blind addressees could potentially send a reply to all of the shown recipients and accidentally reveal that the message went to the blind recipient. When the second method from section 3.6.3 is used, the blind recipient's address appears in the "Bcc:" field of a separate copy of the message. If the "Bcc:" field sent contains all of the blind addressees, all of the "Bcc:" recipients

will be seen by each "Bcc:" recipient. Even if a separate message is sent to each "Bcc:" recipient with only the individual's address, implementations still need to be careful to process replies to the message as per section 3.6.3 so as not to accidentally reveal the blind recipient to other recipients.

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Resnick Standards Track [Page 37]

RFC 2822 Internet Message Format April 2001

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7. Editor's Address

Peter W. Resnick
QUALCOMM Incorporated
5775 Morehouse Drive
San Diego, CA 92121-1714
USA

Phone: +1 858 651 4478
Fax: +1 858 651 1102
EMail: presnick@qualcomm.com

Resnick Standards Track [Page 38]

RFC
2822 Internet Message Format April 2001

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Kumria Rolf Weber
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Resnick Standards Track [Page 39]

RFC 2822 Internet Message Format April 2001

Steve Dorner	Eliot Lear	Dan Wing
Harold A. Driscoll	Barry Leiba	Jack De Winter
Michael Elkins	Jay Levitt	Gregory J. Woodhouse
Robert Elz	Lars-Johan Liman	Greg A. Woods
Johnny Eriksson	Charles Lindsey	Kazu Yamamoto
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Appendix A. Example messages

This section presents a selection of messages. These are intended to assist in the implementation of this standard, but should not be taken as normative; that is to say, although the examples in this section were carefully reviewed, if there happens to be a conflict between these examples and the syntax described in sections 3 and 4 of this document, the syntax in those sections is to be taken as correct.

Messages are delimited in this section between lines of "----". The "----" lines are not part of the message itself.

A.1. Addressing examples

The following are examples of messages that might be sent between two individuals.

A.1.1. A message from one person to another with simple addressing

This could be called a canonical message. It has a single author, John Doe, a single recipient, Mary Smith, a subject, the date, a message identifier, and a textual message in the body.

From: John
Doe <jdoe@machine.example>
To: Mary Smith <mary@example.net>
Subject: Saying Hello

Date: Fri, 21 Nov 1997 09:55:06 -0600
Message-ID: <1234@local.machine.example>

This is a message just to say hello.
So, "Hello".

Resnick	Standards Track	[Page 41]
RFC 2822	Internet Message Format	April 2001

If John's secretary Michael actually sent the message, though John was the author and replies to this message should go back to him, the sender field would be used:

From: John Doe <jdoe@machine.example>
Sender: Michael Jones <mjones@machine.example>
To: Mary Smith <mary@example.net>
Subject: Saying Hello
Date: Fri, 21 Nov 1997 09:55:06 -0600
Message-ID: <1234@local.machine.example>

This is a message just to say hello.
So, "Hello".

A.1.2. Different types of mailboxes

This message includes multiple addresses in the destination fields and also uses several different forms of addresses.

From:

"Joe Q. Public" <john.q.public@example.com>

To: Mary Smith <mary@x.test>, jdoe@example.org, Who? <one@y.test>

Cc: <boss@nil.test>, "Giant; \"Big\" Box" <syssservices@example.net>

Date: Tue, 1 Jul 2003 10:52:37 +0200

Message-ID: <5678.21-Nov-1997@example.com>

Hi everyone.

Note that the display names for Joe Q. Public and Giant; "Big" Box needed to be enclosed in double-quotes because the former contains the period and the latter contains both semicolon and double-quote characters (the double-quote characters appearing as quoted-pair construct). Conversely, the display name for Who? could appear without them because the question mark is legal in an atom. Notice also that jdoe@example.org and boss@nil.test have no display names associated with them at all, and jdoe@example.org uses the simpler address form without the angle brackets.

Resnick

Standards Track

[Page 42]

RFC 2822

Internet Message Format

April 2001

A.1.3. Group addresses

From: Pete <pete@silly.example>

To: A Group:Chris Jones <c@a.test>,joe@where.test,John <jdoe@one.test>;

Cc: Undisclosed recipients;;

Date: Thu, 13 Feb 1969 23:32:54 -0330

Message-ID: <testabcd.1234@silly.example>

Testing.

In this message, the "To:" field has a single group recipient named A Group which contains 3 addresses, and a "Cc:" field with an empty group recipient named Undisclosed recipients.

A.2. Reply messages

The following is a series of three messages that make up a conversation thread between John and Mary. John firsts sends a message to Mary, Mary then replies to John's message, and then John replies to Mary's reply message.

Note especially the "Message-ID:", "References:", and "In-Reply-To:" fields in each message.

From: John Doe <jdoe@machine.example>
To: Mary Smith <mary@example.net>
Subject: Saying Hello
Date: Fri, 21 Nov 1997 09:55:06 -0600
Message-ID:
<1234@local.machine.example>

This is a message just to say hello.
So, "Hello".

Resnick Standards Track [Page 43]

RFC 2822 Internet Message Format April 2001

When sending replies, the Subject field is often retained, though

prepended with "Re: " as described in section 3.6.5.

From: Mary Smith <mary@example.net>
To: John Doe <jdoe@machine.example>
Reply-To: "Mary Smith: Personal Account" <smith@home.example>
Subject: Re: Saying Hello
Date: Fri, 21 Nov 1997 10:01:10 -0600
Message-ID: <3456@example.net>
In-Reply-To: <1234@local.machine.example>
References: <1234@local.machine.example>

This is a reply to your hello.

Note the "Reply-To:" field in the above message. When John replies to Mary's message above, the reply should go to the address in the "Reply-To:" field instead of the address in the "From:" field.

To: "Mary Smith: Personal Account" <smith@home.example>
From:
John Doe <jdoe@machine.example>
Subject: Re: Saying Hello
Date: Fri, 21 Nov 1997 11:00:00 -0600
Message-ID: <abcd.1234@local.machine.tld>
In-Reply-To: <3456@example.net>
References: <1234@local.machine.example> <3456@example.net>

This is a reply to your reply.

A.3. Resent messages

Start with the message that has been used as an example several times:

From: John Doe <jdoe@machine.example>
To: Mary Smith <mary@example.net>
Subject: Saying Hello
Date: Fri, 21 Nov 1997 09:55:06 -0600
Message-ID: <1234@local.machine.example>

This is a message just to say hello.

So, "Hello".

Say that Mary, upon receiving this message, wishes to send a copy of the message to Jane such that (a) the message would appear to have come straight from John; (b) if Jane replies to the message, the reply should go back to John; and (c) all of the original information, like the date the message was originally sent to Mary, the message identifier, and the original addressee, is preserved. In this case, resent fields are prepended to the message:

Resent-From: Mary Smith <mary@example.net>
Resent-To: Jane Brown <j-brown@other.example>
Resent-Date: Mon, 24 Nov 1997 14:22:01 -0800
Resent-Message-ID: <78910@example.net>
From: John Doe <jdoe@machine.example>
To: Mary Smith <mary@example.net>
Subject: Saying Hello
Date: Fri, 21 Nov 1997 09:55:06 -0600
Message-ID: <1234@local.machine.example>

This is a message just to say hello.

So, "Hello".

If Jane, in turn, wished to resend this message to another person, she would prepend her own set of resent header fields to the above and send that.

A.4. Messages with trace fields

As messages are sent through the transport system as described in [RFC2821], trace fields are prepended to the message. The following is an example of what those trace fields might look like. Note that there is some folding white space in the first one since these lines can be long.

```
-----
Received: from x.y.test
  by example.net
  via TCP
  with ESMTP
  id ABC12345
  for <mary@example.net>; 21 Nov 1997 10:05:43 -0600
Received: from machine.example by x.y.test; 21 Nov 1997 10:01:22 -0600
From: John Doe <jdoe@machine.example>
To: Mary Smith <mary@example.net>
Subject: Saying Hello
Date: Fri, 21 Nov 1997 09:55:06 -0600
Message-ID: <1234@local.machine.example>
```

This is a message just to say hello.
So, "Hello".

Resnick	Standards Track	[Page 46]
RFC 2822	Internet Message Format	April 2001

A.5. White space, comments, and other oddities

White space,
including folding white space, and comments can be
inserted between many of the tokens of fields. Taking the example
from A.1.3, white space and comments can be inserted into all of the
fields.

From: Pete(A wonderful \) chap) <pete(his account)@silly.test(his host)>
To:A Group(Some people)
 :Chris Jones <c@(Chris's host.)public.example>,
 joe@example.org,
John <jdoe@one.test> (my dear friend); (the end of the group)
Cc:(Empty list)(start)Undisclosed recipients :(nobody(that I know)) ;
Date: Thu,
 13
 Feb
 1969
 23:32
 -0330 (Newfoundland Time)
Message-ID: <testabcd.1234@silly.test>

Testing.

The above example is aesthetically displeasing, but perfectly legal. Note particularly (1) the comments in the "From:" field (including one that has a ")" character appearing as part of a quoted-pair); (2) the white space absent after the ":" in the "To:" field as well as the comment and folding white space after the group name, the special character (".") in the comment in Chris Jones's address, and the folding white space before and after "joe@example.org,"; (3) the multiple and nested comments in the "Cc:" field as well as the comment immediately following the ":" after "Cc"; (4) the folding white space (but no comments except at the end) and the missing seconds in the time of the date field; and (5) the white space before (but not within) the identifier in the "Message-ID:" field.

A.6. Obsoleted forms

The following are examples of obsolete (that is, the "MUST NOT generate") syntactic elements described in section 4 of this document.

Resnick Standards Track [Page 47]

RFC 2822 Internet Message Format April 2001

A.6.1. Obsolete addressing

Note in the below example the lack of quotes around Joe Q. Public, the route that appears in the address for Mary Smith, the two commas that appear in the "To:" field, and the spaces that appear around the "." in the jdoe address.

From: Joe Q. Public <john.q.public@example.com>
To: Mary Smith <@machine.tld:mary@example.net>, , jdoe@test . example
Date: Tue, 1 Jul 2003 10:52:37 +0200

Message-ID: <5678.21-Nov-1997@example.com>

Hi everyone.

A.6.2. Obsolete dates

The following message uses an obsolete date format, including a non-numeric time zone and a two digit year. Note that although the day-of-week is missing, that is not specific to the obsolete syntax; it is optional in the current syntax as well.

From: John Doe <jdoe@machine.example>
To: Mary Smith <mary@example.net>
Subject: Saying Hello
Date: 21 Nov 97 09:55:06 GMT
Message-ID: <1234@local.machine.example>

This is a message just to say hello.
So, "Hello".

A.6.3. Obsolete white space and comments

White space and comments can appear between many more elements than in the current syntax. Also, folding lines that are made up entirely of white space are legal.

Resnick Standards Track [Page 48]

RFC 2822 Internet Message Format April 2001

From : John Doe <jdoe@machine(comment). example>

To : Mary Smith

—

<mary@example.net>

Subject : Saying Hello

Date : Fri, 21 Nov 1997 09(comment): 55 : 06 -0600

Message-ID : <1234 @ local(blah) .machine .example>

This is a message just to say hello.

So, "Hello".

Note especially the second line of the "To:" field. It starts with two space characters. (Note that " " represent blank spaces.) Therefore, it is considered part of the folding as described in section 4.2. Also, the comments and white space throughout addresses, dates, and message identifiers are all part of the obsolete syntax.

Appendix B. Differences from earlier standards

This appendix contains a list of changes that have been made in the Internet Message Format from earlier standards, specifically [RFC822] and [STD3]. Items marked with an asterisk (*) below are items which appear in section 4 of this document and therefore can no longer be generated.

1. Period allowed in obsolete form of phrase.
2. ABNF moved out of document to [RFC2234].
3. Four or more digits allowed for year.
4. Header field ordering (and lack thereof) made explicit.
5. Encrypted header field removed.
6. Received syntax loosened to allow any token/value pair.
7. Specifically allow and give meaning to "-0000" time zone.
8. Folding white space is not allowed between every token.
9. Requirement for destinations removed.
10. Forwarding and resending redefined.
11. Extension header fields no longer specifically called out.
12. ASCII 0 (null) removed.*
13. Folding continuation lines cannot contain only white space.*
14. Free insertion of comments not allowed in date.*
15. Non-numeric time zones not allowed.*
16. Two digit years not allowed.*
17. Three digit years interpreted, but not allowed for generation.
18. Routes in addresses not allowed.*
19. CFWS within local-parts and domains not allowed.*
20. Empty members of address lists not allowed.*

- 21. Folding white space between field name and colon not allowed.*
- 22. Comments between field name and colon not allowed.
- 23. Tightened syntax of in-reply-to and references.*
- 24. CFWS within msg-id not allowed.*
- 25. Tightened semantics of resent fields as informational only.
- 26. Resent-Reply-To not allowed.*
- 27. No multiple occurrences of fields (except resent and received).*
- 28. Free CR and LF not allowed.*
- 29. Routes in return path not allowed.*
- 30. Line length limits specified.
- 31. Bcc more clearly specified.

Appendix C.

Notices

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Resnick	Standards Track	[Page
50]		
RFC 2822	Internet Message Format	April 2001

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Acknowledgement

Funding for the RFC Editor function is currently provided by the Internet Society.

Resnick Standards Track [Page 51]

Found in path(s):

* /mikel-mail-2-3-1-0-g2cc19d5-tar-gz/mikel-mail-2cc19d5/reference/rfc2822 Internet Message Format.txt

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

Network Working Group	N. Freed
Request for Comments: 2231	Innosoft
Updates: 2045, 2047, 2183	K. Moore
Obsoletes: 2184	University of Tennessee
Category: Standards Track	November 1997

MIME Parameter Value and Encoded Word Extensions:
Character Sets, Languages, and Continuations

Status of this Memo

This document specifies an Internet standards track protocol for the Internet community, and requests discussion and suggestions for improvements. Please refer to the current edition of the "Internet Official Protocol Standards" (STD 1) for the standardization state and status of this protocol. Distribution of this memo is unlimited.

Copyright Notice

1. Abstract

This memo defines extensions to the RFC 2045 media type and RFC 2183 disposition parameter value mechanisms to provide

- (1) a means to specify parameter values in character sets other than US-ASCII,
- (2) to specify the language to be used should the value be displayed, and
- (3) a continuation mechanism for long parameter values to avoid problems with header line wrapping.

This memo also defines an extension to the encoded words defined in RFC 2047 to allow the specification of the language to be used for display as well as the character set.

2. Introduction

The Multipurpose Internet Mail Extensions, or MIME [RFC-2045, RFC-2046, RFC-2047, RFC-2048, RFC-2049], define a message format that allows for:

Freed & Moore Standards Track [Page 1]

RFC 2231 MIME Value and Encoded Word Extensions November 1997

- (1) textual message bodies in character sets other than US-ASCII,
- (2) non-textual message bodies,
- (3) multi-part message bodies, and
- (4) textual header information in character sets other than US-ASCII.

MIME is now widely deployed and is used by a variety of Internet

protocols, including, of course, Internet email. However, MIME's success has resulted in the need for additional mechanisms that were not provided in the original protocol specification.

In particular, existing MIME mechanisms provide for named media type (content-type field) parameters as well as named disposition (content-disposition field). A MIME media type may specify any number of parameters associated with all of its subtypes, and any specific subtype may specify additional parameters for its own use. A MIME disposition value may specify any number of associated parameters, the most important of which is probably the attachment disposition's filename parameter.

These parameter names and values end up appearing in the content-type and content-disposition header fields in Internet email. This inherently imposes three crucial limitations:

- (1) Lines in Internet email header fields are folded according to RFC 822 folding rules. This makes long parameter values problematic.
- (2) MIME headers, like the RFC 822 headers they often appear in, are limited to 7bit US-ASCII, and the encoded-word mechanisms of RFC 2047 are not available to parameter values. This makes it impossible to have parameter values in character sets other than US-ASCII without specifying some sort of private per-parameter encoding.
- (3) It has recently become clear that character set information is not sufficient to properly display some sorts of information -- language information is also needed [RFC-2130]. For example, support for handicapped users may require reading text string

for this to be done correctly. Some parameter values may need to be displayed, hence there is a need to allow for the inclusion of language information.

The last problem on this list is also an issue for the encoded words defined by RFC 2047, as encoded words are intended primarily for display purposes.

This document defines extensions that address all of these limitations. All of these extensions are implemented in a fashion that is completely compatible at a syntactic level with existing MIME implementations. In addition, the extensions are designed to have as little impact as possible on existing uses of MIME.

IMPORTANT NOTE: These mechanisms end up being somewhat glibous when they actually are used. As such, these mechanisms should not be used lightly; they should be reserved for situations where a real need for them exists.

2.1. Requirements notation

This document occasionally uses terms that appear in capital letters. When the terms "MUST", "SHOULD", "MUST NOT", "SHOULD NOT", and "MAY" appear capitalized, they are being used to indicate particular requirements of this specification. A discussion of the meanings of these terms appears in [RFC- 2119].

3. Parameter Value Continuations

Long MIME media type or disposition parameter values do not interact well with header line wrapping conventions. In particular, proper header line wrapping depends on there being places where linear whitespace (LWSP) is allowed, which may or may not be present in a parameter value, and even if present may not be recognizable as such since specific knowledge of parameter value syntax may not be available to the agent doing the line wrapping. The result is that long parameter values may end up getting truncated or otherwise damaged by incorrect line wrapping implementations.

A mechanism is therefore needed to break up parameter values into smaller units that are amenable to line wrapping. Any such mechanism MUST be compatible with existing MIME processors. This means that

- (1) the mechanism MUST NOT change the syntax of MIME media type and disposition lines, and

- (2) the mechanism **MUST NOT** depend on parameter ordering since MIME states that parameters are not order sensitive. Note that while MIME does prohibit modification of MIME headers during transport, it is still possible that parameters will be reordered when user agent level processing is done.

The obvious solution, then, is to use multiple parameters to contain a single parameter value and to use some kind of distinguished name to indicate when this is being done. And this obvious solution is exactly what is specified here: The asterisk character ("*") followed by a decimal count is employed to indicate that multiple parameters are being used to encapsulate a single parameter value. The count starts at 0 and increments by 1 for each subsequent section of the parameter value. Decimal values are used and neither leading zeroes nor gaps in the sequence are allowed.

The original parameter value is recovered by concatenating the various sections of the parameter, in order. For example, the content-type field

```
Content-Type: message/external-body; access-type=URL;  
URL*0="ftp://";  
URL*1="cs.utk.edu/pub/moore/bulk-mailer/bulk-mailer.tar"
```

is semantically identical to

```
Content-Type: message/external-body; access-type=URL;  
URL="ftp://cs.utk.edu/pub/moore/bulk-mailer/bulk-mailer.tar"
```

Note that quotes around parameter values are part of the value syntax; they are **NOT** part of the value itself. Furthermore, it is explicitly permitted to have a mixture of quoted and unquoted continuation fields.

4. Parameter Value Character Set and Language Information

Some parameter values may need to be qualified with character set or language information. It is clear that a distinguished parameter

name is needed to identify when this information is present along with a specific syntax for the information in the value itself. In addition, a lightweight encoding mechanism is needed to accommodate 8 bit information in parameter values.

Asterisks ("*") are reused to provide the indicator that language and character set information is present and encoding is being used. A single quote (") is used to delimit the character set and language information at the beginning of the parameter value. Percent signs ("%") are used as the encoding flag, which agrees with RFC 2047.

Specifically, an asterisk at the end of a parameter name acts as an indicator that character set and language information may appear at the beginning of the parameter value. A single quote is used to separate the character set, language, and actual value information in the parameter value string, and an percent sign is used to flag octets encoded in hexadecimal. For example:

```
Content-Type: application/x-stuff;  
title*=us-ascii'en-us'This%20is%20%2A%2A%2Afun%2A%2A%2A
```

Note that it is perfectly permissible to leave either the character set or language field blank. Note also that the single quote delimiters MUST be present even when one of the field values is omitted.

This is done when either character set, language, or both are not relevant to the parameter value at hand. This MUST NOT be done in order to indicate a default character set or language -- parameter field definitions MUST NOT assign a default character set or language.

4.1. Combining Character Set, Language, and Parameter Continuations

Character set and language information may be combined with the parameter continuation mechanism. For example:

Content-Type: application/x-stuff
title*0*=us-ascii'en"This%20is%20even%20more%20
title*1*=%2A%2A%2Afun%2A%2A%2A%20
title*2="isn't it!"

Note that:

- (1) Language and character set information only appear at the beginning of a given parameter value.
- (2) Continuations do not provide a facility for using more than one character set or language in the same parameter value.
- (3) A value presented using multiple continuations may contain a mixture of encoded and unencoded segments.

Freed & Moore Standards Track [Page 5]

RFC 2231 MIME Value and Encoded Word Extensions November 1997

- (4) The first segment of a continuation **MUST** be encoded if language and character set information are given.
- (5) If the first segment of a continued parameter value is encoded the language and character set field delimiters **MUST** be present even when the fields are left blank.

5. Language specification in Encoded Words

RFC 2047 provides support for non-US-ASCII character sets in RFC 822 message header comments, phrases, and any unstructured text field. This is done by defining an encoded word construct which can appear in any of these places. Given that these are fields intended for display, it is sometimes necessary to associate language information with encoded words as well as just the character set. This specification extends the definition of an encoded word to allow the inclusion of such information. This is simply done by suffixing the character set specification with an asterisk followed by the language tag. For example:

From: =?US-ASCII*EN?Q?Keith_Moore?= <moore@cs.utk.edu>

6. IMAP4 Handling of Parameter Values

IMAP4 [RFC-2060] servers SHOULD decode parameter value continuations when generating the BODY and BODYSTRUCTURE fetch attributes.

7. Modifications to MIME ABNF

The ABNF for MIME parameter values given in RFC 2045 is:

parameter := attribute "=" value

attribute := token

 ; Matching of attributes

 ; is ALWAYS case-insensitive.

This specification changes this ABNF to:

parameter := regular-parameter / extended-parameter

regular-parameter := regular-parameter-name "=" value

regular-parameter-name := attribute [section]

attribute := 1*attribute-char

Freed & Moore Standards Track
[Page 6]

RFC 2231 MIME Value and Encoded Word Extensions November 1997

attribute-char := <any (US-ASCII) CHAR except SPACE, CTLs,
 "\"", "'", "%", or tspecials>

section := initial-section / other-sections

initial-section := "*"0

other-sections := "*" ("1" / "2" / "3" / "4" / "5" /
 "6" / "7" / "8" / "9") *DIGIT

extended-parameter := (extended-initial-name "="

extended-value) /
(extended-other-names "="
extended-other-values)

extended-initial-name := attribute [initial-section] "*"

extended-other-names := attribute other-sections "*"

extended-initial-value := [charset] "" [language] ""
extended-other-values

extended-other-values := *(ext-octet / attribute-char)

ext-octet := "%" 2(DIGIT / "A" / "B" / "C" / "D" / "E" / "F")

charset := <registered character set name>

language
:= <registered language tag [RFC-1766]>

The ABNF given in RFC 2047 for encoded-words is:

encoded-word := "=" charset "?" encoding "?" encoded-text "?="

This specification changes this ABNF to:

encoded-word := "=" charset ["*" language] "?" encoded-text "?="

8. Character sets which allow specification of language

In the future it is likely that some character sets will provide facilities for inline language labeling. Such facilities are inherently more flexible than those defined here as they allow for language switching in the middle of a string.

If and when such facilities are developed they SHOULD be used in preference to the language labeling facilities specified here. Note

that all the mechanisms defined here allow for the omission of language labels so as to be able to accommodate this possible future usage.

9. Security Considerations

This RFC does not discuss security issues and is not believed to raise any security issues not already endemic in electronic mail and present in fully conforming implementations of MIME.

10. References

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RFC 2231 MIME Value and Encoded Word Extensions November 1997

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11. Authors' Addresses

Ned Freed
Innosoft International, Inc.
1050 Lakes Drive
West Covina, CA 91790
USA

Phone: +1 626 919 3600
Fax: +1 626 919 3614
EMail: ned.freed@innosoft.com

Keith Moore
Computer Science Dept.
University of Tennessee
107 Ayres Hall
Knoxville, TN 37996-1301
USA

EMail: moore@cs.utk.edu

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Freed & Moore

Standards Track

[Page 10]

Found in path(s):

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Network Working Group

G. Vaudreuil

Request for Comments: 3462

Lucent Technologies

Obsoletes: 1892

January 2003

Category: Standards Track

The Multipart/Report Content Type
for the Reporting of
Mail System Administrative Messages

Status of this Memo

This document specifies an Internet standards track protocol for the Internet community, and requests discussion and suggestions for improvements. Please refer to the current edition of the "Internet Official Protocol Standards" (STD 1) for the standardization state and status of this protocol. Distribution of this memo is unlimited.

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Abstract

The Multipart/Report Multipurpose Internet Mail Extensions (MIME)

content-type is a general "family" or "container" type for electronic mail reports of any kind. Although this memo defines only the use of the Multipart/Report content-type with respect to delivery status reports, mail processing programs will benefit if a single content-type is used to for all kinds of reports.

This document is part of a four document set describing the delivery status report service. This collection includes the Simple Mail Transfer Protocol (SMTP) extensions to request delivery status reports, a MIME content for the reporting of delivery reports, an enumeration of extended status codes, and a multipart container for the delivery report, the original message, and a human-friendly summary of the failure.

Vaudreuil	Standards Track	[Page 1]
RFC 3462	Multipart/Report	January 2003

Table of Contents

Document Conventions.....	2
1. The Multipart/Report Content Type.....	2
2. The Text/RFC822-Headers.....	4
3. Security Considerations.....	4
4. Normative References.....	5
Appendix A - Changes from RFC 1893.....	6
Author's Address.....	6
Full Copyright Statement.....	7

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in BCP 14, RFC 2119 [RFC2119].

1. The Multipart/Report Content Type

The Multipart/Report MIME content-type is a general "family" or "container" type for electronic mail reports of any kind. Although this memo defines only the use of the Multipart/Report content-type with respect to delivery status reports, mail processing programs will benefit if a single content-type is used to for all kinds of reports.

The Multipart/Report content-type is defined as follows:

MIME type name: multipart
MIME subtype name: report
Required parameters: boundary, report-type
Optional parameters: none
Encoding considerations: 7bit should always be adequate
Security considerations: see section 3 of this memo

The syntax of Multipart/Report is identical to the Multipart/Mixed content type defined in [MIME]. When used to send a report, the Multipart/Report content-type must be the top-level MIME content type for any report message. The report-type parameter identifies the type of report. The parameter is the MIME content sub-type of the second body part of the Multipart/Report.

User agents and gateways must be able to automatically determine that a message is a mail system report and should be processed as such. Placing the Multipart/Report as the outermost content provides a mechanism whereby an auto-processor may detect through parsing the RFC 822 headers that the message is a report.

The Multipart/Report content-type contains either two or three sub-parts, in the following order:

1) [Required] The first body part contains human readable message. The purpose of this message is to provide an easily understood description of the condition(s) that caused the report to be generated, for a human reader who may not have a user agent capable of interpreting the second section of the Multipart/Report.

The text in the first section may be in any MIME standards-track content-type, charset, or language. Where a description of the error is desired in several languages or several media, a Multipart/Alternative construct may be used.

This body part may also be used to send detailed information that cannot be easily formatted into a Message/Report body part.

(2) [Required] A machine parsable body part containing an account of the reported message handling event. The purpose of this body part is to provide a machine-readable description of the condition(s) that caused the report to be generated, along with details not present in the first body part that may be useful to human experts. An initial body part, Message/delivery-status is defined in [DSN].

(3) [Optional] A body part containing the returned message or a portion thereof. This information may be useful to aid human experts in diagnosing problems. (Although it may also be useful to allow the sender to identify the message which the report was issued, it is hoped that the envelope-id and original-recipient-address returned in the Message/Report body part will replace the traditional use of the returned content for this purpose.)

Return of content may be wasteful of network bandwidth and a variety of implementation strategies can be used. Generally the sender should choose the appropriate strategy and inform the recipient of the required level of returned content required. In the absence of an explicit request for level of return of content such as that provided in [DRPT], the agent that generated the delivery service report should return the full message content.

When 8-bit or binary data not encoded in a 7 bit form is to be returned, and the return path is not guaranteed to be 8-bit or binary capable, two options are available. The original message MAY be re-encoded into a legal 7-bit MIME message or the Text/RFC822-Headers content-type MAY be used to return only the original message headers.

2. The Text/RFC822-Headers content-type

The Text/RFC822-Headers MIME content-type provides a mechanism to label and return only the RFC 822 headers of a failed message. These headers are not the complete message and should not be returned as a Message/RFC822. The returned headers are useful for identifying the failed message and for diagnostics based on the received lines.

The Text/RFC822-Headers content-type is defined as follows:

MIME type name: Text

MIME subtype name: RFC822-Headers

Required parameters: None

Optional parameters: None

Encoding considerations: 7 bit is sufficient for normal RFC822 headers, however, if the headers are broken and require encoding to make them legal 7 bit content, they may be encoded in quoted-printable.

Security considerations: See section 3 of this memo.

The Text/RFC822-Headers

body part should contain all the RFC822

header lines from the message which caused the report. The RFC822 headers include all lines prior to the blank line in the message.

They include the MIME-Version and MIME Content-Headers.

3. Security Considerations

Automated use of report types without authentication presents several security issues. Forging negative reports presents the opportunity for denial-of-service attacks when the reports are used for automated maintenance of directories or mailing lists. Forging positive reports may cause the sender to incorrectly believe a message was delivered when it was not.

A signature covering the entire multipart/report structure could be used to prevent such forgeries; such a signature scheme is, however,

beyond the scope of this document.

Vaudreuil	Standards Track	[Page 4]
RFC 3462 2003	Multipart/Report	January

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Vaudreuil Standards Track [Page 5]

RFC 3462 Multipart/Report
January 2003

Appendix A - Changes from RFC 1892

Changed Authors contact information

Updated required standards boilerplate

Edited the text to make it spell-checker and grammar checker
compliant

Author's Address

Gregory M. Vaudreuil
Lucent Technologies
7291 Williamson Rd
Dallas Tx, 75214

Phone: +1 214 823 9325
EMail: GregV@ieee.org

Vaudreuil	Standards Track	[Page 6]
RFC 3462	Multipart/Report	January 2003

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INFORMATIONAL

Errata

Network Working Group

J. Klensin

Request for Comments: 3696

February 2004

Category: Informational

Application Techniques for Checking and Transformation of Names

Status of this Memo

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Abstract

Many Internet applications have been designed to deduce top-level domains (or other domain name labels) from partial information. The introduction of new top-level domains, especially non-country-code ones, has exposed flaws in some of the methods used by these applications. These flaws make it more difficult, or impossible, for users of the applications to access the full Internet. This memo discusses some of the techniques that have been used and gives some guidance for minimizing their negative impact as the domain name environment evolves. This document draws summaries of the applicable rules together in one place and supplies references to the actual standards.

Table of Contents

1. Introduction	2
2. Restrictions on domain (DNS) names	3
3. Restrictions on email addresses	5
4. URLs and URIs	7
4.1. URI syntax definitions and issues	7
4.2. The HTTP URL	
.....	8
4.3. The MAILTO URL	9
4.4. Guessing domain names in web contexts	11
5. Implications of internationalization	11
6. Summary	12
7. Security Considerations	13
8. Acknowledgements	13
9. References	14
9.1. Normative References	14
9.2. Informative References	15
10. Author's Address	15
11. Full Copyright Statement	16

1. Introduction

Designers of user interfaces to Internet applications have often found it useful to examine user-provided values for validity before passing them to the Internet tools themselves. This type of test, most commonly involving syntax checks or application of other rules to domain names, email addresses, or "web addresses" (URLs or, occasionally, extended URI forms (see Section 4)) may enable better-quality diagnostics for the user than might be available from the protocol itself. Local validity tests on values are also thought to improve the efficiency of back-office processing programs and to reduce the load on the protocols themselves. Certainly, they are

consistent with the well-established principle that it is better to detect errors as early as possible.

The tests must, however, be made correctly or at least safely. If criteria are applied that do not match the protocols, users will be inconvenienced, addresses and sites will effectively become inaccessible to some groups, and business and communications opportunities will be lost. Experience in recent years indicates that syntax tests are often performed incorrectly and that tests for top-level domain names are applied using obsolete lists and conventions. We assume that most of these incorrect tests are the result of the inability to conveniently locate exact definitions for the criteria to be applied. This document draws summaries of the applicable rules together in one place and supplies references to the

Klensin

Informational

[Page 2]

RFC 3696 Checking and Transformation of Names February 2004

actual standards. It does not add anything to those standards; it merely draws the information together into a form that may be more accessible.

Many experts on Internet protocols believe that tests and rules of these sorts should be avoided in applications and that the tests in the protocols and back-office systems should be relied on instead. Certainly implementations of the protocols cannot assume that the

data passed to them will be valid. Unless the standards specify particular behavior, this document takes no position on whether or not the testing is desirable. It only identifies the correct tests to be made if tests are to be applied.

The sections that follow discuss domain names, email addresses, and URLs.

2. Restrictions on domain (DNS) names

The authoritative definitions of the format and syntax of domain names appear in RFCs 1035 [RFC1035], 1123 [RFC1123], and 2181 [RFC2181].

Any characters, or combination of bits (as octets), are permitted in DNS names. However, there is a preferred form that is required by most applications. This preferred form has been the only one permitted in the names of top-level domains, or TLDs. In general, it is also the only form permitted in most second-level names registered in TLDs, although some names that are normally not seen by users obey other rules. It derives from the original ARPANET rules for the naming of hosts (i.e., the "hostname" rule) and is perhaps better described as the "LDH rule", after the characters that it permits. The LDH rule, as updated, provides that the labels (words or strings separated by periods) that make up a domain name must consist of only the ASCII [ASCII] alphabetic and numeric characters, plus the hyphen. No other symbols or punctuation characters are permitted, nor is blank space. If the hyphen is used, it is not permitted to appear at either the beginning or end of a label. There is an additional rule that essentially requires that top-level domain names not be all-numeric.

When it is necessary to express labels with non-character octets, or to embed periods within labels, there is a mechanism for keying them in that utilizes an escape sequence. RFC 1035 [RFC1035] should be consulted if that mechanism is needed (most common applications, including email and the Web, will generally not permit those escaped strings). A special encoding is now available for non-ASCII characters, see the brief discussion in Section 5.

Klensin Informational [Page 3]

RFC 3696 Checking and Transformation of Names February 2004

Most internet applications that reference other hosts or systems assume they will be supplied with "fully-qualified" domain names, i.e., ones that include all of the labels leading to the root, including the TLD name. Those fully-qualified domain names are then passed to either the domain name resolution protocol itself or to the remote systems. Consequently, purported DNS names to be used in applications and to locate resources generally must contain at least one period (".") character. Those that do not are either invalid or require the application to supply additional information. Of course, this principle does not apply when the purpose of the application is to

process or query TLD names themselves. The DNS specification also permits a trailing period to be used to denote the root, e.g., "a.b.c" and "a.b.c." are equivalent, but the latter is more explicit and is required to be accepted by applications. This convention is especially important when a TLD name is being referred to directly. For example, while ".COM" has become the popular terminology for referring to that top-level domain, "COM." would be strictly and technically correct in talking about the DNS, since it shows that "COM" is a top-level domain name.

There is a long history of applications moving beyond the "one or more periods" test in an attempt to verify that a valid TLD name is actually present. They have done this either by applying some heuristics to the form of the name or by consulting a local list of valid names. The historical heuristics are no longer effective. If one is to keep a local list, much more effort must be devoted to keeping it up-to-date than was the case several years ago.

The heuristics were based on the observation that, since the DNS was first deployed, all top-level domain names were two, three, or four characters in length. All two-character names were associated with "country code" domains, with the specific labels (with a few early exceptions) drawn from the ISO list of codes for countries and similar entities [IS3166]. The three-letter names were "generic" TLDs, whose function was not country-specific, and there was exactly one four-letter TLD, the infrastructure domain "ARPA." [RFC1591]. However, these length-dependent rules were conventions, rather than anything on which the protocols depended.

Before the mid-1990s, lists of valid top-level domain names changed infrequently. New country codes were gradually, and then more rapidly, added as the Internet expanded, but the list of generic domains did not change at all between the establishment of the "INT." domain in 1988 and ICANN's allocation of new generic TLDs in 2000. Some application developers responded by assuming that any two-letter domain name could be valid as a TLD, but the list of generic TLDs was fixed and could be kept locally and tested. Several of these assumptions changed as ICANN started to allocate new top-level

domains: one two-letter domain that does not appear in the ISO 3166-1 table [ISO.3166.1988] was tentatively approved, and new domains were created with three, four, and even six letter codes.

As of the first quarter of 2003, the list of valid, non-country, top-level domains was .AERO, .BIZ, .COM, .COOP, .EDU, .GOV, .INFO, .INT, .MIL, .MUSEUM, .NAME, .NET, .ORG, .PRO, and .ARPA. ICANN is expected to expand that list at regular intervals, so the list that

appears here should not be used in testing. Instead, systems that filter by testing top-level domain names should regularly update their local tables of TLDs (both "generic" and country-code-related) by polling the list published by IANA [DomainList]. It is likely that the better strategy has now become to make the "at least one period" test, to verify LDH conformance (including verification that the apparent TLD name is not all-numeric), and then to use the DNS to determine domain name validity, rather than trying to maintain a local list of valid TLD names.

A DNS label may be no more than 63 octets long. This is in the form actually stored; if a non-ASCII label is converted to encoded "punycode" form (see Section 5), the length of that form may restrict the number of actual characters (in the original character set) that can be accommodated. A complete, fully-qualified, domain name must not exceed 255 octets.

Some additional mechanisms for guessing correct domain names when incomplete information is provided have been developed for use with the web and are discussed in Section 4.4.

3. Restrictions on email addresses

Reference documents: RFC 2821 [RFC2821] and RFC 2822 [RFC2822]

Contemporary email addresses consist of a "local part" separated from a "domain part" (a fully-qualified domain name) by an at-sign ("@"). The syntax of the domain part corresponds to that in the previous section. The concerns identified in that section about filtering and lists of names apply to the domain names used in an email context as well. The domain name can also be replaced by an IP address in square brackets, but that form is strongly discouraged except for testing and troubleshooting purposes.

The local part may appear using the quoting conventions described below. The quoted forms are rarely used in practice, but are required for some legitimate purposes. Hence, they

should not be rejected in filtering routines but, should instead be passed to the email system for evaluation by the destination host.

Klensin Informational [Page 5]

RFC 3696 Checking and Transformation of Names February 2004

The exact rule is that any ASCII character, including control characters, may appear quoted, or in a quoted string. When quoting is needed, the backslash character is used to quote the following character. For example

`Abc\@def@example.com`

is a valid form of an email address. Blank spaces may also appear, as in

`Fred\ Bloggs@example.com`

The backslash character may also be used to quote itself, e.g.,

`Joe.\Blow@example.com`

In addition to quoting using the backslash character, conventional double-quote characters may be used to surround strings. For example

`"Abc@def"@example.com`

`"Fred Bloggs"@example.com`

are alternate forms of the first two examples above. These quoted forms are rarely recommended, and are uncommon in practice, but, as discussed above, must be supported by applications that are processing email addresses. In particular, the quoted forms often appear in the context of addresses associated with transitions from other systems and contexts; those transitional requirements do still arise and, since a system that accepts a user-provided email address cannot "know" whether that address is associated with a legacy system, the address forms must be accepted and passed into the email environment.

Without quotes, local-parts may consist of any combination of

alphanumeric characters, digits, or any of the special characters

! # \$ % & ' * + - / = ? ^ _ ` . { | } ~

period (".") may also appear, but may not be used to start or end the local part, nor may two or more consecutive periods appear. Stated differently, any ASCII graphic (printing) character other than the

at-sign ("@"), backslash, double quote, comma, or square brackets may appear without quoting. If any of that list of excluded characters are to appear, they must be quoted. Forms such as

user+mailbox@example.com

Klensin Informational [Page 6]

RFC 3696 Checking and Transformation of Names February 2004

customer/department=shipping@example.com

\$A12345@example.com

!def!xyz%abc@example.com

_somename@example.com

are valid and are seen fairly regularly, but any of the characters listed above are permitted. In the context of local parts, apostrophe (") and acute accent ("`) are ordinary characters, not quoting characters. Some of the characters listed above are used in conventions about routing or other types of special handling by some receiving hosts. But, since there is no way to know whether the remote host is using those conventions or just treating these

characters as normal text, sending programs (and programs evaluating address validity) must simply accept the strings and pass them on.

In addition to restrictions on syntax, there is a length limit on email addresses. That limit is a maximum of 64 characters (octets) in the "local part" (before the "@") and a maximum of 255 characters (octets) in the domain part (after the "@") for a total length of 320 characters. Systems that handle email should be prepared to process addresses which are that long, even though they are rarely encountered.

4. URLs and URIs

4.1. URI syntax definitions and issues

The syntax for URLs (Uniform Resource Locators) is specified in [RFC1738]. The syntax for the more general "URI" (Uniform Resource Identifier) is specified in [RFC2396]. The URI syntax is extremely general, with considerable variations permitted according to the type of "scheme" (e.g., "http", "ftp", "mailto") that is being used.

While it is possible to use the general syntax rules of RFC 2396 to perform syntax checks, they are general enough --essentially only specifying the separation of the scheme name and "scheme specific part" with a colon (":") and excluding some characters that must be escaped if used-- to provide little significant filtering or validation power.

The following characters are reserved in many URIs -- they must be used for either their URI-intended purpose or must be encoded. Some particular schemes may either broaden or relax these restrictions (see the following sections for URLs applicable to "web pages" and electronic mail), or apply them only to particular URI component parts.

Klensin Informational [Page 7]

RFC 3696 Checking and Transformation of Names February 2004

; / ? : @ & = + \$, ?

In addition, control characters, the space character, the double-quote (") character,
and the following special characters

< > # %

are generally forbidden and must either be avoided or escaped, as discussed below.

The colon after the scheme name, and the percent sign used to escape characters, are specifically reserved for those purposes, although ":" may also be used elsewhere in some schemes.

When it is necessary to encode these, or other, characters, the method used is to replace it with a percent-sign ("%") followed by

two hexadecimal digits representing its octet value. See section 2.4.1 of [RFC2396] for an exact definition. Unless it is used as a delimiter of the URI scheme itself, any character may optionally be encoded this way; systems that are testing URI syntax should be prepared for these encodings to appear in any component of the URI except the scheme name itself.

A "generic URI" syntax is specified and is more restrictive, but using it to test URI strings requires that one know whether or not

the particular scheme in use obeys that syntax. Consequently, applications that intend to check or validate URIs should normally identify the scheme name and then apply scheme-specific tests. The rules for two of those -- HTTP [RFC1738] and MAILTO [RFC2368] URLs -- are discussed below, but the author of an application which intends to make very precise checks, or to reject particular syntax rather than just warning the user, should consult the relevant scheme-definition documents for precise syntax and relationships.

4.2. The HTTP URL

Absolute HTTP URLs consist of the scheme name, a host name (expressed as a domain name or IP address), and optional port number, and then, optionally, a path, a search part, and a fragment identifier. These are separated, respectively, by a colon and the two slashes that precede the host name, a colon, a slash, a question mark, and a hash mark ("#"). So we have

`http://host:port/path?search#fragment`

`http://host/path/`

`http://host/path#fragment`

Klensin Informational [Page 8]

RFC 3696 Checking and Transformation of Names February 2004

`http://host/path?search`

`http://host`

and other variations on that form. There is also a "relative" form, but it almost never appears in text that a user might, e.g., enter

into a form. See [RFC2616] for details.

The characters

/ ; ?

are reserved within the path and search parts and must be encoded; the first of these may be used unencoded, and is often used within the path, to designate hierarchy.

4.3. The MAILTO URL

MAILTO is a URL type whose content is an email address. It can be used to encode any of the email address formats discussed in Section 3 above. It can also support multiple addresses and the inclusion of headers (e.g., Subject lines) within the body of the URL. MAILTO is authoritatively defined in RFC 2368

[RFC2368]; anyone expecting to

accept and test multiple addresses or mail header or body formats should consult that document carefully.

In accepting text for, or validating, a MAILTO URL, it is important to note that, while it can be used to encode any valid email address, it is not sufficient to copy an email address into a MAILTO URL since email addresses may include a number of characters that are invalid in, or have reserved uses for, URLs. Those characters must be encoded, as outlined in Section 4.1 above, when the addresses are mapped into the URL form. Conversely, addresses in MAILTO URLs cannot, in general, be copied directly into email contexts, since few email programs will reverse the decodings (and doing so might be interpreted as a protocol violation).

The following characters may appear in MAILTO URLs only with the specific defined meanings given. If they appear in an email address (i.e., for some other purpose), they must be encoded:

: The colon in "mailto:"

< > # " % { } | \ ^ ~ `

These characters are "unsafe" in any URL, and must always be encoded.

The following characters must also be encoded if they appear in a MAILTO URL

? & =
Used to delimit headers and their values when these are encoded into URLs.

Some examples may be helpful:

Email address	MAILTO URL	Notes
Joe@example.com	mailto:joe@example.com	1
user+mailbox@example.com	mailto:user%2Bmailbox@example.com	2
customer/department=shipping@example.com	mailto:customer%2Fshipping@example.com	3
\$A12345@example.com	mailto:\$A12345@example.com	4
!def!xyz%abc@example.com	mailto:!def!xyz%25abc@example.com	5
_somename@example.com	mailto:_somename@example.com	4

Table 1

Notes on Table

1. No characters appear in the email address that require escaping, so the body of the MAILTO URL is identical to the email address.
2. There is actually some uncertainty as to whether or not the "+" characters requires escaping in MAILTO URLs (the standards are not precisely clear). But, since any character in the address

specification may optionally be encoded, it is probably safer to encode it.

3. The "/" character is generally reserved in URLs, and must be encoded as %2F.

Klensin

Informational

[Page 10]

RFC 3696

Checking and Transformation of Names

February 2004

4. Neither the "\$" nor the "_" character are given any special interpretation in MAILTO URLs, so need not be encoded.

5. While the "!" character has no special interpretation, the "%" character is used to introduce encoded sequences and hence it must always be encoded.

4.4. Guessing domain names in web contexts

Several web browsers have adopted a practice that permits an incomplete domain name to be used as input instead of a complete URL.

This has, for example, permitted users to type "microsoft" and have the browser interpret the input as "http://www.microsoft.com/".

Other browser versions have gone even further, trying to build DNS names up through a series of heuristics, testing each variation in turn to see if it appears in the DNS, and accepting the first one found as the intended domain name. Still, others automatically invoke search engines if no period appears or if the reference fails.

If any of these approaches are to be used, it is often critical that the browser recognize the complete list of TLDs.

If an incomplete

list is used, complete domain names may not be recognized as such and the system may try to turn them into completely different names. For example, "example.aero" is a fully-qualified name, since "AERO." is a TLD name. But, if the system doesn't recognize "AERO" as a TLD name, it is likely to try to look up "example.aero.com" and "www.example.aero.com" (and then fail or find the wrong host), rather than simply looking up the user-supplied name.

As discussed in Section 2 above, there are dangers associated with software that attempts to "know" the list of top-level domain names locally and take advantage of that knowledge. These name-guessing heuristics are another example of that situation: if the lists are

up-to-date and used carefully, the systems in which they are embedded may provide an easier, and more attractive, experience for at least some users. But finding the wrong host, or being unable to find a host even when its name is precisely known, constitute bad experiences by any measure.

More generally, there have been bad experiences with attempts to "complete" domain names by adding additional information to them. These issues are described in some detail in RFC 1535 [RFC1535].

5. Implications of internationalization

The IETF has adopted a series of proposals ([RFC3490] - [RFC3492]) whose purpose is to permit encoding internationalized (i.e., non-ASCII) names in the DNS. The primary standard, and the group generically, are known as "IDNA". The actual strings stored in the

Klensin Informational [Page 11]

RFC 3696 Checking and Transformation of Names February 2004

DNS are in an encoded form: the labels begin with the characters "xn--" followed by the encoded string. Applications should be prepared to accept and process the encoded form (those strings are consistent with the "LDH rule" (see Section 2) so should not raise any separate issues) and the use of local, and potentially other, characters as appropriate to local systems and circumstances.

The IDNA specification describes the exact process to be used to validate a name or encoded string. The process is sufficiently complex that shortcuts or heuristics, especially for versions of labels written directly in Unicode or other coded character sets, are likely to fail and cause problems. In particular, the strings cannot be validated with syntax or semantic rules of any of the usual sorts: syntax validity is defined only in terms of the result of executing a particular function.

In addition to the restrictions imposed by the protocols themselves, many domains are implementing rules about just which non-ASCII names they will permit to be registered (see, e.g., [JET], [RegRestr]). This work is still relatively new, and the rules and conventions are likely to be different for

each domain, or at least each language or script group. Attempting to test for those rules in a client program to see if a user-supplied name might possibly exist in the relevant domain would almost certainly be ill-advised.

One quick local test however, may be reasonable: as of the time of this writing, there should be no instances of labels in the DNS that start with two characters, followed by two hyphens, where the two characters are not "xn" (in, of course, either upper or lower case). Such label strings, if they appear, are probably erroneous or obsolete, and it may be reasonable to at least warn the user about them.

There is ongoing work in the IETF and elsewhere to define internationalized formats for use in other protocols, including email addresses. Those forms may or may not conform to existing rules for ASCII-only identifiers; anyone designing evaluators or filters should watch that work closely.

6. Summary

When an application accepts a string from the user and ultimately passes it on to an API for a protocol, the desirability of testing or filtering the text in any way not required by the protocol itself is hotly debated. If it must divide the string into its components, or otherwise interpret it, it obviously must make at least enough tests to validate that process. With, e.g., domain names or email addresses that can be passed on untouched, the appropriateness of

Klensin Informational [Page 12]

RFC 3696 Checking and Transformation of Names February 2004

trying to figure out which ones are valid and which ones are not requires a more complex decision, one that should include considerations of how to make exactly the correct tests and to keep information that changes and evolves up-to-date. A test containing obsolete information, can be extremely frustrating for potential correspondents or customers and may harm desired relationships.

7. Security Considerations

Since this document merely summarizes the requirements of existing

standards, it does not introduce any new security issues. However, many of the techniques that motivate the document raise important security concerns of their own. Rejecting valid forms of domain names, email addresses, or URIs often denies service to the user of those entities. Worse, guessing at the user's intent when an incomplete address, or other string, is given can result in compromises to privacy or accuracy of reference if the wrong target is found and returned. From a security standpoint, the optimum behavior is probably to never guess, but instead, to force the user to specify exactly what is wanted. When that position involves a tradeoff with an acceptable user experience, good judgment should be used and the fact that it is a tradeoff recognized.

Some characters have special or privileged meanings on some systems

(i.e., ``` on Unix). Applications should be careful to escape those locally if necessary. By the same token, they are valid, and should not be disallowed locally, or escaped when transmitted through Internet protocols, for such reasons if a remote site chooses to use them.

The presence of local checking does not permit remote checking to be bypassed. Note that this can apply to a single machine; in particular, a local MTA should not assume that a local MUA has properly escaped locally-significant special characters.

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RFC 3696 Checking and Transformation of Names February 2004

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RFC 3696 Checking and Transformation of Names February 2004

[RFC3492] Costello, A., "Punycode: A Bootstring encoding of Unicode for Internationalized Domain Names in Applications (IDNA)", RFC 3492, March 2003.

[ASCII] American National Standards Institute (formerly United States of America Standards Institute), "USA Code for Information Interchange", ANSI X3.4-1968. ANSI X3.4-1968 has been replaced by newer versions with slight modifications, but the 1968 version remains definitive for the Internet.

[DomainList] Internet Assigned Numbers Authority (IANA), Untitled

alphabetical list of current top-level domains.
<http://data.iana.org/TLD/tlds-alpha-by-domain.txt>
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10. Author's Address

John C Klensin
1770 Massachusetts Ave,

#322

Cambridge, MA 02140
USA

Phone: +1 617 491 5735
EMail: john-ietf@jck.com

Klensin Informational [Page 15]

RFC 3696 Checking and Transformation of Names February 2004

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Network Working Group	D. Crocker, Ed.
Request for Comments: 4234	Brandenburg InternetWorking
Obsoletes: 2234	P. Overell
Category: Standards Track	THUS plc.
	October 2005

Augmented BNF for Syntax Specifications: ABNF

Status of This Memo

This document specifies an Internet standards track protocol for the Internet community, and requests discussion and suggestions for improvements. Please refer to the current edition of the "Internet

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Abstract

Internet technical specifications often need to define a formal syntax. Over the years, a modified version of Backus-Naur Form (BNF), called Augmented BNF (ABNF), has been popular among many Internet specifications. The current specification documents ABNF. It balances compactness and simplicity, with reasonable representational power. The differences between standard BNF and ABNF involve naming rules, repetition, alternatives, order-independence, and value ranges. This specification also supplies additional rule definitions and encoding for a core lexical analyzer of the type common to several Internet specifications.

Crocker & Overell	Standards Track	[Page 1]
RFC 4234	ABNF	October 2005

Table of Contents

1. INTRODUCTION 2

2. RULE DEFINITION 3

 2.1. Rule Naming 3

2.2. Rule Form	3
2.3. Terminal Values	4
2.4. External Encodings	5
3. OPERATORS	6
3.1. Concatenation: Rule1 Rule2	6
3.2. Alternatives: Rule1 / Rule2	6
3.3. Incremental Alternatives: Rule1 =/ Rule2	7
3.4. Value Range Alternatives: %c##-##	7
3.5. Sequence Group: (Rule1 Rule2)	8
3.6. Variable Repetition: *Rule	8
3.7. Specific Repetition: nRule	9
3.8. Optional Sequence: [RULE]	9
3.9. Comment: ; Comment	9
3.10. Operator Precedence	9
4. ABNF DEFINITION OF ABNF	10
5. SECURITY CONSIDERATIONS	11
6. References	11
6.1. Normative References	11
6.2. Informative References	11
Appendix A. ACKNOWLEDGEMENTS	13
Appendix B. APPENDIX - CORE ABNF OF ABNF	13
B.1. Core Rules	13
B.2. Common Encoding	14

1. INTRODUCTION

Internet technical specifications often need to define a formal syntax and are free to employ whatever notation their authors deem useful. Over the years, a modified version of Backus-Naur Form (BNF), called Augmented BNF (ABNF), has been popular among many Internet specifications.

It balances compactness and simplicity, with reasonable representational power. In the early days of the Arpanet, each specification contained its own definition of ABNF. This included the email specifications, [RFC733] and then [RFC822], which came to be the common citations for defining ABNF. The current document separates those definitions to permit selective reference. Predictably, it also provides some modifications and enhancements.

The differences between standard BNF and ABNF involve naming rules, repetition, alternatives, order-independence, and value ranges.

Appendix B supplies rule definitions and encoding for a core lexical analyzer of the type common to several Internet specifications. It is provided as a convenience and is otherwise separate from the meta

language defined
in the body of this document, and separate from its
formal status.

Changes since [RFC2234]:

In Section 3.7, the phrase: "That is, exactly <N> occurrences of
<element>." was corrected to: "That is, exactly <n> occurrences of
<element>."

Some continuation comment lines needed to be corrected to begin
with comment character (";").

2. RULE DEFINITION

2.1. Rule Naming

The name of a rule is simply the name itself; that is, a sequence of
characters, beginning with an alphabetic character, and followed by a
combination of alphabets, digits, and hyphens (dashes).

NOTE:

Rule names are case-insensitive

The names <rulename>, <RuleName>, <RULENAME>, and <rUlENamE> all
refer to the same rule.

Unlike original BNF, angle brackets ("<", ">") are not required.
However, angle brackets may be used around a rule name whenever their
presence facilitates in discerning the use of a rule name. This is
typically restricted
to rule name references in free-form prose, or
to distinguish partial rules that combine into a string not separated
by white space, such as shown in the discussion about repetition,
below.

2.2. Rule Form

A rule is defined by the following sequence:

name = elements crlf

where <name> is the name of the rule, <elements> is one or more rule

names or terminal specifications, and <crLf> is the end-of-line indicator (carriage return followed by line feed). The equal sign separates the name from the definition of the rule. The elements form a sequence of one or more rule names and/or value definitions, combined according to the various operators defined in this document, such as alternative and repetition.

Crocker & Overell Standards Track [Page 3]

RFC 4234 ABNF October 2005

For visual ease, rule definitions are left aligned. When a rule requires multiple lines, the continuation lines are indented. The left alignment and indentation are relative to the first lines of the ABNF rules and need not match the left margin of the document.

2.3. Terminal Values

Rules resolve into a string of terminal values, sometimes called characters. In ABNF, a character is merely a non-negative integer. In certain contexts, a specific mapping (encoding) of values into a character set (such as ASCII) will be specified.

Terminals are specified by one or more numeric characters, with the base interpretation of those characters indicated explicitly. The following bases are currently defined:

b = binary

d = decimal

x = hexadecimal

Hence:

CR = %d13

CR = %x0D

respectively specify the decimal and hexadecimal representation of [US-ASCII] for carriage return.

A concatenated string of such values is specified compactly,

using a period (".") to indicate a separation of characters within that value. Hence:

`CRLF = %d13.10`

ABNF permits the specification of literal text strings directly, enclosed in quotation-marks. Hence:

`command = "command string"`

Literal text strings are interpreted as a concatenated set of printable characters.

Crocker & Overell Standards Track [Page 4]

RFC 4234 ABNF October 2005

NOTE:

ABNF strings are case-insensitive and the character set for these strings is us-ascii.

Hence:

`rulename = "abc"`

and:

`rulename = "aBc"`

will match "abc", "Abc", "aBc", "abC", "ABc", "aBC", "AbC", and "ABC".

To specify a rule that IS case SENSITIVE, specify the characters individually.

For example:

`rulename = %d97 %d98 %d99`

or

```
rulename = %d97.98.99
```

will match only
the string that comprises only the lowercased
characters, abc.

2.4. External Encodings

External representations of terminal value characters will vary according to constraints in the storage or transmission environment. Hence, the same ABNF-based grammar may have multiple external encodings, such as one for a 7-bit US-ASCII environment, another for a binary octet environment, and still a different one when 16-bit Unicode is used. Encoding details are beyond the scope of ABNF, although Appendix A (Core) provides definitions for a 7-bit US-ASCII environment as has been common to much of the Internet.

By separating external encoding from the syntax, it is intended that alternate encoding environments can be used for the same syntax.

Crocker & Overell	Standards Track	[Page 5]
RFC 4234	ABNF	October 2005

3. OPERATORS

3.1. Concatenation: Rule1 Rule2

A rule can
define a simple, ordered string of values (i.e., a
concatenation of contiguous characters) by listing a sequence of rule
names. For example:

```
foo      = %x61      ; a
```

```
bar      = %x62      ; b
```

```
mumble   = foo bar foo
```

So that the rule <mumble> matches the lowercase string "aba".

LINEAR WHITE SPACE: Concatenation is at the core of the ABNF parsing model. A string of contiguous characters (values) is parsed according to the rules defined in ABNF. For Internet specifications, there is some history of permitting linear white space (space and horizontal tab) to be freely and implicitly interspersed around major constructs, such as delimiting special characters or atomic strings.

NOTE:

This specification for ABNF does not provide for implicit specification of linear white space.

Any grammar that wishes to permit linear white space around delimiters or string segments must specify it explicitly.

It is

often useful to provide for such white space in "core" rules that are then used variously among higher-level rules. The "core" rules might be formed into a lexical analyzer or simply be part of the main ruleset.

3.2. Alternatives: Rule1 / Rule2

Elements separated by a forward slash ("/") are alternatives. Therefore,

foo / bar

will accept <foo> or <bar>.

Crocker & Overell Standards Track [Page 6]

RFC 4234 ABNF October 2005

NOTE:

A quoted string containing alphabetic characters is a special form for specifying alternative characters and is interpreted as a

non-terminal representing the set of combinatorial strings with the contained characters, in the specified order but with any mixture of upper and lower case.

3.3. Incremental Alternatives: Rule1 /= Rule2

It is sometimes convenient to specify a list of alternatives in fragments. That is, an initial rule may match one or more alternatives, with later rule definitions adding to the set of alternatives. This is particularly useful for otherwise, independent specifications that derive from the same parent rule set, such as often occurs with parameter lists. ABNF permits this incremental definition through the construct:

```
oldrule  /= additional-alternatives
```

So that the rule set

```
ruleset  = alt1 / alt2
```

```
ruleset  /= alt3
```

```
ruleset  /= alt4 / alt5
```

is the same as specifying

```
ruleset  = alt1 / alt2 / alt3 / alt4 / alt5
```

3.4. Value Range Alternatives: %c##-##

A range of alternative numeric values can be specified compactly, using dash ("-") to indicate the range of alternative values. Hence:

```
DIGIT    = %x30-39
```

is equivalent to:

```
DIGIT    = "0" / "1" / "2" / "3" / "4" / "5" / "6" /  
           "7" / "8" / "9"
```

Concatenated numeric values and numeric value ranges cannot be specified in the same string. A numeric value may use the dotted notation for concatenation or it may use the dash notation to specify

one value range. Hence, to specify one printable character between end of line sequences, the specification could be:

```
char-line = %x0D.0A %x20-7E %x0D.0A
```

3.5. Sequence Group: (Rule1 Rule2)

Elements enclosed in parentheses are treated as a single element, whose contents are STRICTLY ORDERED. Thus,

```
elem (foo / bar) blat
```

matches (elem foo blat) or (elem bar blat), and

```
elem foo / bar blat
```

matches (elem foo) or (bar blat).

NOTE:

It is strongly advised that grouping notation be used, rather than relying on the proper reading of "bare" alternations, when alternatives consist of multiple rule names or literals.

Hence, it is recommended that the following form be used:

```
(elem foo) / (bar blat)
```

It will avoid misinterpretation by casual readers.

The sequence group notation is also used within free text to set off an element sequence from the prose.

3.6. Variable Repetition: *Rule

The operator "*" preceding an element indicates repetition. The full form is:

```
<a>*<b>element
```

where <a> and are optional decimal values, indicating at least <a> and at most occurrences of the element.

Default values are 0 and infinity so that `*<element>` allows any number, including zero; `1*<element>` requires at least one; `3*3<element>` allows exactly 3 and `1*2<element>` allows one or two.

Crocker & Overell Standards Track [Page 8]

RFC 4234 ABNF October 2005

3.7. Specific Repetition: `nRule`

A rule of the form:

`<n>element`

is equivalent to

`<n>*<n>element`

That is, exactly `<n>` occurrences of `<element>`. Thus, `2DIGIT` is a 2-digit number, and `3ALPHA` is a string of three alphabetic characters.

3.8. Optional Sequence: `[RULE]`

Square brackets enclose an optional element sequence:

`[foo bar]`

is equivalent to

`*1(foo bar).`

3.9. Comment: `; Comment`

A semi-colon starts a comment that continues to the end of line. This is a simple way of including useful notes in parallel with the specifications.

3.10. Operator Precedence

The various mechanisms described above have the following precedence, from highest (binding tightest) at the top, to lowest (loosest) at

the bottom:

Strings, Names formation

Comment

Value range

Repetition

Grouping, Optional

Concatenation

Alternative

Crocker & Overell Standards Track [Page 9]

RFC 4234

ABNF

October 2005

Use of the alternative operator, freely mixed with concatenations, can be confusing.

Again, it is recommended that the grouping operator be used to make explicit concatenation groups.

4. ABNF DEFINITION OF ABNF

NOTES:

1. This syntax requires a formatting of rules that is relatively strict. Hence, the version of a ruleset included in a specification might need preprocessing to ensure that it can be interpreted by an ABNF parser.
2. This syntax uses the rules provided in Appendix B (Core).

rulelist = 1*(rule / (*c-wsp c-nl))

rule = rulename defined-as elements c-nl
 ; continues if next line starts
 ; with white space

rulename = ALPHA *(ALPHA / DIGIT / "-")

defined-as = *c-wsp ("=" / "=/") *c-wsp
 ; basic
 rules definition and
 ; incremental alternatives

 elements = alternation *c-wsp

 c-wsp = WSP / (c-nl WSP)

 c-nl = comment / CRLF
 ; comment or newline

 comment = ";" *(WSP / VCHAR) CRLF

 alternation = concatenation
 *(*c-wsp "/" *c-wsp concatenation)

 concatenation = repetition *(1*c-wsp repetition)

 repetition = [repeat] element

 repeat = 1*DIGIT / (*DIGIT "*" *DIGIT)

Crocker & Overell Standards Track [Page 10]

RFC 4234 ABNF October 2005

element = rulename / group / option /
 char-val / num-val / prose-val

 group = "(" *c-wsp alternation *c-wsp ")"

 option = "[" *c-wsp alternation *c-wsp "]"

 char-val
 = DQUOTE *(%x20-21 / %x23-7E) DQUOTE
 ; quoted string of SP and VCHAR
 ; without DQUOTE

 num-val = "%" (bin-val / dec-val / hex-val)

 bin-val = "b" 1*BIT

[1*("." 1*BIT) / ("-" 1*BIT)]
; series of concatenated bit values
; or single ONEOF range

dec-val = "d" 1*DIGIT
[1*("." 1*DIGIT) / ("-" 1*DIGIT)]

hex-val = "x" 1*HEXDIG
[1*("." 1*HEXDIG) / ("-" 1*HEXDIG)]

prose-val = "<" *(%x20-3D / %x3F-7E) ">"
; bracketed string of SP and VCHAR
; without angles
; prose description, to be used as
; last resort

5. SECURITY CONSIDERATIONS

Security is truly believed
to be irrelevant to this document.

6. References

6.1. Normative References

[US-ASCII] American National Standards Institute, "Coded Character Set -- 7-bit American Standard Code for Information Interchange", ANSI X3.4, 1986.

6.2. Informative References

[RFC2234] Crocker, D. and P. Overell, "Augmented BNF for Syntax Specifications: ABNF", RFC 2234, November 1997.

Crocker & Overell Standards Track [Page 11]

RFC 4234 ABNF October 2005

[RFC733] Crocker, D., Vittal, J., Pogran, K., and D. Henderson,
"Standard for the format of ARPA network text messages",
RFC 733, November 1977.

[RFC822] Crocker, D., "Standard for the format of ARPA Internet

text messages", STD 11, RFC 822, August 1982.

Appendix A. ACKNOWLEDGEMENTS

The syntax for ABNF was originally specified in RFC 733. Ken L. Harrenstien, of SRI International, was responsible for re-coding the BNF into an augmented BNF that makes the representation smaller and easier to understand.

This recent project began as a simple effort to cull out the portion of RFC 822 that has been repeatedly cited by non-email specification writers, namely the description of augmented BNF. Rather than simply and blindly converting the existing text into a separate document, the working group chose to give careful consideration to the deficiencies, as well as benefits, of the existing specification and related specifications made available over the last 15 years, and therefore to pursue enhancement. This turned the project into something rather more ambitious than was first intended.

Interestingly, the result is not massively different from that original, although decisions, such as removing the list notation, came as a surprise.

This "separated" version of the specification was part of the DRUMS working group, with significant contributions from Jerome Abela, Harald Alvestrand, Robert Elz, Roger Fajman, Aviva Garrett, Tom Harsch, Dan Kohn, Bill McQuillan, Keith Moore, Chris Newman, Pete Resnick, and Henning Schulzrinne.

Julian Reschke warrants a special thanks for converting the Draft Standard version to XML source form.

Appendix B. APPENDIX - CORE ABNF OF ABNF

This Appendix is provided as a convenient core for specific grammars. The definitions may be used as a core set of rules.

B.1. Core Rules

Certain basic rules are in uppercase, such as SP, HTAB, CRLF, DIGIT, ALPHA, etc.

ALPHA = %x41-5A / %x61-7A ; A-Z / a-z

BIT = "0" / "1"

CHAR = %x01-7F
; any
7-bit US-ASCII character,
; excluding NUL

Crocker & Overell Standards Track [Page 13]

RFC 4234 ABNF October 2005

CR = %x0D
; carriage return

CRLF = CR LF
; Internet standard newline

CTL = %x00-1F / %x7F
; controls

DIGIT = %x30-39
; 0-9

DQUOTE = %x22
; " (Double Quote)

HEXDIG = DIGIT / "A" / "B" / "C" / "D" / "E" / "F"

HTAB = %x09
; horizontal tab

LF = %x0A
; linefeed

LWSP = *(WSP / CRLF WSP)
; linear white space (past newline)

OCTET = %x00-FF
; 8 bits of data

SP = %x20

VCHAR = %x21-7E

; visible (printing) characters

WSP = SP / HTAB
 ; white space

B.2. Common Encoding

Externally, data are represented as "network virtual ASCII" (namely, 7-bit US-ASCII in an 8-bit field), with the high (8th) bit set to zero. A string of values is in "network byte order", in which the higher-valued bytes are represented on the left-hand side and are sent over the network first.

Crocker & Overell	Standards Track	[Page 14]
RFC 4234	ABNF	October 2005

Authors' Addresses

Dave Crocker (editor)
Brandenburg InternetWorking
675 Spruce Dr.
Sunnyvale, CA 94086
US

Phone: +1.408.246.8253
EMail: dcrocker@bbiw.net

Paul Overell
THUS plc.

1/2 Berkeley Square
99 Berkeley Street
Glasgow
G3 7HR
UK

EMail: paul.overell@thus.net

Crocker & Overell Standards Track [Page 15]

RFC 4234 ABNF October 2005

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INFORMATIONAL

Network Working Group

E. Hall

Request for Comments: 4155

September 2005

Category: Informational

The application/mbox Media Type

Status of This Memo

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Abstract

This memo requests that the application/mbox media type be authorized for allocation by the IESG, according to the terms specified in RFC 2048. This memo also defines a default format for the mbox database, which must be supported by all conformant implementations.

1. Background and Overview

UNIX-like operating systems have historically made widespread use of "mbox" database files for a variety of local email purposes. In the common case, mbox files store linear sequences of one or more electronic mail messages, with local email clients treating the database as a logical folder of email messages. mbox databases are also used by a variety of other messaging tools, such as mailing list management programs, archiving and filtering utilities, messaging servers, and other related applications. In recent years, mbox databases have also become common on a large number of non-UNIX computing platforms, for similar kinds of purposes.

The increased pervasiveness of these files has led to an increased demand for a standardized, network-wide interchange of these files as discrete database objects. In turn, this dictates a need for a general media type definition for mbox files, which is the subject and purpose of this memo.

2. About the mbox Database

The mbox database format is not documented in an authoritative specification, but instead exists as a well-known output format that is anecdotally documented, or which is only authoritatively documented for a specific platform or tool.

mbox databases typically contain a linear sequence of electronic mail messages. Each message begins with a separator line that identifies the message sender, and also identifies the date and time at which the message was received by the final recipient (either the last-hop system in the transfer path, or the system which serves as the recipient's mailstore). Each message is typically terminated by an empty line. The end of the database is usually recognized by either the absence of any additional data, or by the presence of an explicit end-of-file marker.

The structure of the separator lines vary across implementations, but usually contain the exact character sequence of "From", followed by a single Space character (0x20), an email address of some kind, another Space character, a timestamp sequence of some kind, and an end-of-line marker. However, due to the lack of any authoritative specification, each of these attributes are known to vary widely across implementations. For example, the email address can reflect any addressing syntax that has ever been used on any messaging system in all of history (specifically including address forms that are not compatible with Internet messages, as defined by RFC 2822 [RFC2822]). Similarly, the timestamp sequences can also vary according to system output, while the end-of-line sequences will often reflect platform-specific requirements. Different data formats can even appear within a single database as a result of multiple mbox files being concatenated together, or because a single

file was accessed by multiple messaging clients, each of which has used its own syntax for the separator line.

Message data within mbox databases often reflects site-specific peculiarities. For example, it is entirely possible for the message body or headers in an mbox database to contain untagged eight-bit character data that implicitly reflects a site-specific default language or locale, or that reflects local defaults for timestamps and email addresses; none of this data is widely portable beyond the local scope. Similarly, message data can also contain unencoded eight-bit binary data, or can use encoding formats that represent a specific platform (e.g., BINHEX or UUENCODE sequences).

Hall Informational [Page 2]

RFC 4155 The application/mbox Media Type September 2005

Many implementations are also known to escape message body lines that begin with the character sequence of "From ", so as to prevent confusion with overly-liberal parsers that do not search for full separator lines. In the common case, a leading Greater-Than symbol (0x3E) is used for this purpose (with "From " becoming ">From "). However, other implementations are known not to escape such lines unless they are immediately preceded by a blank line or if they also appear to contain an email address and a timestamp. Other implementations are also known to perform secondary escapes against these lines if they are already escaped or quoted, while others ignore these mechanisms altogether.

A comprehensive description of mbox database files on UNIX-like systems can be found at <http://qmail.org/man/man5/mbox.html>, which should be treated as mostly authoritative for those variations that are otherwise only documented in anecdotal form. However, readers are advised that many other platforms and tools make use of mbox databases, and that there are many more potential variations that can be encountered in the wild.

In order to mitigate errors that may arise from such vagaries, this

specification defines a "format" parameter to the application/mbox media type declaration, which can be used to identify the specific kind of mbox database that is being transferred. Furthermore, this specification defines a "default" database format which MUST be supported by implementations that claim to be compliant with this specification, and which is to be used as the implicit format for undeclared application/mbox data objects. Additional format types are to be defined in subsequent specifications. Messaging systems that receive an mbox database with an unknown format parameter value SHOULD treat the data as an opaque binary object, as if the data had been declared as application/octet-stream

Refer to Appendix A for a description of the default mbox format.

Note that RFC 2046 [RFC2046] defines the multipart/digest media type for transferring platform-independent message files. Because that specification defines a set of neutral and strict formatting rules, the multipart/digest media type already facilitates highly-predictable transfer and conversion operations; as such, implementers are strongly encouraged to support and use that media type where possible.

Hall Informational [Page 3]

RFC 4155 The application/mbox Media Type September 2005

3. Prerequisites and Terminology

Readers of this document are expected to be familiar with the specification for MIME [RFC2045] and MIME-type registrations [RFC2048].

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in RFC 2119 [RFC2119].

4. The application/mbox Media Type Registration

This section provides the media type registration application (as per [RFC2048]).

MIME media type name: application

MIME subtype name: mbox

Required parameters: none

Optional parameters: The "format" parameter identifies the format of the mbox database and the messages contained therein. The default value for the "format" parameter is "default", and refers to the formatting rules defined in Appendix A of this memo. mbox databases that do not have a "format" parameter SHOULD be interpreted as having the implicit "format" value of "default". mbox databases that have an unknown value for the "format" parameter SHOULD be treated as opaque data objects, as if the media type had been specified as application/octet-stream. Additional values for the format parameter are to be defined in subsequent specifications, and registered with IANA.

Encoding considerations: If an email client receives an mbox database as a message attachment, and then stores that attachment within a local mbox database, the contents of the two database files may become irreversibly intermingled, such that both databases are rendered unrecognizable. In order to avoid these collisions, messaging systems that support this specification MUST encode an mbox database (or at a minimum, the separator lines) with non-transparent transfer encoding (such as BASE64 or Quoted-Printable) whenever an application/mbox object is transferred via messaging protocols. Other transfer services are generally encouraged to adopt similar encoding strategies in order to allow for any subsequent retransmission that might occur, but this is not a requirement. Implementers should also be prepared to encode mbox data locally if non-compliant data is received.

Hall Informational [Page 4]

RFC 4155 The application/mbox Media Type September 2005

Security considerations:

mbox data is passive, and does not generally represent a unique or new security threat. However, there is risk in sharing any kind of data, because unintentional information may be exposed, and this risk certainly applies to mbox data as well.

Interoperability considerations: Due to the lack of a single authoritative specification for mbox databases, there are a large number of variations between database formats (refer to the introduction text for common examples), and it is expected that non-conformant data will be erroneously tagged or exchanged. Although the "default" format specified in this memo does not allow for these kinds of vagaries, prior negotiation or agreement between humans may sometimes be needed.

Published specification: see Appendix A.

Applications that use this media type: hundreds of messaging products make use of the mbox database format, in one form or another.

Magic number(s): mbox database files can be recognized by having a leading character sequence of "From", followed by a single Space character (0x20), followed by additional printable character data (refer to the description in Appendix A for details). However, implementers are cautioned that all such files will not be compliant with all of the formatting rules, therefore implementers should treat these files with an appropriate amount of circumspection.

File extension(s): mbox database files sometimes have an ".mbox" extension, but this is not required nor expected. As with magic numbers, implementers should avoid reflexive assumptions about the contents of such files.

Macintosh File Type Code(s): None are known to be common.

Person & email address to contact for further information: Eric A. Hall (ehall@ntrg.com)

Intended usage: COMMON

5. Security Considerations

See the discussion in section 4.

RFC 4155

The application/mbox Media Type September 2005

6. IANA Considerations

The IANA has registered the application/mbox media type in the MIME registry, using the application provided in section 4 above.

Furthermore, IANA has established and will maintain a registry of values for the "format" parameter as described in this memo. The first registration is the "default" value, using the description provided in Appendix A. Subsequent values for the "format" parameter MUST be accompanied by some form of recognizable, complete, and legitimate specification, such as an IESG-approved specification, or some kind of authoritative vendor documentation.

7. Normative References

[RFC2045] Freed, N. and N. Borenstein, "Multipurpose Internet Mail Extensions (MIME) Part One: Format of Internet Message Bodies", RFC 2045, November 1996.

[RFC2046] Freed, N. and N. Borenstein, "Multipurpose Internet Mail Extensions (MIME) Part Two: Media Types", RFC 2046, November 1996.

[RFC2048] Freed, N., Klensin, J., and J. Postel, "Multipurpose Internet Mail Extensions (MIME) Part Four: Registration Procedures", BCP 13, RFC 2048, November 1996.

[RFC2119] Bradner, S., "Key words for use in RFCs to Indicate Requirement Levels", BCP 14, RFC 2119, March 1997.

[RFC2822] Resnick, P., "Internet Message Format", RFC 2822, April 2001.

Appendix A. The "default" mbox Database Format

In order to improve interoperability among messaging systems, this memo defines a "default" mbox database format, which **MUST** be supported by all implementations that claim to be compliant with this specification.

The "default" mbox database format uses a linear sequence of Internet messages, with each message being immediately prefaced by a separator line, and being terminated by an empty line. More specifically:

- o Each message within the database **MUST** follow the syntax and formatting rules defined in RFC 2822 [RFC2822] and its related specifications, with the exception that the canonical mbox database **MUST** use a single Line-Feed character (0x0A) as the end-of-line sequence, and **MUST NOT** use a Carriage-Return/Line-Feed pair (NB: this requirement only applies to the canonical mbox database as transferred, and does not override any other specifications). This usage represents the most common historical representation of the mbox database format, and allows for the least amount of conversion.
- o Messages within the default mbox database **MUST** consist of seven-bit characters within an eight-bit stream. Eight-bit data within the stream **MUST** be converted to a seven-bit form (using appropriate, standardized encoding) and appropriately tagged (with the correct header fields) before the database is

transferred.

- o Message headers and data in the default mbox database MUST be fully-qualified, as per the relevant specification(s). For example, email addresses in the various header fields MUST have legitimate domain names (as per RFC 2822), while extended characters and encodings MUST be specified in the appropriate location (as per the appropriate MIME specifications), and so forth.
- o Each message in the mbox database MUST be immediately preceded by a single separator line, which MUST conform to the following syntax:

The exact character sequence of "From";

a single Space character (0x20);

the email address of the message sender (as obtained from the message envelope

or other authoritative source), conformant

with the "addr-spec" syntax from RFC 2822;

Hall Informational [Page 7]

RFC 4155 The application/mbox Media Type September 2005

a single Space character;

a timestamp indicating the UTC date and time when the message was originally received, conformant with the syntax of the traditional UNIX 'ctime' output sans timezone (note that the use of UTC precludes the need for a timezone indicator);

an end-of-line marker.

- o Each message in the database MUST be terminated by an empty line, containing a single end-of-line marker.

Note that the first message in an mbox database will only be prefaced by a separator line, while every other message will begin with two end-of-line sequences (one at the end of the message itself, and another to mark the end of the message within the mbox database file stream) and a separator line (marking the new message). The end of

the database is implicitly reached when no more message data or separator lines are found.

Also note that this specification does not prescribe any escape syntax for message body lines that begin with the character sequence of "From ". Recipient systems are expected to parse full separator lines as they are documented above.

Author's Address

Eric A. Hall

EMail: ehall@ntrg.com

Hall Informational [Page 8]

RFC 4155 The application/mbox Media Type September 2005

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Network Working Group
Request for Comments: 2821
Obsoletes: 821, 974, 1869
Updates: 1123
Category: Standards Track

J. Klensin, Editor
AT&T Laboratories
April 2001

Simple Mail Transfer Protocol

Status of this Memo

This document specifies an Internet standards track protocol for the Internet community, and requests discussion and suggestions for improvements. Please refer to the current edition of the "Internet Official Protocol Standards" (STD 1) for the standardization state and status of this protocol. Distribution of this memo is unlimited.

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Abstract

This document is a self-contained specification of the basic protocol for the Internet electronic mail transport. It consolidates, updates and clarifies, but doesn't add new or change existing functionality of the following:

- the original SMTP (Simple Mail Transfer Protocol) specification of RFC 821 [30],
- domain name system requirements and implications for mail transport from RFC 1035 [22] and RFC 974 [27],
- the clarifications and applicability statements in RFC 1123 [2], and
- material drawn from the SMTP Extension mechanisms [19].

It obsoletes RFC 821, RFC 974, and updates RFC 1123 (replaces the mail transport materials of RFC 1123). However, RFC 821 specifies some features that were not in significant use in the Internet by the mid-1990s and (in appendices) some additional transport models. Those sections are omitted here in the interest of clarity and brevity; readers needing them should refer to RFC 821.

It also includes some additional material from RFC 1123 that required amplification. This material has been identified in multiple ways,

mostly by tracking flaming on various lists and newsgroups and problems of unusual readings or interpretations that have appeared as the SMTP extensions have been deployed. Where this specification moves beyond consolidation and actually differs from earlier documents, it supersedes them technically as well as textually.

Although SMTP was designed as a mail transport and delivery protocol, this specification also contains information that is important to its use as a 'mail submission' protocol, as recommended for POP [3, 26] and IMAP [6]. Additional submission issues are discussed in RFC 2476 [15].

Section 2.3 provides definitions of terms specific to this document. Except when the historical terminology is necessary for clarity, this document uses the current 'client' and 'server' terminology to identify the sending and receiving SMTP processes, respectively.

A companion document [32] discusses message headers, message bodies and formats and structures for them, and their relationship.

Table of Contents

1. Introduction	4
2. The SMTP Model	5
2.1 Basic Structure	5
2.2 The Extension Model	7
2.2.1 Background	7
2.2.2 Definition and Registration of Extensions	8
2.3 Terminology	9
2.3.1 Mail Objects	10
2.3.2 Senders and Receivers	10
2.3.3 Mail Agents and Message Stores	10
2.3.4 Host	11
2.3.5 Domain	11
2.3.6 Buffer and State Table	11
2.3.7 Lines	12
2.3.8 Originator, Delivery, Relay, and Gateway Systems	12
2.3.9 Message Content and Mail Data	13
2.3.10 Mailbox and Address	13
2.3.11 Reply	13
2.4 General Syntax Principles and Transaction Model	13
3. The SMTP Procedures: An Overview	15
3.1 Session Initiation	15

3.2 Client Initiation	16
3.3 Mail Transactions	16
3.4 Forwarding for Address Correction or Updating	19
3.5 Commands for Debugging Addresses	20
3.5.1 Overview	20
3.5.2 VRFY Normal Response	22
3.5.3 Meaning of VRFY or EXPN Success Response	22
3.5.4 Semantics and Applications of EXPN	23
3.6 Domains	23
3.7 Relaying	24
3.8 Mail Gatewaying	25
3.8.1 Header Fields in Gatewaying	26
3.8.2 Received Lines in Gatewaying	26
3.8.3 Addresses in Gatewaying	26
3.8.4 Other Header Fields in Gatewaying	27
3.8.5 Envelopes in Gatewaying	27
3.9 Terminating Sessions and Connections	27
3.10 Mailing Lists and Aliases	28
3.10.1 Alias	28
3.10.2 List	28
4. The SMTP Specifications	29
4.1 SMTP Commands	29
4.1.1 Command Semantics and Syntax	29
4.1.1.1 Extended HELLO (EHLO) or HELLO (HELO)	29
4.1.1.2 MAIL (MAIL)	31
4.1.1.3 RECIPIENT (RCPT)	31
4.1.1.4 DATA (DATA)	33
4.1.1.5 RESET (RSET)	34
4.1.1.6 VERIFY (VRFY)	35
4.1.1.7 EXPAND (EXPN)	35
4.1.1.8 HELP (HELP)	35
4.1.1.9 NOOP (NOOP)	35
4.1.1.10 QUIT (QUIT)	36
4.1.2 Command Argument Syntax	36
4.1.3 Address Literals	38
4.1.4 Order of Commands	39
4.1.5 Private-use Commands	40
4.2 SMTP Replies	40
4.2.1 Reply Code Severities and Theory	42
4.2.2 Reply Codes by Function Groups	44
4.2.3 Reply Codes in Numeric Order	45
4.2.4 Reply Code 502	46
4.2.5 Reply Codes After DATA and the Subsequent <CRLF>.<CRLF>	46
4.3 Sequencing of Commands and Replies	47

4.3.1 Sequencing Overview	47
4.3.2 Command-Reply Sequences	48
4.4 Trace Information	
49	
4.5 Additional Implementation Issues	53
4.5.1 Minimum Implementation	53
4.5.2 Transparency	53
4.5.3 Sizes and Timeouts	54
4.5.3.1 Size limits and minimums	54
4.5.3.2 Timeouts	56
4.5.4 Retry Strategies	57
4.5.4.1 Sending Strategy	58
4.5.4.2 Receiving Strategy	59
4.5.5 Messages with a null reverse-path	59
5. Address Resolution and Mail Handling	60
6. Problem Detection and Handling	62
6.1 Reliable Delivery and Replies by Email	62
6.2 Loop	
Detection	63
6.3 Compensating for Irregularities	63
7. Security Considerations	64
7.1 Mail Security and Spoofing	64
7.2 "Blind" Copies	65
7.3 VRFY, EXPN, and Security	65
7.4 Information Disclosure in Announcements	66
7.5 Information Disclosure in Trace Fields	66
7.6 Information Disclosure in Message Forwarding	67
7.7 Scope of Operation of SMTP Servers	67
8. IANA Considerations	67
9. References	68
10. Editor's Address	70
11. Acknowledgments	
70	
Appendices	71
A. TCP Transport Service	71
B. Generating SMTP Commands from RFC 822 Headers	71
C. Source Routes	72
D. Scenarios	73
E. Other Gateway Issues	76
F. Deprecated Features of RFC 821	76
Full Copyright Statement	79

1. Introduction

The objective of the Simple Mail Transfer Protocol (SMTP) is to transfer mail reliably and efficiently.

SMTP is independent of the particular transmission subsystem and requires only a reliable ordered data stream channel. While this document specifically discusses transport over TCP, other transports are possible. Appendices to RFC 821 describe some of them.

An

important feature of SMTP is its capability to transport mail across networks, usually referred to as "SMTP mail relaying" (see section 3.8). A network consists of the mutually-TCP-accessible hosts on the public Internet, the mutually-TCP-accessible hosts on a firewall-isolated TCP/IP Intranet, or hosts in some other LAN or WAN environment utilizing a non-TCP transport-level protocol. Using

SMTP, a process can transfer mail to another process on the same network or to some other network via a relay or gateway process accessible to both networks.

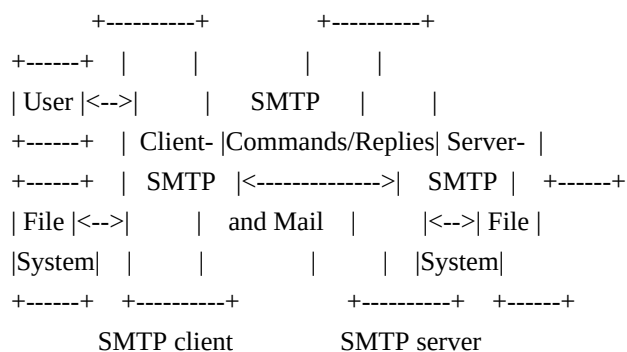
In this way, a mail message may pass through a number of intermediate relay or gateway hosts on its path from sender to ultimate recipient.

The Mail eXchanger mechanisms of the domain name system [22, 27] (and section 5 of this document) are used to identify the appropriate next-hop destination for a message being transported.

2. The SMTP Model

2.1 Basic Structure

The SMTP design can be pictured as:



When an SMTP client has a message to transmit, it establishes a two-way transmission channel to an SMTP server. The responsibility of an SMTP client is to transfer mail messages to one or more SMTP servers, or report its failure to do so.

The means by which a mail message is presented to an SMTP client, and how that client determines the domain name(s) to which mail messages are to be transferred is a local matter,

and is not addressed by this document. In some cases, the domain name(s) transferred to, or determined by, an SMTP client will identify the final destination(s) of the mail message. In other cases, common with SMTP clients associated with implementations of the POP [3, 26] or IMAP [6] protocols, or when the SMTP client is inside an isolated transport service environment, the domain name determined will identify an intermediate destination through which all mail messages are to be relayed. SMTP clients that transfer all traffic, regardless of the target domain names associated with the individual messages, or that do not maintain queues for retrying message transmissions that initially cannot be completed, may otherwise conform to this specification but are not considered fully-capable. Fully-capable SMTP implementations, including the relays used by these less capable

ones, and their destinations, are expected to support all of the queuing, retrying, and alternate address functions discussed in this specification.

The means by which an SMTP client, once it has determined a target domain name, determines the identity of an SMTP server to which a copy of a message is to be transferred, and then performs that transfer, is covered by this document. To effect a mail transfer to an SMTP server, an SMTP client establishes a two-way transmission channel to that SMTP server. An SMTP client determines the address of an appropriate host running an SMTP server by resolving a destination domain name to either an intermediate Mail eXchanger host or a final target host.

An SMTP server may be either the ultimate destination or an intermediate "relay" (that is, it may assume the role of an SMTP client after receiving the message) or "gateway" (that is, it may transport the message further using some protocol other than SMTP). SMTP commands are generated by the SMTP client and sent to the SMTP server. SMTP replies are sent from the SMTP server to the SMTP client in response to the commands.

In other words, message transfer can occur in a single connection between the original SMTP-sender and the final SMTP-recipient, or can occur in a series of hops through intermediary systems. In either case, a formal handoff of responsibility for the message occurs: the protocol requires that a server accept responsibility for either delivering a message or properly reporting the failure to do so.

Once the transmission channel is established and initial handshaking completed, the SMTP client normally initiates a mail transaction.

Such a transaction consists of a series of commands to specify the originator and destination of the mail and transmission of the message content (including any headers or other structure) itself. When the same message is sent to multiple recipients, this protocol encourages the transmission of only one copy of the data for all recipients at the same destination (or intermediate relay) host.

The server responds to each command with a reply; replies may indicate that the command was accepted, that additional commands are expected, or that a temporary or permanent error condition exists. Commands specifying the sender or recipients may include server-permitted SMTP service extension requests as discussed in section 2.2. The dialog is purposely lock-step, one-at-a-time, although this can be modified by mutually-agreed extension requests such as command pipelining [13].

Once a given mail message has been transmitted, the client may either request that the connection be shut down or may initiate other mail transactions. In addition, an SMTP client may use a connection to an SMTP server for ancillary services such as verification of email addresses or retrieval of mailing list subscriber addresses.

As suggested above, this protocol provides mechanisms for the transmission of mail. This transmission normally occurs directly from the sending user's host to the receiving user's host when the two hosts are connected to the same transport service. When they are not connected to the same transport service, transmission occurs via one or more relay SMTP servers. An intermediate host that acts as either an SMTP relay or as a gateway into some other transmission environment is usually selected through the use of the domain name service (DNS) Mail eXchanger mechanism.

Usually, intermediate hosts are determined via the DNS MX record, not by explicit "source" routing (see section 5 and appendices C and F.2).

2.2 The Extension Model

2.2.1 Background

In an effort that started in 1990, approximately a decade after RFC 821 was completed, the protocol was modified with a "service extensions" model that permits the client and server to agree to utilize shared functionality beyond the original SMTP requirements.

The SMTP extension mechanism defines a means whereby an extended SMTP

client and server may recognize each other, and the server can inform the client as to the service extensions that it supports.

Contemporary SMTP implementations **MUST** support the basic extension mechanisms. For instance, servers **MUST** support the EHLO command even if they do not implement any specific extensions and clients **SHOULD** preferentially utilize EHLO rather than HELO. (However, for compatibility with older conforming implementations, SMTP clients and servers **MUST** support the original HELO mechanisms as a fallback.) Unless the different characteristics of HELO must be identified for interoperability purposes, this document discusses only EHLO.

SMTP is widely deployed and high-quality implementations have proven to be very robust. However, the Internet community now considers some services to be important that were not anticipated when the

protocol was first designed. If support for those services is to be added, it must be done in a way that permits older implementations to continue working acceptably. The extension framework consists of:

- The SMTP command EHLO, superseding the earlier HELO,
- a registry of SMTP service extensions,
- additional parameters to the SMTP MAIL and RCPT commands, and
- optional replacements for commands defined in this protocol, such as for DATA in non-ASCII transmissions [33].

SMTP's strength comes primarily from its simplicity. Experience with many protocols has shown that protocols with few options tend towards ubiquity, whereas protocols with many options tend towards obscurity.

Each and every extension, regardless of its benefits, must be carefully scrutinized with respect to its implementation, deployment, and interoperability costs. In many cases, the cost of extending the SMTP service will likely outweigh the benefit.

2.2.2

Definition and Registration of Extensions

The IANA maintains a registry of SMTP service extensions. A corresponding EHLO keyword value is associated with each extension. Each service extension registered with the IANA must be defined in a formal standards-track or IESG-approved experimental protocol document. The definition must include:

- the textual name of the SMTP service extension;

- the EHLO keyword value associated with the extension;
- the syntax and possible values of parameters associated with the EHLO keyword value;
- any additional SMTP verbs associated with the extension (additional verbs will usually be, but are not required to be, the same as the EHLO keyword value);
- any new parameters the extension associates with the MAIL or RCPT verbs;
- a description of how support for the extension affects the behavior of a server and client SMTP; and,
- the increment by which the extension is increasing the maximum length of the commands MAIL and/or RCPT, over that specified in this standard.

In addition, any EHLO keyword value starting with an upper or lower case "X" refers to a local SMTP service extension used exclusively through bilateral agreement. Keywords beginning with "X" MUST NOT be used in a registered service extension. Conversely, keyword values presented in the EHLO response that do not begin with "X" MUST correspond to a standard, standards-track, or IESG-approved experimental SMTP service extension registered with IANA. A conforming server MUST NOT offer non-"X"-prefixed keyword values that are not described in a registered extension.

Additional verbs and parameter names are bound by the same rules as EHLO keywords; specifically, verbs beginning with "X" are local extensions that may not be registered or standardized. Conversely, verbs not beginning with "X" must always be registered.

2.3 Terminology

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described below.

1. **MUST** This word, or the terms "REQUIRED" or "SHALL", mean that the definition is an absolute requirement of the specification.
2. **MUST NOT** This phrase, or the phrase "SHALL NOT", mean that the definition is an absolute prohibition of the specification.

3. **SHOULD** This word, or the adjective "RECOMMENDED", mean that there may exist valid reasons in particular circumstances to ignore a particular item, but the full implications must be understood and carefully weighed before choosing a different course.
4. **SHOULD NOT** This phrase, or the phrase "NOT RECOMMENDED" mean that there may exist valid reasons in particular circumstances when the particular behavior is acceptable or even useful, but the full implications should be understood and the case carefully weighed before implementing any behavior described with this label.
5. **MAY** This word, or the adjective "OPTIONAL", mean that an item is truly optional. One vendor may choose to include the item because a particular marketplace requires it or because the vendor feels that it enhances the product while another vendor may omit the same item. An implementation which does not include a particular option **MUST** be prepared to interoperate with another implementation which does include the option, though perhaps with reduced functionality. In the same vein an implementation which does include a particular option **MUST** be prepared to interoperate with another implementation which does not include the option (except, of course, for the feature the option provides.)

2.3.1 Mail Objects

SMTP transports a mail object. A mail object contains an envelope and content.

The SMTP

envelope is sent as a series of SMTP protocol units (described in section 3). It consists of an originator address (to which error reports should be directed); one or more recipient addresses; and optional protocol extension material. Historically, variations on the recipient address specification command (RCPT TO) could be used to specify alternate delivery modes, such as immediate display; those variations have now been deprecated (see appendix F, section F.6).

The SMTP content is sent in the SMTP DATA protocol unit and has two parts: the headers and the body. If the content conforms to other contemporary standards, the headers form a collection of field/value pairs structured as in the message format specification [32]; the body, if structured, is defined according to MIME [12]. The content

is textual in nature, expressed using the US-ASCII repertoire [1]. Although SMTP extensions (such as "8BITMIME" [20]) may relax this restriction for the content body, the content headers are always encoded using the US-ASCII repertoire. A MIME extension [23] defines an algorithm for representing header values outside the US-ASCII repertoire, while still encoding them using the US-ASCII repertoire.

2.3.2 Senders and Receivers

In RFC 821, the two hosts participating in an SMTP transaction were described as the "SMTP-sender" and "SMTP-receiver". This document has been changed to reflect current industry terminology and hence refers to them as the "SMTP client" (or sometimes just "the client") and "SMTP server" (or just "the server"), respectively. Since a given host may act both as server and client in a relay situation, "receiver" and "sender" terminology is still used where needed for clarity.

2.3.3 Mail Agents and Message Stores

Additional mail system terminology became common after RFC 821 was published and, where convenient, is used in this specification. In particular, SMTP servers and clients provide a mail transport service and therefore act as "Mail Transfer Agents" (MTAs). "Mail User Agents" (MUAs or UAs) are normally thought of as the sources and

targets of mail. At the source, an MUA might collect mail to be transmitted from a user and hand it off to an MTA; the final ("delivery") MTA would be thought of as handing the mail off to an MUA (or at least transferring responsibility to it, e.g., by depositing the message in a "message store"). However, while these terms are used with at least the appearance of great precision in other environments, the implied boundaries between MUAs and MTAs often do not accurately match common, and conforming, practices with Internet mail. Hence, the reader should be cautious about inferring the strong relationships and responsibilities that might be implied if these terms were used elsewhere.

2.3.4 Host

For the purposes of this specification, a host is a computer system attached to the Internet (or, in some cases, to a private TCP/IP network) and supporting the SMTP protocol. Hosts are known by names (see "domain"); identifying them by numerical address is discouraged.

2.3.5 Domain

A domain (or domain name) consists of one or more dot-separated components. These components ("labels" in DNS terminology [22]) are restricted for SMTP purposes to consist of a sequence of letters, digits, and hyphens drawn from the ASCII character set [1]. Domain names are used as names of hosts and of other entities in the domain name hierarchy. For example, a domain may refer to an alias (label of a CNAME RR) or the label of Mail eXchanger records to be used to deliver mail instead of representing a host name. See [22] and section 5 of this specification.

The domain name, as described in this document and in [22], is the entire, fully-qualified name (often referred to as an "FQDN"). A domain name that is not in FQDN form is no more than a local alias. Local aliases MUST NOT appear in any SMTP transaction.

2.3.6 Buffer and State Table

SMTP sessions are stateful, with both parties carefully maintaining a common view of the current state. In this document we model this state by a virtual "buffer" and a "state table" on the server which may be used by the client to, for example, "clear the buffer" or "reset the state table," causing the information in the buffer to be discarded and the state to be returned to some previous state.

2.3.7 Lines

SMTP commands and, unless altered by a service extension, message data, are transmitted in "lines". Lines consist of zero or more data characters terminated by the sequence ASCII character "CR" (hex value 0D) followed immediately by ASCII character "LF" (hex value 0A). This termination sequence is denoted as <CRLF> in this document. Conforming implementations MUST NOT recognize or generate any other character or character sequence as a line terminator. Limits MAY be imposed on line lengths by servers (see section 4.5.3).

In addition, the appearance of "bare" "CR" or "LF" characters in text (i.e., either without the other) has a long history of causing problems in mail implementations and applications that use the mail system as a tool. SMTP client implementations MUST NOT transmit these characters except when they are intended as line terminators and then MUST, as indicated above, transmit them only as a <CRLF> sequence.

2.3.8 Originator, Delivery, Relay, and Gateway Systems

This specification makes a distinction among four types of SMTP systems, based on the role those systems play in transmitting electronic mail. An "originating" system (sometimes called an SMTP originator) introduces mail into the Internet or, more generally, into a transport service environment. A "delivery" SMTP system is one that receives mail from a transport service environment and passes it to a mail user agent or deposits it in a message store which a mail user agent is expected to subsequently access. A "relay" SMTP system (usually referred to just as a "relay") receives mail from an SMTP client and transmits it, without modification to the message data other than adding trace information, to another SMTP server for further relaying or for delivery.

A "gateway" SMTP system (usually referred to just as a "gateway") receives mail from a client system in one transport environment and transmits it to a server system in another transport environment. Differences in protocols or message semantics between the transport environments on either side of a gateway may require that the gateway system perform transformations to the message that are not permitted to SMTP relay systems. For the purposes of this specification, firewalls that rewrite addresses should be considered as gateways, even if SMTP is used on both sides of them (see [11]).

2.3.9 Message Content and Mail Data

The terms "message content" and "mail data" are used interchangeably in this document to describe the material transmitted after the DATA command is accepted and before the end of data indication is transmitted. Message content includes message headers and the possibly-structured message body. The MIME specification [12] provides the standard mechanisms for structured message bodies.

2.3.10 Mailbox and Address

As used in this specification, an "address" is a character string that identifies a user to whom mail will be sent or a location into which mail will be deposited. The term "mailbox" refers to that depository. The two terms are typically used interchangeably unless the distinction between the location in which mail is placed (the mailbox) and a reference to it (the address) is important. An address normally consists of user and domain specifications. The standard mailbox naming convention is defined to be "local-part@domain": contemporary usage permits a much broader set of applications than simple "user names". Consequently, and due to a long history of problems when intermediate hosts have attempted to

optimize transport by modifying them, the local-part **MUST** be interpreted and assigned semantics only by the host specified in the domain part of the address.

2.3.11 Reply

An SMTP reply is an acknowledgment (positive or negative) sent from receiver to sender via the transmission channel in response to a command. The general form of a reply is a numeric completion code (indicating failure or success) usually followed by a text string. The codes are for use by programs and the text is usually intended for human users. Recent work [34] has specified further structuring of the reply strings, including the use of supplemental and more specific completion codes.

2.4 General Syntax Principles and Transaction Model

SMTP commands and replies have a rigid syntax. All commands begin with a command verb. All Replies begin with a three digit numeric code. In some commands and replies, arguments **MUST** follow the verb or reply code. Some commands do not accept arguments (after the verb), and some reply codes are followed, sometimes optionally, by free form text. In both cases, where text appears, it is separated from the verb or reply code by a space character. Complete definitions of commands and replies appear in section 4.

Verbs and argument values (e.g., "TO:" or "to:" in the RCPT command and extension name keywords) are not case sensitive, with the sole exception in this specification of a mailbox local-part (SMTP Extensions may explicitly specify case-sensitive elements). That is, a command verb, an argument value other than a mailbox local-part, and free form text **MAY** be encoded in upper case, lower case, or any mixture of upper and lower case with no impact on its meaning. This is **NOT** true of a mailbox local-part. The local-part of a mailbox **MUST BE** treated as case sensitive. Therefore, SMTP implementations **MUST** take care to preserve the case of mailbox local-parts. Mailbox domains are not case sensitive. In particular, for some hosts the user "smith" is different from the user "Smith". However, exploiting the case sensitivity of mailbox local-parts impedes interoperability and is discouraged.

A few SMTP servers, in violation of this specification (and RFC 821) require that command verbs be encoded by clients in upper case. Implementations **MAY** wish to employ this encoding to accommodate those servers.

The argument field consists of a variable length character string ending with the end of the line, i.e., with the character sequence <CRLF>. The receiver will take no action until this sequence is received.

The syntax for each command is shown with the discussion of that command. Common elements and parameters are shown in section 4.1.2.

Commands and replies are composed of characters from the ASCII character set [1]. When the transport service provides an 8-bit byte (octet) transmission channel, each 7-bit character is transmitted right justified in an octet with the high order bit cleared to zero. More specifically, the unextended SMTP service provides seven bit transport only. An originating SMTP client which has not successfully negotiated an appropriate extension with a particular server **MUST NOT** transmit messages with information in the high-order bit of octets. If such messages are transmitted in violation of this rule, receiving SMTP servers **MAY** clear the high-order bit or reject the message as invalid. In general, a relay SMTP **SHOULD** assume that the message content it has received is valid and, assuming that the envelope permits doing so, relay it without inspecting that content. Of

course, if the content is mislabeled and the data path cannot accept the actual content, this may result in ultimate delivery of a severely garbled message to the recipient. Delivery SMTP systems **MAY** reject ("bounce") such messages rather than deliver them. No sending SMTP system is permitted to send envelope commands in any character

set other than US-ASCII; receiving systems **SHOULD** reject such commands, normally using "500 syntax error - invalid character" replies.

Eight-bit message content transmission **MAY** be requested of the server by a client using extended SMTP facilities, notably the "8BITMIME" extension [20]. 8BITMIME **SHOULD** be supported by SMTP servers. However, it **MUST** not be construed as authorization to transmit unrestricted eight bit material. 8BITMIME **MUST NOT** be requested by senders for material with the high bit on that is not in MIME format with an appropriate content-transfer encoding; servers **MAY** reject such messages.

The metalinguistic notation used in this document corresponds to the "Augmented BNF" used in other Internet mail system documents. The reader who is not familiar with that syntax should consult the ABNF specification [8]. Metalanguage terms used in running text are surrounded by pointed brackets (e.g., <CRLF>) for clarity.

3. The SMTP Procedures: An Overview

This section contains descriptions of the procedures used in SMTP: session initiation, the mail transaction, forwarding mail, verifying mailbox names and expanding mailing lists, and the opening and closing exchanges. Comments on relaying, a note on mail domains, and a discussion of changing roles are included at the end of this section. Several complete scenarios are presented in appendix D.

3.1 Session Initiation

An SMTP session is initiated when a client opens a connection to a server and the server responds with an opening message.

SMTP server implementations MAY include identification of their software and version information in the connection greeting reply after the 220 code, a practice that permits more efficient isolation and repair of any problems. Implementations MAY make provision for SMTP servers to disable the software and version announcement where it causes security concerns. While some systems also identify their contact point for mail problems, this is not a substitute for maintaining the required "postmaster" address (see section 4.5.1).

The SMTP protocol allows a server to formally reject a transaction while still allowing the initial connection as follows: a 554 response MAY be given in the initial connection opening message instead of the 220. A server taking this approach MUST still wait for the client to send a QUIT (see section 4.1.1.10) before closing the connection and SHOULD respond to any intervening commands with

"503 bad sequence of commands". Since an attempt to make an SMTP connection to such a system is probably in error, a server returning a 554 response on connection opening SHOULD provide enough information in the reply text to facilitate debugging of the sending system.

3.2 Client Initiation

Once the server has sent the welcoming message and the client has received it, the client normally sends the EHLO command to the server, indicating the client's identity. In addition to opening the session, use of EHLO indicates that the client is able to process service extensions and requests that the server provide a list of the extensions it supports. Older SMTP systems which are unable to support service extensions and contemporary clients which do not require service extensions in the mail session being initiated, MAY

use HELO instead of EHLO. Servers MUST NOT return the extended EHLO-style response to a HELO command. For a particular connection attempt, if the server returns a "command not recognized" response to EHLO, the client SHOULD be able to fall back and send HELO.

In the EHLO command the host sending the command identifies itself; the command may be interpreted as saying "Hello, I am <domain>" (and, in the case of EHLO, "and I support service extension requests").

3.3 Mail Transactions

There are three steps to SMTP mail transactions. The transaction starts with a MAIL command which gives the sender identification. (In general, the MAIL command may be sent only when no mail transaction is in progress; see section 4.1.4.) A series of one or more RCPT commands follows giving the receiver information. Then a DATA command initiates transfer of the mail data and is terminated by the "end of mail" data indicator, which also confirms the transaction.

The first step in the procedure is the MAIL command.

```
MAIL FROM:<reverse-path> [SP <mail-parameters> ] <CRLF>
```

This command tells the SMTP-receiver that a new mail transaction is starting

and to reset all its state tables and buffers, including any recipients or mail data. The <reverse-path> portion of the first or only argument contains the source mailbox (between "<" and ">" brackets), which can be used to report errors (see section 4.2 for a discussion of error reporting). If accepted, the SMTP server returns a 250 OK reply. If the mailbox specification is not acceptable for some reason, the server MUST return a reply indicating whether the

failure is permanent (i.e., will occur again if the client tries to send the same address again) or temporary (i.e., the address might be accepted if the client tries again later). Despite the apparent scope of this requirement, there are circumstances in which the acceptability of the reverse-path may not be determined until one or more forward-paths (in RCPT commands) can be examined. In those cases, the server MAY reasonably accept the reverse-path (with a 250 reply) and then report problems after the forward-paths are received and examined. Normally, failures produce 550 or 553 replies.

Historically, the <reverse-path> can contain more than just a mailbox, however, contemporary systems SHOULD NOT use source routing

(see appendix C).

The optional <mail-parameters> are associated with negotiated SMTP service extensions (see section 2.2).

The second step in the procedure is the RCPT command.

```
RCPT TO:<forward-path> [ SP <rcpt-parameters> ] <CRLF>
```

The first or only argument to this command includes a forward-path (normally a mailbox and domain, always surrounded by "<" and ">" brackets) identifying one recipient. If accepted, the SMTP server returns a 250 OK reply and stores the forward-path. If the recipient is known not to be a deliverable address, the SMTP server returns a 550 reply, typically with a string such as "no such user - " and the mailbox name (other circumstances and reply codes are possible). This step of the procedure can be repeated any number of times.

The <forward-path> can contain more than just a mailbox. Historically, the <forward-path> can be a source routing list of hosts and the destination mailbox, however, contemporary SMTP clients SHOULD NOT utilize source routes (see appendix C). Servers MUST be prepared to encounter a list of source routes in the forward path, but SHOULD ignore the routes or MAY decline to support the relaying they imply. Similarly, servers MAY decline to accept mail that is destined for other hosts or systems. These restrictions make a server useless as a relay for clients that do not support full SMTP functionality. Consequently, restricted-capability clients MUST NOT assume that any SMTP server on the Internet can be used as their mail processing (relaying) site. If a RCPT command appears without a previous MAIL command, the server MUST return a 503 "Bad sequence of commands" response. The optional <rcpt-parameters> are associated with negotiated SMTP service extensions (see section 2.2).

The third step in the procedure is the DATA command (or some alternative specified in a service extension).

```
DATA <CRLF>
```

If accepted, the SMTP server returns a 354 Intermediate reply and considers all succeeding lines up to but not including the end of mail data indicator to be the message text. When the end of text is successfully received and stored the SMTP-receiver sends a 250 OK reply.

Since the mail data is sent on the transmission channel, the end of mail data must be indicated so that the command and reply dialog can

be resumed. SMTP indicates the end of the mail data by sending a line containing only a "." (period or full stop). A transparency procedure is used to prevent this from interfering with the user's text (see section 4.5.2).

The end of mail data indicator also confirms the mail transaction and tells the SMTP

server to now process the stored recipients and mail

data. If accepted, the SMTP server returns a 250 OK reply. The DATA command can fail at only two points in the protocol exchange:

- If there was no MAIL, or no RCPT, command, or all such commands were rejected, the server MAY return a "command out of sequence" (503) or "no valid recipients" (554) reply in response to the DATA command. If one of those replies (or any other 5yz reply) is received, the client MUST NOT send the message data; more generally, message data MUST NOT be sent unless a 354 reply is received.

- If the verb is initially accepted and the 354 reply issued, the DATA command should fail only if the mail transaction was incomplete (for example, no recipients), or if resources were unavailable (including, of course, the server unexpectedly becoming unavailable), or if the server determines that the message should be rejected for policy

or other reasons.

However, in practice, some servers do not perform recipient verification until after the message text is received. These servers SHOULD treat a failure for one or more recipients as a "subsequent failure" and return a mail message as discussed in section 6. Using a "550 mailbox not found" (or equivalent) reply code after the data are accepted makes it difficult or impossible for the client to determine which recipients failed.

When RFC 822 format [7, 32] is being used, the mail data include the memo header items such as Date, Subject, To, Cc, From. Server SMTP systems SHOULD NOT reject messages based on perceived defects in the RFC 822 or MIME [12] message header or message body. In particular,

they MUST NOT reject messages in which the numbers of Resent-fields do not match or Resent-to appears without Resent-from and/or Resent-date.

Mail transaction commands MUST be used in the order discussed above.

3.4 Forwarding

for Address Correction or Updating

Forwarding support is most often required to consolidate and simplify addresses within, or relative to, some enterprise and less frequently to establish addresses to link a person's prior address with current one. Silent forwarding of messages (without server notification to the sender), for security or non-disclosure purposes, is common in the contemporary Internet.

In both the enterprise and the "new address" cases, information hiding (and sometimes security) considerations argue against exposure of the "final" address through the SMTP protocol as a side-effect of the forwarding activity. This may be especially important when the final address may not even be reachable by the sender. Consequently, the "forwarding" mechanisms described in section 3.2 of RFC 821, and especially the 251 (corrected destination) and 551 reply codes from RCPT must be evaluated carefully by implementers and, when they are available, by those configuring systems.

In particular:

- * Servers MAY forward messages when they are aware of an address change. When they do so, they MAY either provide address-updating information with a 251 code, or may forward "silently" and return a 250 code. But, if a 251 code is used, they MUST NOT assume that the client will actually update address information or even return that information to the user.

Alternately,

- * Servers MAY reject or bounce messages when they are not deliverable when addressed. When they do so, they MAY either provide address-updating information with a 551 code, or may reject the message as undeliverable with a 550 code and no address-specific information. But, if a 551 code is used, they MUST NOT assume that the client will actually update address information or even return that information to the user.

SMTP server implementations that support the 251 and/or 551 reply codes are strongly encouraged to provide configuration mechanisms so that sites which conclude that they would undesirably disclose information can disable or restrict their use.

3.5 Commands for Debugging Addresses

3.5.1 Overview

SMTP provides commands to verify a user name or obtain the content of a mailing list. This is done with the VRFY and EXPN commands, which have character string arguments. Implementations SHOULD support VRFY and EXPN (however, see section 3.5.2 and 7.3).

For the VRFY command, the string is a user name or a user name and domain (see below). If a normal (i.e., 250) response is returned, the response MAY include the full name of the user and MUST include the mailbox of the user. It MUST be in either of the following forms:

User Name <local-part@domain>
local-part@domain

When a name that is the argument to VRFY could identify more than one mailbox, the server MAY either note the ambiguity or identify the alternatives. In other words, any of the following are legitimate response to VRFY:

553 User ambiguous

or

553- Ambiguous; Possibilities are
553-Joe Smith <jsmith@foo.com>
553-Harry Smith <hsmith@foo.com>
553 Melvin Smith <dweep@foo.com>

or

553-Ambiguous; Possibilities
553- <jsmith@foo.com>
553- <hsmith@foo.com>
553 <dweep@foo.com>

Under normal circumstances, a client receiving a 553 reply would be expected to expose the result to the user. Use of exactly the forms given, and the "user ambiguous" or "ambiguous" keywords, possibly supplemented by extended reply codes such as those described in [34], will facilitate automated translation into other languages as needed. Of course, a client that was highly automated or that was operating in another language than English, might choose to try to translate the response, to return some other indication to the user than the

literal
text of the reply, or to take some automated action such as consulting a directory service for additional information before

reporting to the user.

For the EXPN command, the string identifies a mailing list, and the successful (i.e., 250) multiline response MAY include the full name of the users and MUST give the mailboxes on the mailing list.

In some hosts the distinction between a mailing list and an alias for a single mailbox is a bit fuzzy, since a common data structure may hold both types of entries, and it is possible to have mailing lists containing only one mailbox. If a request is made to apply VRFY to a mailing list, a positive response MAY be given if a message so addressed would be delivered to everyone on the list, otherwise an error SHOULD be reported (e.g., "550 That is a mailing list, not a user" or "252 Unable to verify members of mailing list"). If a request is made to expand a user name, the server MAY return a positive response consisting of a list containing one name, or an error MAY be reported (e.g., "550 That is a user name, not a mailing list").

In the case of a successful multiline reply (normal for EXPN) exactly one mailbox is to be specified on each line of the reply. The case of an ambiguous request is discussed above.

"User name" is a fuzzy term and has been used deliberately. An implementation of the VRFY or EXPN commands MUST include at least recognition of local mailboxes as "user names". However, since current Internet practice often results in a single host handling mail for multiple domains, hosts, especially hosts that provide this functionality, SHOULD accept the "local-part@domain" form as a "user name"; hosts MAY also choose to recognize other strings as "user names".

The case of expanding a mailbox list requires a multiline reply, such as:

```
C: EXPN Example-People
S: 250-Jon Postel <Postel@isi.edu>
S: 250-Fred
Fonebone <Fonebone@physics.foo-u.edu>
S: 250 Sam Q. Smith <SQSmith@specific.generic.com>
```

or

```
C: EXPN Executive-Washroom-List
S: 550 Access Denied to You.
```

The character string arguments of the VRFY and EXPN commands cannot

be further restricted due to the variety of implementations of the user name and mailbox list concepts. On some systems it may be appropriate for the argument of the EXPN command to be a file name for a file containing a mailing list, but again there are a variety of file naming conventions in the Internet. Similarly, historical variations in what is returned by these commands are such that the response SHOULD be interpreted very carefully, if at all, and SHOULD generally only be used for diagnostic purposes.

3.5.2 VRFY Normal Response

When normal (2yz or 551) responses are returned from a VRFY or EXPN request, the reply normally includes the mailbox name, i.e.,

"<local-part@domain>", where "domain"

is a fully qualified domain

name, MUST appear in the syntax. In circumstances exceptional enough to justify violating the intent of this specification, free-form text MAY be returned. In order to facilitate parsing by both computers and people, addresses SHOULD appear in pointed brackets. When addresses, rather than free-form debugging information, are returned, EXPN and VRFY MUST return only valid domain addresses that are usable in SMTP RCPT commands. Consequently, if an address implies delivery to a program or other system, the mailbox name used to reach that target MUST be given. Paths (explicit source routes) MUST NOT be returned by VRFY or EXPN.

Server implementations SHOULD support both VRFY and EXPN. For security reasons, implementations MAY provide local installations a way to disable either or both of these commands through configuration options or the equivalent. When these commands are supported, they are not required to

work across relays when relaying is supported.

Since they were both optional in RFC 821, they MUST be listed as service extensions in an EHLO response, if they are supported.

3.5.3 Meaning of VRFY or EXPN Success Response

A server MUST NOT return a 250 code in response to a VRFY or EXPN command unless it has actually verified the address. In particular, a server MUST NOT return 250 if all it has done is to verify that the syntax given is valid. In that case, 502 (Command not implemented) or 500 (Syntax error, command unrecognized) SHOULD be returned. As stated elsewhere, implementation (in the sense of actually validating addresses and returning information) of VRFY and EXPN are strongly recommended. Hence, implementations that return 500 or 502 for VRFY are not in full compliance with this specification.

There may be circumstances where an address appears to be valid but

cannot reasonably be verified in real time, particularly when a server

is acting as a mail exchanger for another server or domain.

"Apparent validity" in this case would normally involve at least syntax checking and might involve verification that any domains specified were ones to which the host expected to be able to relay mail. In these situations, reply code 252 SHOULD be returned. These cases parallel the discussion of RCPT verification discussed in section 2.1. Similarly, the discussion in section 3.4 applies to the use of reply codes 251 and 551 with VRFY (and EXPN) to indicate addresses that are recognized but that would be forwarded or bounced were mail received for them. Implementations generally SHOULD be more aggressive about address verification in the case of VRFY than in the case of RCPT, even if it takes a little longer to do so.

3.5.4 Semantics and Applications of EXPN

EXPN is often very useful in debugging and understanding problems with mailing lists and multiple-target-address aliases.

Some systems

have attempted to use source expansion of mailing lists as a means of eliminating duplicates. The propagation of aliasing systems with mail on the Internet, for hosts (typically with MX and CNAME DNS records), for mailboxes (various types of local host aliases), and in various proxying arrangements, has made it nearly impossible for these strategies to work consistently, and mail systems SHOULD NOT attempt them.

3.6 Domains

Only resolvable, fully-qualified, domain names (FQDNs) are permitted when domain names are used in SMTP. In other words, names that can be resolved to MX RRs or A RRs (as discussed in section 5) are permitted, as are CNAME RRs whose targets can be resolved, in turn, to MX or A RRs. Local nicknames or unqualified names MUST NOT be used. There are two exceptions to the rule requiring FQDNs:

- The domain name given in the EHLO command MUST BE either a primary host name (a domain name that resolves to an A RR) or, if the host has no name, an address literal as described in section 4.1.1.1.
- The reserved mailbox name "postmaster" may be used in a RCPT command without domain qualification (see section 4.1.1.3) and MUST be accepted if so used.

3.7 Relaying

In general, the availability of Mail eXchanger records in the domain name system [22, 27] makes the use of explicit source routes in the Internet mail system unnecessary. Many historical problems with their interpretation have made their use undesirable. SMTP clients SHOULD NOT generate explicit source routes except under unusual circumstances. SMTP servers MAY decline to act as mail relays or to accept addresses that specify source routes. When route information is encountered, SMTP servers are also permitted to ignore the route information and simply send to the final destination specified as the last element in the route and SHOULD do so. There has been an invalid practice

of using names that do not appear in the DNS as destination names, with the senders counting on the intermediate hosts specified in source routing to resolve any problems. If source routes are stripped, this practice will cause failures. This is one of several reasons why SMTP clients MUST NOT generate invalid source routes or depend on serial resolution of names.

When source routes are not used, the process described in RFC 821 for constructing a reverse-path from the forward-path is not applicable and the reverse-path at the time of delivery will simply be the address that appeared in the MAIL command.

A relay SMTP server is usually the target of a DNS MX record that designates it, rather than the final delivery system. The relay server may accept or reject the task of relaying the mail in the same way it accepts or rejects mail for a local user. If it accepts the task, it then becomes an SMTP client, establishes a transmission channel to the next SMTP server specified in the DNS (according to the rules in section 5), and sends it the mail. If it declines to relay mail to a particular address for policy reasons, a 550 response SHOULD be returned.

Many mail-sending clients exist, especially in conjunction with facilities that receive mail via POP3 or IMAP, that have limited capability to support some of the requirements of this specification, such as the ability to queue messages for subsequent delivery attempts. For these clients, it is common practice to make private arrangements to send all messages to a single server for processing and subsequent distribution. SMTP, as specified here, is not ideally suited for this role, and work is underway on standardized mail submission protocols that might eventually supercede the current practices. In any event, because these arrangements are private and fall outside the scope of this specification, they are not described here.

It is important to note that MX records can point to SMTP servers which act as gateways into other environments, not just SMTP relays

and final delivery systems; see sections 3.8 and 5.

If an SMTP server has accepted the task of relaying the mail and later finds that the destination is incorrect or that the mail cannot be delivered for some other reason, then it **MUST** construct an "undeliverable mail" notification message and send it to the originator of the undeliverable mail (as indicated by the reverse-path). Formats specified for non-delivery reports by other standards (see, for example, [24, 25]) **SHOULD** be used if possible.

This notification message must be from the SMTP server at the relay host or the host that first determines that delivery cannot be accomplished. Of course, SMTP servers **MUST NOT** send notification messages about problems transporting notification messages. One way to prevent loops in error reporting is to specify a null reverse-path in the MAIL command of a notification message. When such a message is transmitted the reverse-path **MUST** be set to null (see section 4.5.5 for additional discussion). A MAIL command with a null reverse-path appears as follows:

MAIL FROM:<>

As discussed in section 2.4.1, a relay SMTP has no need to inspect or act upon the headers or body of the message data and **MUST NOT** do so except to add its own "Received:" header (section 4.4) and, optionally, to attempt to detect looping in the mail system (see section 6.2).

3.8 Mail Gatewaying

While the relay function discussed above operates within the Internet SMTP transport service environment, MX records or various forms of explicit routing may require that an intermediate SMTP server perform a translation function between one transport service and another. As discussed in section 2.3.8, when such a system is at the boundary between two transport service environments, we refer to it as a "gateway" or "gateway SMTP".

Gatewaying mail between different mail environments, such as different mail formats and protocols, is complex and does not easily yield to standardization. However, some general requirements may be given for a gateway between the Internet and another mail environment.

3.8.1 Header Fields in Gatewaying

Header fields MAY be rewritten when necessary as messages are gatewayed across mail environment boundaries. This may involve inspecting the message body or interpreting the local-part of the destination address in spite of the prohibitions in section 2.4.1.

Other mail systems gatewayed to the Internet often use a subset of RFC 822 headers or provide similar functionality with a different syntax, but some of these mail systems do not have an equivalent to the SMTP envelope. Therefore, when a message leaves the Internet environment, it may be necessary to fold the SMTP envelope information into the message header. A possible solution would be to create new header fields to carry the envelope information (e.g., "X-SMTP-MAIL:" and "X-SMTP-RCPT:"); however, this would require changes in mail programs in foreign environments and might risk disclosure of private information (see section 7.2).

3.8.2 Received Lines in Gatewaying

When forwarding a message into or out of the Internet environment, a gateway MUST prepend a Received: line, but it MUST NOT alter in any way a Received: line that is already in the header.

"Received:" fields of messages originating from other environments may not conform exactly to this specification. However, the most important use of Received: lines is for debugging mail faults, and this debugging can be severely hampered by well-meaning gateways that try to "fix" a Received: line. As another consequence of trace fields arising in non-SMTP environments, receiving systems MUST NOT reject mail based on the format of a trace field and SHOULD be extremely robust in the light of unexpected information or formats in those fields.

The gateway SHOULD indicate the environment and protocol in the "via" clauses of Received field(s) that it supplies.

3.8.3 Addresses in Gatewaying

From the Internet side, the gateway SHOULD accept all valid address formats in SMTP commands and in RFC 822 headers, and all valid RFC 822 messages. Addresses and headers generated by gateways MUST conform to applicable Internet standards (including this one and RFC 822). Gateways are, of course, subject to the same rules for handling source routes as those described for other SMTP systems in section 3.3.

3.8.4 Other Header Fields in Gatewaying

The gateway **MUST** ensure that all header fields of a message that it forwards into the Internet mail environment meet the requirements for Internet mail. In particular, all addresses in "From:", "To:", "Cc:", etc., fields **MUST** be transformed (if necessary) to satisfy RFC 822 syntax, **MUST** reference only fully-qualified domain names, and **MUST** be effective and useful for sending replies. The translation algorithm used to convert mail from the Internet protocols to another environment's protocol **SHOULD** ensure that error messages from the foreign mail environment are delivered to the return path from the SMTP envelope, not to the sender listed in the "From:" field (or other fields) of the RFC 822 message.

3.8.5 Envelopes in Gatewaying

Similarly, when forwarding a message from another environment into the Internet, the gateway **SHOULD** set the envelope return path in accordance with an error message return address, if supplied by the foreign environment. If the foreign environment has no equivalent concept, the gateway must select and use a best approximation, with the message originator's address as the default of last resort.

3.9 Terminating Sessions and Connections

An SMTP connection is terminated when the client sends a QUIT command. The server responds with a positive reply code, after which it closes the connection.

An SMTP server **MUST NOT** intentionally close the connection except:

- After receiving a QUIT command and responding with a 221 reply.
- After detecting the need to shut down the SMTP service and returning a 421 response code. This response code can be issued after the server receives any command or, if necessary, asynchronously from command receipt (on the assumption that the client will receive it after the next command is issued).

In particular, a server that closes connections in response to commands that are not understood is in violation of this specification. Servers are expected to be tolerant of unknown commands, issuing a 500 reply and awaiting further instructions from the client.

An SMTP server which is forcibly shut down via external means **SHOULD** attempt to send a line containing a 421 response code to the SMTP client before exiting. The SMTP client will normally read the 421

response code after sending its next command.

SMTP clients that experience a connection close, reset, or other communications failure due to circumstances not under their control (in violation of the intent of this specification but sometimes unavoidable) SHOULD, to maintain the robustness of the mail system, treat the mail transaction as if a 451 response had been received and act accordingly.

3.10 Mailing Lists and Aliases

An SMTP-capable host SHOULD support both the alias and the list models of address expansion for multiple delivery. When a message is delivered or forwarded to each address of an expanded list form, the return address in the envelope ("MAIL FROM:") MUST be changed to be the address of a person or other entity who administers the list.

However, in this case, the message header [32]

MUST be left

unchanged; in particular, the "From" field of the message header is unaffected.

An important mail facility is a mechanism for multi-destination delivery of a single message, by transforming (or "expanding" or "exploding") a pseudo-mailbox address into a list of destination mailbox addresses. When a message is sent to such a pseudo-mailbox (sometimes called an "exploder"), copies are forwarded or redistributed to each mailbox in the expanded list. Servers SHOULD simply utilize the addresses on the list; application of heuristics or other matching rules to eliminate some addresses, such as that of the originator, is strongly discouraged. We classify such a pseudo-mailbox as an "alias" or a "list", depending upon the expansion rules.

3.10.1 Alias

To expand an alias, the recipient mailer simply replaces the pseudo-mailbox address in the envelope with each of the expanded addresses in turn; the rest of the envelope and the message body are left unchanged. The message is then delivered or forwarded to each expanded address.

3.10.2 List

A mailing list may be said to operate by "redistribution" rather than by "forwarding". To expand a list, the recipient mailer replaces the pseudo-mailbox address in the envelope with all of the expanded

addresses. The return address in the envelope is changed so that all error messages generated by the final deliveries will be returned to a list administrator, not to the message originator, who generally has no control over the contents of the list and will typically find error messages annoying.

4. The SMTP Specifications

4.1 SMTP Commands

4.1.1 Command Semantics and Syntax

The SMTP commands define the mail transfer or the mail system function requested by the user. SMTP commands are character strings terminated by <CRLF>. The commands themselves are alphabetic characters terminated by <SP> if parameters follow and <CRLF> otherwise. (In the interest of improved interoperability, SMTP receivers are encouraged to tolerate trailing white space before the terminating <CRLF>.) The syntax of the local part of a mailbox must conform to receiver site conventions and the syntax specified in section 4.1.2. The SMTP commands are discussed below. The SMTP replies are discussed in section 4.2.

A mail transaction involves several data objects which are communicated as arguments to different commands. The reverse-path is the argument of the MAIL command, the forward-path is the argument of the RCPT command, and the mail data is the argument of the DATA command. These arguments or data objects must be transmitted and held pending the confirmation communicated by the end of mail data indication which finalizes the transaction. The model for this is that distinct buffers are provided to hold the types of data objects, that is, there is a reverse-path buffer, a forward-path buffer, and a mail data buffer. Specific commands cause information to be appended to a specific buffer, or cause one or more buffers to be cleared.

Several commands (RSET, DATA, QUIT) are specified as not permitting parameters. In the absence of specific extensions offered by the server and accepted by the client, clients **MUST NOT** send such parameters and servers **SHOULD** reject commands containing them as having invalid syntax.

4.1.1.1 Extended HELLO (EHLO) or HELLO (HELO)

These commands are used to identify the SMTP client to the SMTP server. The argument field contains the fully-qualified domain name of the SMTP client if one is available. In situations in which the SMTP client system does not have a meaningful domain name (e.g., when

its address is dynamically allocated and no reverse mapping record is

available), the client SHOULD send an address literal (see section 4.1.3), optionally followed by information that will help to identify

the client system. y The SMTP server identifies itself to the SMTP client in the connection greeting reply and in the response to this command.

A client SMTP SHOULD start an SMTP session by issuing the EHLO command. If the SMTP server supports the SMTP service extensions it will give a successful response, a failure response, or an error response. If the SMTP server, in violation of this specification, does not support any SMTP service extensions it will generate an error response. Older client SMTP systems MAY, as discussed above, use HELO (as specified in RFC 821) instead of EHLO, and servers MUST support the HELO command and reply properly to it. In any event, a client MUST issue HELO or EHLO before starting a mail transaction.

These commands, and a "250 OK" reply to one of them, confirm that both the SMTP client and the SMTP server are in the initial state, that is, there is no transaction in progress and all state tables and buffers are cleared.

Syntax:

```
ehlo      = "EHLO" SP Domain CRLF
helo      = "HELO" SP Domain CRLF
```

Normally, the response to EHLO will be a multiline reply. Each line of the response contains a keyword and, optionally, one or more parameters. Following the normal syntax for multiline replies, these keywords follow the code (250) and a hyphen for all but the last line, and the code and a space for the last line. The syntax for a positive response, using the ABNF notation and terminal symbols of [8], is:

```
ehlo-ok-rsp = ( "250" domain [ SP ehlo-greet ] CRLF )
              / ( "250-" domain [ SP ehlo-greet ] CRLF
                  *( "250-" ehlo-line CRLF )
                  "250" SP ehlo-line CRLF )
```

```
ehlo-greet  = 1*(%d0-9 / %d11-12 / %d14-127)
              ; string of any characters other than CR or LF
```

```
ehlo-line   = ehlo-keyword *( SP
```

ehlo-param)

ehlo-keyword = (ALPHA / DIGIT) *(ALPHA / DIGIT / "-")
; additional syntax of ehlo-params depends on
; ehlo-keyword

ehlo-param = 1*(%d33-127)
; any CHAR excluding <SP> and all
; control characters (US-ASCII 0-31 inclusive)

Although EHLO keywords may be specified in upper, lower, or mixed case, they **MUST** always be recognized and processed in a case-insensitive manner. This is simply an extension of practices specified in RFC 821 and section 2.4.1.

4.1.1.2 MAIL (MAIL)

This command is used to initiate a mail transaction in which the mail data is delivered to an SMTP server which may, in turn, deliver it to one or more mailboxes or pass it on to another system (possibly using SMTP). The argument field contains a reverse-path and may contain optional parameters. In general, the MAIL command may be sent only when no mail transaction is in progress, see section 4.1.4.

The reverse-path consists of the sender mailbox. Historically, that mailbox might optionally have been preceded by a list of hosts, but that behavior is now deprecated (see appendix C). In some types of reporting messages for which a reply is likely to cause a mail loop (for example, mail delivery and nondelivery notifications), the reverse-path may be null (see section 3.7).

This command clears the reverse-path buffer, the forward-path buffer, and the mail data buffer; and inserts the reverse-path information from this command into the reverse-path buffer.

If service extensions were negotiated, the MAIL command may also carry parameters associated with a particular service extension.

Syntax:

"MAIL FROM:" ("<" / Reverse-Path)
[SP Mail-parameters] CRLF

4.1.1.3 RECIPIENT (RCPT)

This command is used to identify an individual recipient of the mail data; multiple recipients are specified by multiple

use of this

command. The argument field contains a forward-path and may contain optional parameters.

The forward-path normally consists of the required destination mailbox. Sending systems SHOULD not generate the optional list of hosts known as a source route. Receiving systems MUST recognize

source route syntax but SHOULD strip off the source route specification and utilize the domain name associated with the mailbox as if the source route had not been provided.

Similarly, relay hosts SHOULD strip or ignore source routes, and names MUST NOT be copied into the reverse-path. When mail reaches its ultimate destination (the forward-path contains only a destination mailbox), the SMTP server inserts it into the destination mailbox in accordance with its host mail conventions.

For example, mail received at relay host xyz.com with envelope commands

```
MAIL FROM:<userx@y.foo.org>
RCPT TO:<@hosta.int,@jkl.org:userc@d.bar.org>
```

will normally be sent directly on to host d.bar.org with envelope commands

```
MAIL FROM:<userx@y.foo.org>
RCPT TO:<userc@d.bar.org>
```

As provided in appendix C, xyz.com MAY also choose to relay the message to hosta.int, using the envelope commands

```
MAIL FROM:<userx@y.foo.org>
RCPT TO:<@hosta.int,@jkl.org:userc@d.bar.org>
```

or to jkl.org, using the envelope commands

```
MAIL FROM:<userx@y.foo.org>
RCPT TO:<@jkl.org:userc@d.bar.org>
```

Of course, since hosts are not required to relay mail at all, xyz.com may also reject the message entirely when the RCPT command is received, using a 550 code (since this is a "policy reason").

If service extensions were negotiated, the RCPT command may also carry parameters associated with a particular service extension offered by the server. The client MUST NOT transmit parameters other

than those associated with a service extension offered by the server in its EHLO response.

Syntax:

```
"RCPT TO:" ("<Postmaster@" domain ">" / "<Postmaster>" / Forward-Path)
[SP Rcpt-parameters] CRLF
```

4.1.1.4 DATA (DATA)

The receiver normally sends a 354 response to DATA, and then treats the lines (strings ending in <CRLF> sequences, as described in section 2.3.7) following the command as mail data from the sender. This command causes the mail data to be appended to the mail data buffer. The mail data may contain any of the 128 ASCII character codes, although experience has indicated that use of control characters other than SP, HT, CR, and LF may cause problems and SHOULD be avoided when possible.

The mail data is terminated by a line containing only a period, that is, the character sequence "<CRLF>.<CRLF>" (see section 4.5.2). This is the end of mail data indication. Note that the first <CRLF> of this terminating sequence is also the <CRLF> that ends the final line of the data (message text) or, if there was no data, ends the DATA command itself. An extra <CRLF> MUST NOT be added, as that would cause an empty line to be added to the message. The only exception to this rule would arise if the message body were passed to the originating SMTP-sender with a final "line" that did not end in <CRLF>; in that case, the originating SMTP system MUST either reject the message as invalid or add <CRLF> in order to have the receiving SMTP server recognize the "end of data" condition.

The custom of accepting lines ending only in <LF>, as a concession to non-conforming behavior on the part of some UNIX systems, has proven to cause more interoperability problems than it solves, and SMTP server systems MUST NOT do this, even in the name of improved robustness. In particular, the sequence "<LF>.<LF>" (bare line feeds, without carriage returns) MUST NOT be treated as equivalent to <CRLF>.<CRLF> as the end of mail data indication.

Receipt of the end of mail data indication requires the server to process the stored mail transaction information. This processing consumes the information in the reverse-path buffer, the forward-path buffer, and the mail data buffer, and on the completion of this command these buffers are cleared. If the processing is successful, the receiver MUST send an OK reply. If the processing fails the receiver MUST send a failure reply. The SMTP model does not allow

for partial failures at this point: either the message is accepted by the server for delivery and a positive response is returned or it is not accepted and a failure reply is returned. In sending a positive completion reply to the end of data indication, the receiver takes full responsibility for the message (see section 6.1). Errors that are diagnosed subsequently **MUST** be reported in a mail message, as discussed in section 4.4.

When the SMTP server accepts a message either for relaying or for final delivery, it inserts a trace record (also referred to interchangeably as a "time stamp line" or "Received" line) at the top of the mail data. This trace record indicates the identity of the host that sent the message, the identity of the host that received the message (and is inserting this time stamp), and the date and time the message was received. Relayed messages will have multiple time stamp lines. Details for formation of these lines, including their syntax, is specified in section 4.4.

Additional discussion about the operation of the DATA command appears in section 3.3.

Syntax:

"DATA" CRLF

4.1.1.5 RESET (RSET)

This command specifies that the current mail transaction will be aborted. Any stored sender, recipients, and mail data **MUST** be discarded, and all buffers and state tables cleared. The receiver **MUST** send a "250 OK" reply to a RSET command with no arguments. A reset command may be issued by the client at any time. It is effectively equivalent to a NOOP (i.e., if has no effect) if issued immediately after EHLO, before EHLO is issued in the session, after an end-of-data indicator has been sent and acknowledged, or immediately before a QUIT. An SMTP server **MUST NOT** close the connection as the result of receiving a RSET; that action is reserved for QUIT (see section 4.1.1.10).

Since EHLO implies some additional processing and response by the server, RSET will normally be more efficient than reissuing that command, even though the formal semantics are the same.

There are circumstances, contrary to the intent of this specification, in which an SMTP server may receive an indication that the underlying TCP connection has been closed or reset. To preserve the robustness of the mail system, SMTP servers **SHOULD** be prepared

for this condition and SHOULD treat it as if a QUIT had been received before the connection disappeared.

Syntax:

"RSET" CRLF

4.1.1.6 VERIFY (VRFY)

This command asks the receiver to confirm that the argument identifies a user or mailbox. If it is a user name, information is returned as specified in section 3.5.

This command has no effect on the reverse-path buffer, the forward-path buffer, or the mail data buffer.

Syntax:

"VRFY" SP String CRLF

4.1.1.7 EXPAND (EXPN)

This command asks the receiver to confirm that the argument identifies a mailing list, and if so, to return the membership of that list. If the command is successful, a reply is returned containing information as described in section 3.5. This reply will have multiple lines except in the trivial case of a one-member list.

This command has no effect on the reverse-path buffer, the forward-path buffer, or the mail data buffer and may be issued at any time.

Syntax:

"EXPN" SP String CRLF

4.1.1.8 HELP (HELP)

This command causes the server to send helpful information to the client. The command MAY take an argument (e.g., any command name) and return more specific information as a response.

This command has no effect on the reverse-path buffer, the forward-path buffer, or the mail data buffer and may be issued at any time.

SMTP servers SHOULD support HELP without arguments and MAY support it with arguments.

Syntax:

"HELP" [SP String] CRLF

4.1.1.9 NOOP (NOOP)

This command does not affect any parameters or previously entered commands. It specifies no action other than that the receiver send an OK reply.

This command has no effect on the reverse-path buffer, the forward-path buffer, or the mail data buffer and may be issued at any time. If a parameter string is specified, servers SHOULD ignore it.

Syntax:

"NOOP" [SP String] CRLF

4.1.1.10 QUIT (QUIT)

This command specifies that the receiver MUST send an OK reply, and then close the transmission channel.

The receiver MUST NOT intentionally close the transmission channel until it receives and replies to a QUIT command (even if there was an error). The sender MUST NOT intentionally close the transmission channel until it sends a QUIT command and SHOULD wait until it receives the reply (even if there was an error response to a previous command). If the connection is closed prematurely due to violations of the above or system or network failure, the server MUST cancel any pending transaction, but not undo any previously completed transaction, and generally MUST act as if the command or transaction in progress had received a temporary error (i.e., a 4yz response).

The QUIT command may be issued at any time.

Syntax:

"QUIT" CRLF

4.1.2 Command Argument Syntax

The syntax of the argument fields of the above commands (using the syntax specified in [8] where applicable) is given below. Some of the productions given below are used only in conjunction with source routes as described in appendix C.

Terminals not defined in this document, such as ALPHA, DIGIT, SP, CR, LF, CRLF, are as defined in the "core" syntax [8 (section 6)] or in the message format syntax [32].

Reverse-path = Path

Forward-path = Path

Path = "<" [A-d-l ":"] Mailbox ">"
 A-d-l = At-domain *(" " A-d-l)
 ; Note that this form, the so-called "source route",
 ; MUST BE accepted, SHOULD NOT be generated, and SHOULD be
 ; ignored.
 At-domain = "@" domain
 Mail-parameters = esmtp-param *(SP esmtp-param)
 Rcpt-parameters = esmtp-param *(SP esmtp-param)

 esmtp-param = esmtp-keyword ["=" esmtp-value]
 esmtp-keyword = (ALPHA / DIGIT) *(ALPHA / DIGIT / "-")
 esmtp-value = 1*(%d33-60 / %d62-127)
 ; any CHAR excluding "=", SP, and control characters
 Keyword = Ldh-str
 Argument = Atom
 Domain = (sub-domain 1*("." sub-domain)) / address-literal
 sub-domain = Let-dig [Ldh-str]

 address-literal
 = "[" IPv4-address-literal /
 IPv6-address-literal /
 General-address-literal "]"
 ; See section 4.1.3

 Mailbox = Local-part "@" Domain

 Local-part = Dot-string / Quoted-string
 ; MAY be case-sensitive

 Dot-string = Atom *("." Atom)

 Atom = 1*atext

 Quoted-string = DQUOTE *qcontent DQUOTE

 String = Atom / Quoted-string

While the above definition for Local-part is relatively permissive,
 for maximum interoperability, a host that expects to receive mail
 SHOULD avoid defining mailboxes where the Local-part requires (or
 uses) the Quoted-string form or where the Local-part is case-
 sensitive. For any purposes that require generating or comparing
 Local-parts (e.g., to specific mailbox names), all quoted forms MUST
 be treated as equivalent and the sending system SHOULD transmit the
 form that uses the minimum quoting possible.

Systems MUST NOT

define mailboxes in such a way as to require the use in SMTP of non-ASCII characters (octets with the high order bit set to one) or ASCII "control characters" (decimal value 0-31 and 127). These characters MUST NOT be used in MAIL or RCPT commands or other commands that require mailbox names.

Note that the backslash, "\", is a quote character, which is used to indicate that the next character is to be used literally (instead of its normal interpretation). For example, "Joe\,Smith" indicates a single nine character user field with the comma being the fourth character of the field.

To promote interoperability and consistent with long-standing guidance about conservative use of the DNS in naming and applications (e.g., see section 2.3.1 of the base DNS document, RFC1035 [22]), characters outside the set of alphas, digits, and hyphen MUST NOT appear in domain name labels for SMTP clients or servers. In particular, the underscore character is not permitted. SMTP servers that receive a command in which invalid character codes have been employed, and for which there are no other reasons for rejection, MUST reject that command with a 501 response.

4.1.3 Address Literals

Sometimes a host is not known to the domain name system and communication (and, in particular, communication to report and repair the error) is blocked. To bypass this barrier a special literal form of the address is allowed as an alternative to a domain name. For IPv4 addresses, this form uses four small decimal integers separated by dots and enclosed by brackets such as [123.255.37.2], which indicates an (IPv4) Internet Address in sequence-of-octets form. For IPv6 and other forms of addressing that might eventually be standardized, the form consists of a standardized "tag" that identifies the address syntax, a colon, and the address itself, in a format specified as part of the IPv6 standards [17].

Specifically:

```
IPv4-address-literal = Snum 3("." Snum)
IPv6-address-literal = "IPv6:" IPv6-addr
General-address-literal = Standardized-tag ":" 1*dcontent
Standardized-tag = Ldh-str
                    ; MUST be specified in a standards-track RFC
                    ; and registered with IANA
```

```
Snum = 1*3DIGIT ; representing a decimal integer
                    ; value in the range 0 through 255
```

Let-dig = ALPHA / DIGIT

Ldh-str = *(ALPHA / DIGIT / "-") Let-dig

IPv6-addr = IPv6-full / IPv6-comp / IPv6v4-full / IPv6v4-comp

IPv6-hex = 1*4HEXDIG

IPv6-full = IPv6-hex 7(":" IPv6-hex)

IPv6-comp = [IPv6-hex *5(":" IPv6-hex)] "::" [IPv6-hex *5(":"
IPv6-hex)]

; The "::" represents at least 2 16-bit groups of zeros

; No more than 6 groups in addition to the "::" may be

; present

IPv6v4-full = IPv6-hex 5(":" IPv6-hex) ":" IPv4-address-literal

IPv6v4-comp = [IPv6-hex *3(":" IPv6-hex)] "::"

[IPv6-hex *3(":" IPv6-hex) ":"] IPv4-address-literal

; The "::" represents at least 2 16-bit groups of zeros

; No more than 4 groups in addition to the "::" and

; IPv4-address-literal may be present

4.1.4 Order of Commands

There are restrictions on the order in which these commands may be used.

A session that will contain mail transactions **MUST** first be initialized by the use of the EHLO command. An SMTP server **SHOULD** accept commands for non-mail transactions (e.g., VRFY or EXPN) without this initialization.

An EHLO command **MAY** be issued by a client later in the session. If it is issued after the session begins, the SMTP server **MUST** clear all buffers and reset the state exactly as if a RSET command had been issued. In other words, the sequence of RSET followed immediately by EHLO is redundant, but not harmful other than in the performance cost of executing unnecessary commands.

If the EHLO

command is not acceptable to the SMTP server, 501, 500, or 502 failure replies **MUST** be returned as appropriate. The SMTP server **MUST** stay in the same state after transmitting these replies that it was in before the EHLO was received.

The SMTP client **MUST**, if possible, ensure that the domain parameter to the EHLO command is a valid principal host name (not a CNAME or MX name) for its host. If this is not possible (e.g., when the client's address is dynamically assigned and the client does not have an obvious name), an address literal **SHOULD** be substituted for the

domain name and supplemental information provided that will assist in identifying the client.

An SMTP server MAY verify that the domain name parameter in the EHLO command actually corresponds to the IP address of the client.

However, the server MUST NOT refuse to accept a message for this reason if the verification fails: the information about verification failure is for logging and tracing only.

The NOOP, HELP, EXPN, VRFY, and RSET commands can be used at any time during a session, or without previously initializing a session. SMTP servers SHOULD process these normally (that is, not return a 503 code) even if no EHLO command has yet been received; clients SHOULD open a session with EHLO before sending these commands.

If these rules are followed, the example in RFC 821 that shows "550 access denied to you" in response to an EXPN command is incorrect unless an EHLO command precedes the EXPN or the denial of access is based on the client's IP address or other authentication or authorization-determining mechanisms.

The MAIL command (or the obsolete SEND, SOML, or SAML commands) begins a mail transaction. Once started, a mail transaction consists of a transaction beginning command, one or more RCPT commands, and a DATA command, in that order. A mail transaction may be aborted by the RSET (or a new EHLO) command.

There may be zero or more transactions in a session. MAIL (or SEND, SOML, or SAML) MUST NOT be sent if a mail transaction is already open, i.e., it should be sent only if no mail transaction had been started in the session, or if the previous one successfully concluded with a successful DATA command, or if the previous one was aborted with a RSET.

If the transaction beginning command argument is not acceptable, a 501 failure reply MUST be returned and the SMTP server MUST stay in the same state. If the commands in a transaction are out of order to the degree that they cannot be processed by the server, a 503 failure reply MUST be returned and the SMTP server MUST stay in the same state.

The last command in a session MUST be the QUIT command. The QUIT command cannot be used at any other time in a session, but SHOULD be used by the client SMTP to request connection closure, even when no session opening command was sent and accepted.

4.1.5

Private-use Commands

As specified in section 2.2.2, commands starting in "X" may be used by bilateral agreement between the client (sending) and server (receiving) SMTP agents. An SMTP server that does not recognize such a command is expected to reply with "500 Command not recognized". An extended SMTP server MAY list the feature names associated with these private commands in the response to the EHLO command.

Commands sent or accepted by SMTP systems that do not start with "X" MUST conform to the requirements of section 2.2.2.

4.2 SMTP Replies

Replies to SMTP commands serve to ensure the synchronization of requests and actions in the process of mail transfer and to guarantee that the SMTP client always knows the state of the SMTP server. Every command MUST generate exactly one reply.

The details of the command-reply sequence are described in section 4.3.

An SMTP reply consists of a three digit number (transmitted as three numeric characters) followed by some text unless specified otherwise in this document. The number is for use by automata to determine what state to enter next; the text is for the human user. The three digits contain enough encoded information that the SMTP client need not examine the text and may either discard it or pass it on to the user, as appropriate. Exceptions are as noted elsewhere in this document. In particular, the 220, 221, 251, 421, and 551 reply codes are associated with message text that must be parsed and interpreted by machines. In the general case, the text may be receiver dependent and context dependent, so there are likely to be varying texts for each reply code. A discussion of the theory of reply codes is given in section 4.2.1. Formally, a reply is defined to be the sequence: a three-digit code, <SP>, one line of text, and <CRLF>, or a multiline reply (as defined in section 4.2.1). Since, in violation of this specification, the text is sometimes not sent, clients which do not receive it SHOULD be prepared to process the code alone (with or without a trailing space character). Only the EHLO, EXPN, and HELP commands are expected to result in multiline replies in normal circumstances, however, multiline replies are allowed for any command.

In ABNF, server responses are:

Greeting = "220 " Domain [SP text] CRLF

Reply-line = Reply-code [SP text] CRLF

where "Greeting" appears only in the 220 response that announces that the server is opening its part of the connection.

An SMTP server SHOULD send only the reply codes listed in this document. An SMTP server SHOULD use the text shown in the examples whenever appropriate.

An SMTP client MUST determine its actions only by the reply code, not by the text (except for the "change of address" 251 and 551 and, if necessary, 220, 221, and 421 replies); in the general case, any text, including no text

at all (although senders SHOULD NOT send bare codes), MUST be acceptable. The space (blank) following the reply code is considered part of the text. Whenever possible, a receiver-SMTP SHOULD test the first digit (severity indication) of the reply code.

The list of codes that appears below MUST NOT be construed as permanent. While the addition of new codes should be a rare and significant activity, with supplemental information in the textual part of the response being preferred, new codes may be added as the result of new Standards or Standards-track specifications. Consequently, a sender-SMTP MUST be prepared to handle codes not specified in this document and MUST do so by interpreting the first digit only.

4.2.1 Reply Code Severities and Theory

The three digits of the reply each have a special significance. The first digit denotes whether the response is good, bad or incomplete. An unsophisticated SMTP client, or one that receives an unexpected

code, will be able to determine its next action (proceed as planned, redo, retrench, etc.) by examining this first digit. An SMTP client that wants to know approximately what kind of error occurred (e.g., mail system error, command syntax error) may examine the second digit. The third digit and any supplemental information that may be present is reserved for the finest gradation of information.

There are five values for the first digit of the reply code:

1yz Positive Preliminary reply

The command has been accepted, but the requested action is being held in abeyance, pending confirmation of the information in this reply. The SMTP client should send another command specifying

whether to continue or abort the action. Note: unextended SMTP does not have any commands that allow this type of reply, and so does not have continue or abort commands.

2yz Positive Completion reply

The requested action has been successfully completed. A new request may be initiated.

3yz Positive Intermediate reply

The command has been accepted, but the requested action is being held in abeyance, pending receipt of further information. The SMTP client should send another command specifying this information. This reply is used in command sequence groups (i.e., in DATA).

4yz Transient Negative Completion reply

The command was not accepted, and the requested action did not occur. However, the error condition is temporary and the action may be requested again. The sender should return to the beginning of the command sequence (if any). It is difficult to assign a meaning to "transient" when two different sites (receiver- and

sender-SMTP agents) must agree on the interpretation. Each reply in this category might have a different time value, but the SMTP client is encouraged to try again. A rule of thumb to determine

whether a reply fits into the 4yz or the 5yz category (see below) is that replies are 4yz if they can be successful if repeated without any change in command form or in properties of the sender or receiver (that is, the command is repeated identically and the receiver does not put up a new implementation.)

5yz Permanent Negative Completion reply

The command was not accepted and the requested action did not occur. The SMTP client is discouraged from repeating the exact request (in the same sequence). Even some "permanent" error conditions can be corrected, so the human user may want to direct the SMTP client to reinitiate the command sequence by direct action at some point in the future (e.g., after the spelling has been changed, or the user has altered the account status).

The second digit encodes responses in specific categories:

x0z Syntax: These replies refer to syntax errors, syntactically correct commands that do not fit any functional category, and unimplemented or superfluous commands.

x1z Information: These are replies to requests for information, such as status or help.

x2z Connections: These are replies referring to the transmission channel.

x3z Unspecified.

x4z Unspecified.

x5z Mail system: These replies indicate the status of the receiver mail system vis-a-vis the requested transfer or other mail system action.

The third digit gives a finer gradation of meaning in each category specified by the second digit. The list of replies illustrates this. Each reply text is recommended rather than mandatory, and may even change according to the command with which it is associated. On the other hand, the reply codes must strictly follow the specifications in this section. Receiver implementations should not invent new codes for slightly different situations from the ones described here, but rather adapt codes already defined.

For example, a command such as NOOP, whose successful execution does not offer the SMTP client any new information, will return a 250 reply. The reply is 502 when the command requests an unimplemented non-site-specific action. A refinement of that is the 504 reply for a command that is implemented, but that requests an unimplemented parameter.

The reply text may be longer than a single line; in these cases the complete text must be marked so the SMTP client knows when it can stop reading the reply. This requires a special format to indicate a multiple line reply.

The format for multiline replies requires that every line, except the last, begin with the reply code, followed immediately by a hyphen, "-" (also known as minus), followed by text. The last line will begin with the reply code, followed immediately by <SP>, optionally some text, and <CRLF>. As noted above, servers SHOULD send the <SP> if subsequent text is not sent, but clients MUST be prepared for it to be omitted.

For example:

123-First line

123-Second line
123-234 text beginning with numbers
123 The last line

In many cases the SMTP client then simply needs to search for a line beginning with the reply code followed by <SP> or <CRLF> and ignore all preceding lines. In a few cases, there is important data for the client in the reply "text". The client will be able to identify these cases from the current context.

4.2.2 Reply Codes by Function Groups

500 Syntax error, command unrecognized
(This may include errors such as command line too long)
501 Syntax error in parameters or arguments
502 Command not implemented (see section 4.2.4)
503 Bad sequence of commands
504 Command parameter not implemented

211 System status, or system help reply
214 Help message
(Information on how to use the
receiver or the meaning of a
particular non-standard command; this reply is useful only
to the human user)

220 <domain> Service ready
221 <domain> Service closing transmission channel
421 <domain> Service not available, closing transmission channel
(This may be a reply to any command if the service knows it
must shut down)

250 Requested mail action okay, completed
251 User not local; will forward to <forward-path>
(See section 3.4)
252 Cannot VRFY user, but will accept message and attempt
delivery
(See section 3.5.3)
450 Requested mail action not taken: mailbox unavailable
(e.g., mailbox busy)
550 Requested action not taken: mailbox unavailable
(e.g., mailbox not found, no access, or command rejected
for policy reasons)
451 Requested action aborted: error in processing
551 User not local; please try <forward-path>
(See section

3.4)

452 Requested action not taken: insufficient system storage

552 Requested mail action aborted: exceeded storage allocation
553 Requested action not taken: mailbox name not allowed
(e.g., mailbox syntax incorrect)
354 Start mail input; end with <CRLF>.<CRLF>
554 Transaction failed (Or, in the case of a connection-opening
response, "No SMTP service here")

4.2.3 Reply Codes in Numeric Order

211 System status, or system help reply
214 Help message
(Information on how to use the receiver or the meaning of a
particular non-standard command; this reply is useful only
to the human user)
220 <domain> Service ready
221 <domain> Service closing transmission channel
250 Requested mail action okay, completed
251 User not local; will forward to <forward-path>
(See section 3.4)
252 Cannot VRFY user, but will accept message and attempt
delivery
(See
section 3.5.3)

354 Start mail input; end with <CRLF>.<CRLF>

421 <domain> Service not available, closing transmission channel
(This may be a reply to any command if the service knows it
must shut down)
450 Requested mail action not taken: mailbox unavailable
(e.g., mailbox busy)
451 Requested action aborted: local error in processing
452 Requested action not taken: insufficient system storage
500 Syntax error, command unrecognized
(This may include errors such as command line too long)
501 Syntax error in parameters or arguments
502 Command not implemented (see section 4.2.4)
503 Bad sequence of commands
504 Command parameter not implemented
550 Requested action not taken: mailbox unavailable
(e.g., mailbox not found, no access, or command rejected
for policy reasons)
551 User not local; please try <forward-path>
(See section 3.4)
552 Requested
mail action aborted: exceeded storage allocation
553 Requested action not taken: mailbox name not allowed
(e.g., mailbox syntax incorrect)

554 Transaction failed (Or, in the case of a connection-opening response, "No SMTP service here")

4.2.4 Reply Code 502

Questions have been raised as to when reply code 502 (Command not implemented) SHOULD be returned in preference to other codes. 502 SHOULD be used when the command is actually recognized by the SMTP server, but not implemented. If the command is not recognized, code 500 SHOULD be returned. Extended SMTP systems MUST NOT list capabilities in response to EHLO for which they will return 502 (or 500) replies.

4.2.5 Reply Codes After DATA and the Subsequent <CRLF>.<CRLF>

When an SMTP server returns a positive completion status (2yz code) after the DATA command is completed with <CRLF>.<CRLF>, it accepts responsibility for:

- delivering the message (if the recipient mailbox exists), or
- if attempts to deliver the message fail due to transient conditions, retrying delivery some reasonable number of times at intervals as specified in section 4.5.4.
- if attempts to deliver the message fail due to permanent conditions, or if repeated attempts to deliver the message fail due to transient conditions, returning appropriate notification to the sender of the original message (using the address in the SMTP MAIL command).

When an SMTP server returns a permanent error status (5yz) code after the DATA command is completed with <CRLF>.<CRLF>, it MUST NOT make any subsequent attempt to deliver that message. The SMTP client retains responsibility for delivery of that message and may either return it to the user or requeue it for a subsequent attempt (see section 4.5.4.1).

The user who originated the message SHOULD be able to interpret the return of a transient failure status (by mail message or otherwise) as a non-delivery indication, just as a permanent failure would be interpreted. I.e., if the client SMTP successfully handles these conditions, the user will not receive such a reply.

When an SMTP server returns a permanent error status (5yz) code after the DATA command is completely with <CRLF>.<CRLF>, it MUST NOT make

any subsequent attempt to deliver the message. As with temporary error status codes, the SMTP client retains responsibility for the message, but SHOULD not again attempt delivery to the same server without user review and intervention of the message.

4.3 Sequencing of Commands and Replies

4.3.1 Sequencing Overview

The communication between the sender and receiver is an alternating dialogue, controlled by the sender. As such, the sender issues a command and the receiver responds with a reply. Unless other arrangements are negotiated through service extensions, the sender MUST wait for this response before sending further commands.

One important reply is the connection greeting. Normally, a receiver will send a 220 "Service ready" reply when the connection is completed. The sender SHOULD wait for this greeting message before sending any commands.

Note: all the greeting-type replies have the official name (the fully-qualified primary domain name) of the server host as the first word following the reply code. Sometimes the host will have no meaningful name. See 4.1.3 for a discussion of alternatives in these situations.

For example,

```
220 ISIF.USC.EDU Service ready
or
220 mail.foo.com SuperSMTP v 6.1.2 Service ready
or
220 [10.0.0.1] Clueless host service ready
```

The table below lists alternative success and failure replies for each command. These SHOULD be strictly adhered to: a receiver may substitute text in the replies, but the meaning and action implied by the code numbers and by the specific command reply sequence cannot be altered.

4.3.2 Command-Reply Sequences

Each command is listed with its usual possible replies. The prefixes used before the possible replies are "I" for intermediate, "S" for success, and "E" for error. Since some servers may generate other replies under special circumstances, and to allow for future

extension, SMTP clients SHOULD, when possible, interpret only the first digit of the reply and MUST be prepared to deal with unrecognized reply codes by interpreting the first digit only. Unless extended using the mechanisms described in section 2.2, SMTP servers MUST NOT transmit reply codes to an SMTP client that are other than three digits or that do not start in a digit between 2 and 5 inclusive.

These sequencing rules and, in principle, the codes themselves, can be extended or modified by SMTP extensions offered by the server and accepted (requested) by the client.

In addition to the codes listed below, any SMTP command can return any of the following codes if the corresponding unusual circumstances are encountered:

500 For the "command line too long" case or if the command name was not recognized. Note that producing a "command not recognized" error in response to the required subset of these commands is a violation of this specification.

501 Syntax error in command or arguments. In order to provide for future extensions, commands that are specified in this document as not accepting arguments (DATA, RSET, QUIT) SHOULD return a 501 message if arguments are supplied in the absence of EHLO-advertised extensions.

421 Service shutting down and closing transmission channel

Specific sequences are:

CONNECTION ESTABLISHMENT

S: 220

E: 554

EHLO or HELO

S: 250

E: 504, 550

MAIL

S: 250

E: 552, 451, 452, 550, 553, 503

RCPT

S: 250, 251 (but see section 3.4 for discussion of 251 and 551)

E: 550, 551, 552, 553, 450, 451, 452, 503, 550

DATA

I: 354 -> data -> S: 250

E: 552, 554, 451, 452

E: 451, 554, 503
RSET
S: 250
VRFY
S: 250, 251, 252
E: 550, 551, 553, 502, 504
EXPN
S: 250, 252
E: 550, 500, 502, 504
HELP
S: 211, 214
E: 502, 504
NOOP
S: 250
QUIT
S: 221

4.4 Trace Information

When an SMTP server receives a message for delivery or further processing, it **MUST** insert trace ("time stamp" or "Received") information at the beginning of the message content, as discussed in section 4.1.1.4.

This line **MUST** be structured as follows:

- The FROM field, which **MUST** be supplied in an SMTP environment, **SHOULD** contain both (1) the name of the source host as presented in the EHLO command and (2) an address literal containing the IP address of the source, determined from the TCP connection.
- The ID field **MAY** contain an "@" as suggested in RFC 822, but this is not required.
- The FOR field **MAY** contain a list of <path> entries when multiple RCPT commands have been given. This may raise some security issues and is usually not desirable; see section 7.2.

An Internet mail program **MUST NOT** change a Received: line that was previously added to the message header. SMTP servers **MUST** prepend Received lines to messages; they **MUST NOT** change the order of existing lines or insert Received lines in any other location.

As the Internet grows, comparability of Received fields is important for detecting problems, especially slow relays. SMTP servers that create Received fields **SHOULD** use explicit offsets in the dates (e.g., -0800), rather than time zone names of any type. Local time

(with an offset) is preferred to UT when feasible. This formulation allows slightly more information about local circumstances to be specified. If UT is needed, the receiver need merely do some simple

arithmetic to convert the values. Use of UT loses information about the time zone-location of the server. If it is desired to supply a time zone name, it SHOULD be included in a comment.

When the delivery SMTP server makes the "final delivery" of a message, it inserts a return-path line at the beginning of the mail data. This use of return-path is required; mail systems MUST support it. The return-path line preserves the information in the <reverse-path> from the MAIL command. Here, final delivery means the message has left the SMTP environment. Normally, this would mean it had been delivered to the destination user or an associated mail drop, but in some cases it may be further processed and transmitted by another mail system.

It is possible for the mailbox in the return path to be different from the actual sender's mailbox, for example, if error responses are to be delivered to a special error handling mailbox rather than to

the message sender. When mailing lists are involved, this arrangement is common and useful as a means of directing errors to the list maintainer rather than the message originator.

The text above implies that the final mail data will begin with a return path line, followed by one or more time stamp lines. These lines will be followed by the mail data headers and body [32].

It is sometimes difficult for an SMTP server to determine whether or not it is making final delivery since forwarding or other operations may occur after the message is accepted for delivery. Consequently,

any further (forwarding, gateway, or relay) systems MAY remove the return path and rebuild the MAIL command as needed to ensure that exactly one such line appears in a delivered message.

A message-originating SMTP system SHOULD NOT send a message that already contains a Return-path header. SMTP servers performing a relay function MUST NOT inspect the message data, and especially not to the extent needed to determine if Return-path headers are present. SMTP servers making final delivery MAY remove Return-path headers before adding their own.

The primary purpose of the Return-path is to designate the address to which messages indicating non-delivery or other mail system failures

are to be sent. For this to be unambiguous, exactly one return path SHOULD be present when the message is delivered. Systems using RFC 822 syntax with non-SMTP transports SHOULD designate an unambiguous address, associated with the transport envelope, to which error reports (e.g., non-delivery messages) should be sent.

Historical note: Text in RFC 822 that appears to contradict the use of the Return-path header (or the envelope reverse path address from the MAIL command) as the destination for error messages is not applicable on the Internet. The reverse path address (as copied into the Return-path) MUST be used as the target of any mail containing delivery error messages.

In particular:

- a gateway from SMTP->elsewhere SHOULD insert a return-path header, unless it is known that the "elsewhere" transport also uses Internet domain addresses and maintains the envelope sender address separately.
- a gateway from elsewhere->SMTP SHOULD delete any return-path header present in the message, and either copy that information to the SMTP envelope or combine it with information present in the envelope of the other transport system to construct the reverse path argument to the MAIL command in the SMTP envelope.

The server must give special treatment to cases in which the processing following the end of mail data indication is only partially successful. This could happen if, after accepting several recipients and the mail data, the SMTP server finds that the mail data could be successfully delivered to some, but not all, of the

recipients. In such cases, the response to the DATA command MUST be an OK reply. However, the SMTP server MUST compose and send an "undeliverable mail" notification message to the originator of the message.

A single notification listing all of the failed recipients or separate notification messages MUST be sent for each failed recipient. For economy of processing by the sender, the former is preferred when possible. All undeliverable mail notification messages are sent using the MAIL command (even if they result from processing the obsolete SEND, SOML, or SAML commands) and use a null return path as discussed in section 3.7.

The time stamp line and the return path line are formally defined as follows:

Return-path-line = "Return-Path:" FWS Reverse-path <CRLF>

Time-stamp-line = "Received:" FWS Stamp <CRLF>

Stamp = From-domain By-domain Opt-info ";" FWS date-time

; where "date-time" is as defined in [32]

; but the "obs-" forms, especially

two-digit

; years, are prohibited in SMTP and MUST NOT be used.

From-domain = "FROM" FWS Extended-Domain CFWS

By-domain = "BY" FWS Extended-Domain CFWS

Extended-Domain = Domain /

(Domain FWS "(" TCP-info ")") /

(Address-literal FWS "(" TCP-info ")")

TCP-info = Address-literal / (Domain FWS Address-literal)

; Information derived by server from TCP connection

; not client EHLO.

Opt-info = [Via] [With] [ID] [For]

Via = "VIA" FWS Link CFWS

With = "WITH" FWS Protocol CFWS

ID = "ID" FWS String / msg-id CFWS

For = "FOR" FWS 1*(Path / Mailbox) CFWS

Link = "TCP" / Addtl-Link

Addtl-Link = Atom

; Additional standard names for links are registered with the

; Internet Assigned Numbers Authority (IANA). "Via" is

; primarily of value with non-Internet transports. SMTP

; servers SHOULD NOT use unregistered names.

Protocol = "ESMTP" / "SMTP" / Attdl-Protocol

Attdl-Protocol = Atom

; Additional standard

names for protocols are registered with the

; Internet Assigned Numbers Authority (IANA). SMTP servers

; SHOULD NOT use unregistered names.

4.5 Additional Implementation Issues

4.5.1 Minimum Implementation

In order to make SMTP workable, the following minimum implementation is required for all receivers. The following commands **MUST** be supported to conform to this specification:

EHLO
HELO
MAIL
RCPT
DATA
RSET
NOOP
QUIT
VRFY

Any system that includes an SMTP server supporting mail relaying or delivery **MUST** support the reserved mailbox "postmaster" as a case-insensitive local name. This postmaster address is not strictly necessary if the server always returns 554 on connection opening (as described in section 3.1). The requirement to accept mail for postmaster implies that RCPT commands which specify a mailbox for postmaster at any of the domains for which the SMTP server provides mail service, as well as the special case of "RCPT TO:<Postmaster>" (with no domain specification), **MUST** be supported.

SMTP systems are expected to make every reasonable effort to accept mail directed to Postmaster from any other system on the Internet. In extreme cases --such as to contain a denial of service attack or other breach of security-- an SMTP server may block mail directed to Postmaster. However, such arrangements **SHOULD** be narrowly tailored so as to avoid blocking messages which are not part of such attacks.

4.5.2 Transparency

Without some provision for data transparency, the character sequence "<CRLF>.<CRLF>" ends the mail text and cannot be sent by the user. In general, users are not aware of such "forbidden" sequences. To

allow all user composed text to be transmitted transparently, the following procedures are used:

- Before sending a line of mail text, the SMTP client checks the first character of the line.

If it is a period, one additional period is inserted at the beginning of the line.

- When a line of mail text is received by the SMTP server, it checks the line. If the line is composed of a single period, it is treated as the end of mail indicator. If the first character is a period and there are other characters on the line, the first character is deleted.

The mail data may contain any of the 128 ASCII characters. All characters are to be delivered to the recipient's mailbox, including spaces, vertical and horizontal tabs, and other control characters. If the transmission channel provides an 8-bit byte (octet) data stream, the 7-bit ASCII codes are transmitted right justified in the octets, with the high order bits cleared to zero. See 3.7 for special treatment of these conditions in SMTP systems serving a relay function.

In some systems it may be necessary to transform the data as it is received and stored.

This may be necessary for hosts that use a different character set than ASCII as their local character set, that store data in records rather than strings, or which use special character sequences as delimiters inside mailboxes. If such transformations are necessary, they **MUST** be reversible, especially if they are applied to mail being relayed.

4.5.3 Sizes and Timeouts

4.5.3.1 Size limits and minimums

There are several objects that have required minimum/maximum sizes. Every implementation **MUST** be able to receive objects of at least these sizes. Objects larger than these sizes **SHOULD** be avoided when possible. However, some Internet mail constructs such as encoded X.400 addresses [16] will often require larger objects: clients **MAY** attempt to transmit these, but **MUST** be prepared for a server to reject them if they cannot be handled by it. To the maximum extent possible, implementation techniques which impose no limits on the length of these objects should be used.

local-part

The maximum total length of a user name or other local-part is 64 characters.

domain

The maximum total length of a domain name or number is 255 characters.

path

The maximum total length of a reverse-path or forward-path is 256 characters (including the punctuation and element separators).

command line

The maximum total length of a command line including the command word and the <CRLF> is 512 characters. SMTP extensions may be used to increase this limit.

reply line

The maximum total length of a reply line including the reply code and the <CRLF> is 512 characters. More information may be conveyed through multiple-line replies.

text line

The maximum total length of a text line including the <CRLF> is 1000 characters (not counting the leading dot duplicated for transparency). This number may be increased by the use of SMTP Service Extensions.

message content

The maximum total length of a message content (including any message headers as well as the message body) MUST BE at least 64K octets. Since the introduction of Internet standards for multimedia mail [12], message lengths on the Internet have grown dramatically, and message size restrictions should be avoided if at all possible. SMTP server systems that must impose restrictions SHOULD implement the "SIZE" service extension [18], and SMTP client systems that will send large messages SHOULD utilize it when possible.

recipients buffer

The minimum total number of recipients that must be buffered is 100 recipients. Rejection of messages (for excessive recipients) with fewer than 100 RCPT commands is a violation of this specification. The general principle that relaying SMTP servers MUST NOT, and delivery SMTP servers SHOULD NOT, perform validation tests on message

headers suggests that rejecting a message based

on the total number of recipients shown in header fields is to be discouraged. A server which imposes a limit on the number of recipients MUST behave in an orderly fashion, such as to reject additional addresses over its limit rather than silently discarding addresses previously accepted. A client that needs to

deliver a message containing over 100 RCPT commands SHOULD be prepared to transmit in 100-recipient "chunks" if the server declines to accept more than 100 recipients in a single message.

Errors due to exceeding these limits may be reported by using the reply codes. Some examples of reply codes are:

500 Line too long.
or
501 Path too long
or
452 Too many recipients (see below)
or
552 Too much mail data.

RFC 821 [30] incorrectly listed the error where an SMTP server exhausts its implementation limit on the number of RCPT commands ("too many recipients") as having reply code 552. The correct reply code for this condition is 452. Clients SHOULD treat a 552 code in this case as a temporary, rather than permanent, failure so the logic below works.

When a conforming SMTP server encounters this condition, it has at least 100 successful RCPT commands in its recipients buffer. If the server is able to accept the message, then at least these 100 addresses will be removed from the SMTP client's queue. When the client attempts retransmission of those addresses which received 452 responses, at least 100 of these will be able to fit in the SMTP server's recipients buffer. Each retransmission attempt which is able to deliver anything will be able to dispose of at least 100 of these recipients.

If an SMTP server has an implementation limit on the number of RCPT commands and this limit is exhausted, it MUST use a response code of 452 (but the client SHOULD also be prepared for a 552, as noted above). If the server has a configured site-policy limitation on the number of RCPT commands, it MAY instead use a 5XX response code. This would be most appropriate if the policy limitation was intended to apply if the total recipient count for a particular message body were enforced even if that message body was sent in multiple mail transactions.

4.5.3.2 Timeouts

An SMTP client MUST provide a timeout mechanism. It MUST use per-command timeouts rather than somehow trying to time the entire mail transaction. Timeouts SHOULD be easily reconfigurable, preferably without recompiling the SMTP code. To implement this, a timer is set

for each SMTP command and for each buffer of the data transfer. The

latter means that the overall timeout is inherently proportional to the size of the message.

Based on extensive experience with busy mail-relay hosts, the minimum per-command timeout values SHOULD be as follows:

Initial

220 Message: 5 minutes

An SMTP client process needs to distinguish between a failed TCP connection and a delay in receiving the initial 220 greeting message. Many SMTP servers accept a TCP connection but delay delivery of the 220 message until their system load permits more mail to be processed.

MAIL Command: 5 minutes

RCPT Command: 5 minutes

A longer timeout is required if processing of mailing lists and aliases is not deferred until after the message was accepted.

DATA Initiation: 2 minutes

This is while awaiting the "354 Start Input" reply to a DATA command.

Data Block: 3 minutes

This is while awaiting the completion of each TCP SEND call transmitting a chunk of data.

DATA Termination: 10 minutes.

This is while awaiting the "250 OK" reply. When the receiver gets the final period terminating the message data, it typically performs processing to deliver the message to a user mailbox.

A

spurious timeout at this point would be very wasteful and would typically result in delivery of multiple copies of the message, since it has been successfully sent and the server has accepted responsibility for delivery. See section 6.1 for additional discussion.

An SMTP server SHOULD have a timeout of at least 5 minutes while it is awaiting the next command from the sender.

4.5.4 Retry Strategies

The common structure of a host SMTP implementation includes user mailboxes, one or more areas for queuing messages in transit, and one or more daemon processes for sending and receiving mail. The exact structure will vary depending on the needs of the users on the host

and the number and size of mailing lists supported by the host. We describe several optimizations that have proved helpful, particularly for mailers supporting high traffic levels.

Any queuing strategy **MUST** include timeouts on all activities on a per-command basis. A queuing strategy **MUST NOT** send error messages in response to error messages under any circumstances.

4.5.4.1 Sending Strategy

The general model for an SMTP client is one or more processes that periodically attempt to transmit outgoing mail. In a typical system, the program that composes a message has some method for requesting immediate attention for a new piece of outgoing mail, while mail that cannot be transmitted immediately **MUST** be queued and periodically retried by the sender. A mail queue entry will include not only the message itself but also the envelope information.

The sender **MUST** delay retrying a particular destination after one attempt has failed. In general, the retry interval **SHOULD** be at least 30 minutes; however, more sophisticated and variable strategies will be beneficial when the SMTP client can determine the reason for non-delivery.

Retries continue until the message is transmitted or the sender gives up; the give-up time generally needs to be at least 4-5 days. The parameters to the retry algorithm **MUST** be configurable.

A client **SHOULD** keep a list of hosts it cannot reach and corresponding connection timeouts, rather than just retrying queued mail items.

Experience suggests that failures are typically transient (the target system or its connection has crashed), favoring a policy of two connection attempts in the first hour the message is in the queue, and then backing off to one every two or three hours.

The SMTP client can shorten the queuing delay in cooperation with the SMTP server. For example, if mail is received from a particular address, it is likely that mail queued for that host can now be sent. Application of this principle may, in many cases, eliminate the requirement for an explicit "send queues now" function such as ETRN [9].

The strategy may be further modified as a result of multiple

addresses per host (see below) to optimize delivery time vs. resource usage.

An SMTP client may have a large queue of messages for each unavailable destination host. If all of these messages were retried in every retry cycle, there would be excessive Internet overhead and the sending system would be blocked for a long period. Note that an SMTP client can generally determine that a delivery attempt has failed only after a timeout of several minutes and even a one-minute timeout per connection will result in a very large delay if retries are repeated for dozens, or even hundreds, of queued messages to the same host.

At the same time, SMTP clients SHOULD use great care in caching negative responses from servers. In an extreme case, if EHLO is issued multiple times during the same SMTP connection, different answers may be returned by the server. More significantly, 5yz responses to the MAIL command MUST NOT be cached.

When a mail message is to be delivered to multiple recipients, and the SMTP server to which a copy of the message is to be sent is the same for multiple recipients, then only one copy of the message SHOULD be transmitted. That is, the SMTP client SHOULD use the command sequence: MAIL, RCPT, RCPT,... RCPT, DATA instead of the sequence: MAIL, RCPT, DATA, ..., MAIL, RCPT, DATA. However, if there are very many addresses, a limit on the number of RCPT commands per MAIL command MAY be imposed. Implementation of this efficiency feature is strongly encouraged.

Similarly, to achieve timely delivery, the SMTP client MAY support multiple concurrent outgoing mail transactions. However, some limit may be appropriate to protect the host from devoting all its resources to mail.

4.5.4.2 Receiving Strategy

The SMTP server SHOULD attempt to keep a pending listen on the SMTP port at all times. This requires the support of multiple incoming TCP connections for SMTP. Some limit MAY be imposed but servers that cannot handle more than one SMTP transaction at a time are not in conformance with the intent of this specification.

As discussed above, when the SMTP server receives mail from a particular host address, it could activate its own SMTP queuing mechanisms to retry any mail pending for that host address.

4.5.5 Messages with a null reverse-path

There are several types of notification messages which are required by existing and proposed standards to be sent with a null reverse path, namely non-delivery notifications as discussed in section 3.7,

other kinds of Delivery Status Notifications (DSNs) [24], and also Message Disposition Notifications (MDNs) [10]. All of these kinds of messages are notifications about a previous message, and they are sent to the reverse-path of the previous mail message. (If the delivery of such a notification message fails, that usually indicates a problem with the mail system of the host to which

the notification

message is addressed. For this reason, at some hosts the MTA is set up to forward such failed notification messages to someone who is able to fix problems with the mail system, e.g., via the postmaster alias.)

All other types of messages (i.e., any message which is not required by a standards-track RFC to have a null reverse-path) SHOULD be sent with with a valid, non-null reverse-path.

Implementors of automated email processors should be careful to make sure that the various kinds of messages with null reverse-path are handled correctly, in particular such systems SHOULD NOT reply to messages with null reverse-path.

5. Address Resolution and Mail Handling

Once an SMTP client lexically identifies a domain to which mail will be delivered for processing (as described in sections 3.6 and 3.7), a DNS lookup MUST be performed to resolve the domain name [22]. The names are expected to be fully-qualified domain names (FQDNs): mechanisms for inferring FQDNs from partial names or local aliases are outside of this specification and, due to a history of problems, are generally discouraged. The lookup first attempts to locate an MX record associated with the name. If a CNAME record is found instead, the resulting name is processed as if it were the initial name. If no MX records are found, but an A RR is found, the A RR is treated as if it was associated with an implicit MX RR, with a preference of 0, pointing to that host. If one or more MX RRs are found for a given name, SMTP systems MUST NOT utilize any A RRs associated with that name unless they are located using the MX RRs; the "implicit MX" rule above applies only if there are no MX records present. If MX records are present, but none of them are usable, this situation MUST be reported as an error.

When the lookup succeeds, the mapping can result in a list of alternative delivery addresses rather than a single address, because of multiple MX records, multihoming, or both. To provide reliable mail transmission, the SMTP client **MUST** be able to try (and retry) each of the relevant addresses in this list in order, until a delivery attempt succeeds. However, there **MAY** also be a configurable limit on the number of alternate addresses that can be tried. In any case, the SMTP client **SHOULD** try at least two addresses.

Two types of information is used to rank the host addresses: multiple MX records, and multihomed hosts.

Multiple MX records contain a preference indication that **MUST** be used in sorting (see below). Lower numbers are more preferred than higher ones. If there are multiple destinations with the same preference and there is no clear reason to favor one (e.g., by recognition of an easily-reached address), then the sender-SMTP **MUST** randomize them to spread the load across multiple mail exchangers for a specific organization.

The destination host (perhaps taken from the preferred MX record) may be multihomed, in which case the domain name resolver will return a list of alternative IP addresses. It is the responsibility of the domain name resolver interface to have ordered this list by decreasing preference if necessary, and SMTP **MUST** try them in the order presented.

Although the capability to try multiple alternative addresses is required, specific installations may want to limit or disable the use of alternative addresses. The question of whether a sender should attempt retries using the different addresses of a multihomed host has been controversial. The main argument for using the multiple addresses is that it maximizes the probability of timely delivery, and indeed sometimes the probability of any delivery; the counter-argument is that it may result in unnecessary resource use. Note that resource use is also strongly determined by the sending strategy discussed in section 4.5.4.1.

If an SMTP server receives a message with a destination for which it is a designated Mail eXchanger, it **MAY** relay the message (potentially after having rewritten the MAIL FROM and/or RCPT TO addresses), make final delivery of the message, or hand it off using some mechanism outside the SMTP-provided transport environment. Of course, neither of the latter require that the list of MX records be examined further.

If it determines that it should relay the message without rewriting the address, it MUST sort the MX records to determine candidates for delivery. The records are first ordered by preference, with the lowest-numbered records being most preferred. The relay host MUST then inspect the list for any of the names or addresses by which it might be known in mail transactions. If a matching record is found, all records at that preference level and higher-numbered ones MUST be discarded from consideration. If there are no records left at that point, it is an error condition, and the message MUST be returned as undeliverable. If records do remain, they SHOULD be tried, best preference first, as described above.

6. Problem Detection and Handling

6.1 Reliable Delivery and Replies by Email

When the receiver-SMTP accepts a piece of mail (by sending a "250 OK" message in response to DATA), it is accepting responsibility for delivering or relaying the message. It must take this responsibility seriously. It MUST NOT lose the message for frivolous reasons, such as because the host later crashes or because of a predictable resource shortage.

If there is a delivery failure after acceptance of a message, the receiver-SMTP MUST formulate and mail a notification message. This notification MUST be sent using a null ("<>") reverse path in the envelope. The recipient of this notification MUST be the address from the envelope return path (or the Return-Path:

line). However,

if this address is null ("<>"), the receiver-SMTP MUST NOT send a notification. Obviously, nothing in this section can or should prohibit local decisions (i.e., as part of the same system environment as the receiver-SMTP) to log or otherwise transmit information about null address events locally if that is desired. If the address is an explicit source route, it MUST be stripped down to its final hop.

For example, suppose that an error notification must be sent for a message that arrived with:

```
MAIL FROM:<@a,@b:user@d>
```

The notification message MUST be sent using:

```
RCPT TO:<user@d>
```

Some delivery failures after the message is accepted by SMTP will be unavoidable. For example, it may be impossible for the receiving SMTP server to validate all the delivery addresses in RCPT command(s) due to a "soft" domain system error, because the target is a mailing list (see earlier discussion of RCPT), or because the server is acting as a relay and has no immediate access to the delivering system.

To avoid receiving duplicate messages as the result of timeouts, a receiver-SMTP MUST seek to minimize the time required to respond to the final <CRLF>.<CRLF> end of data indicator. See RFC 1047 [28] for a discussion of this problem.

6.2 Loop Detection

Simple counting of the number of "Received:" headers in a message has proven to be an effective, although rarely optimal, method of detecting loops in mail systems. SMTP servers using this technique SHOULD use a large rejection threshold, normally at least 100 Received entries. Whatever mechanisms are used, servers MUST contain provisions for detecting and stopping trivial loops.

6.3 Compensating for Irregularities

Unfortunately, variations, creative interpretations, and outright violations of Internet mail protocols do occur; some would suggest that they occur quite frequently. The debate as to whether a well-behaved SMTP receiver or relay should reject a malformed message, attempt to pass it on unchanged, or attempt to repair it to increase the odds of successful delivery (or subsequent reply) began almost with the dawn of structured network mail and shows no signs of abating. Advocates of rejection claim that attempted repairs are rarely completely adequate and that rejection of bad messages is the only way to get the offending software repaired. Advocates of "repair" or "deliver no matter what" argue that users prefer that mail go through it if at all possible and that there are significant market pressures in that direction. In practice, these market pressures may be more important to particular vendors than strict conformance to the standards, regardless of the preference of the actual developers.

The problems associated with ill-formed messages were exacerbated by the introduction of the split-UA mail reading protocols [3, 26, 5, 21].

These protocols have encouraged the use of SMTP as a posting protocol, and SMTP servers as relay systems for these client hosts (which are often only intermittently connected to the Internet).

Historically, many of those client machines lacked some of the mechanisms and information assumed by SMTP (and indeed, by the mail format protocol [7]). Some could not keep adequate track of time; others had no concept of time zones; still others could not identify their own names or addresses; and, of course, none could satisfy the assumptions that underlay RFC 822's conception of authenticated addresses.

In response to these weak SMTP clients, many SMTP systems now complete messages that are delivered to them in incomplete or incorrect form. This strategy is generally considered appropriate when the server can identify or authenticate the client, and there are prior agreements between them. By contrast, there is at best great concern about fixes applied by a relay or delivery SMTP server that has little or no knowledge of the user or client machine.

The following changes to a message being processed MAY be applied when necessary by an originating SMTP server, or one used as the target of SMTP as an initial posting protocol:

- Addition of a message-id field when none appears
- Addition of a date, time or time zone when none appears
- Correction of addresses to proper FQDN format

The less information the server has about the client, the less likely these changes are to be correct and the more caution and conservatism should be applied when considering whether or not to perform fixes and how. These changes MUST NOT be applied by an SMTP server that provides an intermediate relay function.

In all cases, properly-operating clients supplying correct information are preferred to corrections by the SMTP server. In all cases, documentation of actions performed by the servers (in trace fields and/or header comments) is strongly encouraged.

7. Security Considerations

7.1 Mail Security and Spoofing

SMTP mail is inherently insecure in that it is feasible for even fairly casual users to negotiate directly with receiving and relaying SMTP servers and create messages that will trick a naive recipient into believing that they came from somewhere else. Constructing such a message so that the "spoofed" behavior cannot be detected by an

expert is somewhat more difficult, but not sufficiently so as to be a deterrent to someone who is determined and knowledgeable. Consequently, as knowledge of Internet mail increases, so does the knowledge that SMTP mail inherently cannot be authenticated, or integrity checks provided, at the transport level. Real mail security lies only in end-to-end methods involving the message bodies, such as those which use digital signatures (see [14] and, e.g., PGP [4] or S/MIME [31]).

Various protocol

extensions and configuration options that provide authentication at the transport level (e.g., from an SMTP client to an SMTP server) improve somewhat on the traditional situation described above. However, unless they are accompanied by careful handoffs of responsibility in a carefully-designed trust environment, they remain inherently weaker than end-to-end mechanisms which use digitally signed messages rather than depending on the integrity of the transport system.

Efforts to make it more difficult for users to set envelope return path and header "From" fields to point to valid addresses other than their own are largely misguided: they frustrate legitimate applications in which mail is sent by one user on behalf of another or in which error (or normal) replies should be directed to a special address. (Systems that provide convenient ways for users to alter these fields on a per-message basis should accept to establish a primary and permanent mailbox address for the user so that Sender fields within the message data can be generated sensibly.)

This specification does not further address the authentication issues associated with SMTP other than to advocate that useful functionality not be disabled in the hope of providing some small margin of protection against an ignorant user who is trying to fake mail.

7.2 "Blind" Copies

Addresses that do not appear in the message headers may appear in the RCPT commands to an SMTP server for a number of reasons. The two most common involve the use of a mailing address as a "list exploder" (a single address that resolves into multiple addresses) and the appearance of "blind copies". Especially when more than one RCPT command is present, and in order to avoid defeating some of the purpose of these mechanisms, SMTP clients and servers SHOULD NOT copy the full set of RCPT command arguments into the headers, either as part of trace headers or as informational or private-extension headers. Since this rule is often violated in practice, and cannot

be enforced, sending SMTP systems that are aware of "bcc" use MAY find it helpful to send each blind copy as a separate message transaction containing only a single RCPT command.

There is no inherent relationship between either "reverse" (from MAIL, SAML, etc., commands) or "forward" (RCPT) addresses in the SMTP transaction ("envelope") and the addresses in the headers. Receiving systems SHOULD NOT attempt to deduce such relationships and use them to alter the headers of the message for delivery. The popular "Apparently-to" header is a violation of this principle as well as a common source of unintended information disclosure and SHOULD NOT be used.

7.3 VRFY, EXPN, and Security

As discussed in section 3.5, individual sites may want to disable either or both of VRFY or EXPN for security reasons. As a corollary to the above, implementations that permit this MUST NOT appear to have verified addresses that are not, in fact, verified. If a site

disables these commands for security reasons, the SMTP server MUST return a 252 response, rather than a code that could be confused with successful or unsuccessful verification.

Returning a 250 reply code with the address listed in the VRFY command after having checked it only for syntax violates this rule. Of course, an implementation that "supports" VRFY by always returning 550 whether or not the address is valid is equally not in conformance.

Within the last few years, the contents of mailing lists have become popular as an address information source for so-called "spammers." The use of EXPN to "harvest" addresses has increased as list administrators have installed protections against inappropriate uses of the lists themselves. Implementations SHOULD still provide support for EXPN, but sites SHOULD carefully evaluate the tradeoffs.

As authentication mechanisms are introduced into SMTP, some sites may choose to make EXPN available only to authenticated requestors.

7.4 Information Disclosure in Announcements

There has been an ongoing debate about the tradeoffs between the debugging advantages of announcing server type and version (and, sometimes, even server domain name) in the greeting response or in response to the HELP command and the disadvantages of exposing information that might be useful in a potential hostile attack. The

utility of the debugging information is beyond doubt. Those who argue for making it available point out that it is far better to actually secure an SMTP server rather than hope that trying to conceal known vulnerabilities by hiding the server's precise identity will provide more protection. Sites are encouraged to evaluate the tradeoff with that issue in mind; implementations are strongly encouraged to minimally provide for making type and version information available in some way to other network hosts.

7.5 Information Disclosure in Trace Fields

In some circumstances, such as when mail originates from within a LAN whose hosts are not directly on the public Internet, trace ("Received") fields produced in conformance with this specification may disclose host names and similar information that would not normally be available. This ordinarily does not pose a problem, but sites with special concerns about name disclosure should be aware of it. Also, the optional FOR clause should be supplied with caution or not at all when multiple recipients are involved lest it inadvertently disclose the identities of "blind copy" recipients to others.

7.6 Information Disclosure in Message Forwarding

As discussed in section 3.4, use of the 251 or 551 reply codes to identify the replacement address associated with a mailbox may inadvertently disclose sensitive information. Sites that are concerned about those issues should ensure that they select and configure servers appropriately.

7.7 Scope of Operation of SMTP Servers

It is a well-established principle that an SMTP server may refuse to accept mail for any operational or technical reason that makes sense to the site providing the server. However, cooperation among sites and installations makes the Internet possible. If sites take excessive advantage of the right to reject traffic, the ubiquity of email availability (one of the strengths of the Internet) will be threatened; considerable care should be taken and balance maintained if a site decides to be selective about the traffic it will accept and process.

In recent years, use of the relay function through arbitrary sites has been used as part of hostile efforts to hide the actual origins of mail. Some sites have decided to limit the use of the relay function to known or identifiable sources, and implementations

SHOULD

provide the capability to perform this type of filtering. When mail is rejected for these or other policy reasons, a 550 code SHOULD be used in response to EHLO, MAIL, or RCPT as appropriate.

8. IANA Considerations

IANA will maintain three registries in support of this specification. The first consists of SMTP service extensions with the associated keywords, and, as needed, parameters and verbs. As specified in section 2.2.2, no entry may be made in this registry that starts in an "X". Entries may be made only for service extensions (and associated keywords, parameters, or verbs) that are defined in standards-track or experimental RFCs specifically approved by the IESG for this purpose.

The second registry consists of "tags" that identify forms of domain literals other than those for IPv4 addresses (specified in RFC 821 and in this document) and IPv6 addresses (specified in this document). Additional literal types require standardization before being used; none are anticipated at this time.

The third, established by RFC 821 and renewed by this specification, is a registry of link and protocol identifiers to be used with the "via" and "with" subclauses of the time stamp ("Received: header")

described in section 4.4. Link and protocol identifiers in addition to those specified in this document may be registered only by standardization or by way of an RFC-documented, IESG-approved, Experimental protocol extension.

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10. Editor's Address

John C. Klensin
AT&T Laboratories
99 Bedford St
Boston, MA 02111
USA

Phone: 617-574-3076
EMail: klensin@research.att.com

11. Acknowledgments

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APPENDICES

A. TCP Transport Service

The TCP connection supports the transmission of 8-bit bytes. The SMTP data is 7-bit ASCII characters. Each character is transmitted as an 8-bit byte with the high-order bit cleared to zero. Service extensions may modify this rule to permit transmission of full 8-bit data bytes as part of the message body, but not in SMTP commands or responses.

B. Generating SMTP Commands from RFC 822 Headers

Some systems use RFC 822 headers (only) in a mail submission protocol, or otherwise generate SMTP commands from RFC 822 headers when such a message is handed to an MTA from a UA. While the MTA-UA protocol is a private matter, not covered by any Internet Standard, there are problems with this approach. For example, there have been repeated problems with proper handling of "bcc" copies and

redistribution lists when information that conceptually belongs to a mail envelope is not separated early in processing from header information (and kept separate).

It is recommended that the UA provide its initial ("submission client") MTA with an envelope separate from the message itself. However, if the envelope is not supplied, SMTP commands SHOULD be generated as follows:

1. Each recipient address from a TO, CC, or BCC header field SHOULD be copied to a RCPT command (generating multiple message copies if that is required for queuing or delivery). This includes any addresses listed in a RFC 822 "group". Any BCC fields SHOULD then be removed from the headers. Once this process is completed, the remaining headers SHOULD be checked to verify that at least one To:, Cc:, or Bcc: header remains. If none do, then a bcc: header with no additional information SHOULD be inserted as specified in [32].
2. The return address in the MAIL command SHOULD, if possible, be derived from the system's identity for the submitting (local) user, and the "From:" header field otherwise. If there is a system identity available, it SHOULD also be copied to the Sender header field if it is different from the address in the From header field. (Any Sender field that was already there SHOULD be removed.) Systems may provide a way for submitters to override the envelope return address, but may want to restrict its use to privileged users. This will not prevent mail forgery, but may lessen its incidence; see section 7.1.

When an MTA is being used in this way, it bears responsibility for ensuring that the message being transmitted is valid. The mechanisms for checking that validity, and for handling (or returning) messages that are not valid at the time of arrival, are part of the MUA-MTA interface and not covered by this specification.

A submission protocol based on Standard RFC 822 information alone MUST NOT be used to gateway a message from a foreign (non-SMTP) mail system into an SMTP environment. Additional information to construct an envelope must come from some source in the other environment, whether supplemental headers or the foreign system's envelope.

Attempts to gateway messages using only their header "to" and "cc" fields have repeatedly caused mail loops and other behavior adverse to the proper

functioning of the Internet mail environment. These problems have been especially common when the message originates from an Internet mailing list and is distributed into the foreign environment using envelope information. When these messages are then processed by a header-only remailer, loops back to the Internet environment (and the mailing list) are almost inevitable.

C. Source Routes

Historically, the <reverse-path> was a reverse source routing list of hosts and a source mailbox. The first host in the <reverse-path> SHOULD be the host sending the MAIL command. Similarly, the <forward-path> may be a source routing lists of hosts and a destination mailbox. However, in general, the <forward-path> SHOULD contain only a mailbox and domain name, relying on the domain name system to supply routing information if required. The use of source routes is deprecated; while servers MUST be prepared to receive and handle them as discussed in section 3.3 and F.2, clients SHOULD NOT transmit them and this section was included only to provide context.

For relay purposes, the forward-path may be a source route of the form "@ONE,@TWO:JOE@THREE", where ONE, TWO, and THREE MUST BE fully-qualified domain names. This form is used to emphasize the distinction between an address and a route. The mailbox is an absolute address, and the route is information about how to get there. The two concepts should not be confused.

If source routes are used, RFC 821 and the text below should be consulted for the mechanisms for constructing and updating the forward- and reverse-paths.

The SMTP server transforms the command arguments by moving its own identifier (its domain name or that of any domain for which it is acting as a mail exchanger), if it appears, from the forward-path to the beginning of the reverse-path.

Notice that the forward-path and reverse-path appear in the SMTP commands and replies, but not necessarily in the message. That is, there is no need for these paths and especially this syntax to appear in the "To:", "From:", "CC:", etc. fields of the message header. Conversely, SMTP servers MUST NOT derive final message delivery information from message header fields.

When the list of hosts is present, it is a "reverse" source route and indicates that the mail was relayed through each host on the list (the first host in the list was the most recent relay). This list is

used as a source route to return non-delivery notices to the sender. As each relay host adds itself to the beginning of the list, it **MUST** use its name as known in the transport environment to which it is relaying the mail rather than that of the transport environment from which the mail came (if they are different).

D. Scenarios

This section presents complete scenarios of several types of SMTP sessions. In the examples, "C:" indicates what is said by the SMTP client, and "S:" indicates what is said by the SMTP server.

D.1 A Typical SMTP Transaction Scenario

This SMTP example shows mail sent by Smith at host bar.com, to Jones, Green, and Brown at host foo.com. Here we assume that host bar.com contacts host foo.com directly. The mail is accepted for Jones and Brown. Green does not have a mailbox at host foo.com.

```
S: 220 foo.com Simple Mail Transfer Service Ready
C: EHLO bar.com
S: 250-foo.com greets bar.com
S: 250-8BITMIME
S: 250-SIZE
S: 250-DSN
S: 250 HELP
C: MAIL FROM:<Smith@bar.com>
S: 250 OK
C: RCPT TO:<Jones@foo.com>
S: 250 OK
C: RCPT TO:<Green@foo.com>
S: 550 No such user here
C: RCPT TO:<Brown@foo.com>

S: 250 OK
C: DATA
S: 354 Start mail input; end with <CRLF>.<CRLF>
C: Blah blah blah...
C: ...etc. etc. etc.
C: .
S: 250 OK
C: QUIT
S: 221 foo.com Service closing transmission
channel
```

D.2 Aborted SMTP Transaction Scenario

S: 220 foo.com Simple Mail Transfer Service Ready
 C: EHLO bar.com
 S: 250-foo.com greets bar.com
 S: 250-8BITMIME
 S: 250-SIZE
 S: 250-DSN
 S: 250 HELP
 C: MAIL FROM:<Smith@bar.com>
 S: 250 OK
 C: RCPT TO:<Jones@foo.com>
 S: 250 OK
 C: RCPT TO:<Green@foo.com>
 S: 550 No such user here
 C: RSET
 S: 250 OK
 C: QUIT
 S: 221 foo.com Service closing transmission channel

D.3 Relayed Mail Scenario

Step 1 -- Source Host to Relay Host

S: 220 foo.com Simple Mail Transfer Service Ready
 C: EHLO bar.com
 S: 250-foo.com greets bar.com
 S: 250-8BITMIME
 S: 250-SIZE
 S: 250-DSN
 S: 250 HELP
 C: MAIL FROM:<JQP@bar.com>
 S: 250 OK
 C: RCPT TO:<@foo.com:Jones@XYZ.COM>
 S: 250 OK
 C: DATA
 S: 354 Start mail input; end with <CRLF>.<CRLF>
 C: Date: Thu, 21 May 1998 05:33:29 -0700

C: From: John Q. Public <JQP@bar.com>
 C: Subject: The Next Meeting of the Board
 C: To: Jones@xyz.com
 C:
 C: Bill:
 C: The next meeting of the board of directors will be
 C: on Tuesday.
 C: John.
 C: .
 S: 250 OK

C: QUIT
S: 221 foo.com Service closing transmission channel

Step 2 -- Relay Host to Destination Host

S: 220 xyz.com Simple Mail Transfer Service Ready
C: EHLO foo.com
S: 250 xyz.com is on the air
C: MAIL FROM:<@foo.com:JQP@bar.com>
S: 250 OK
C: RCPT TO:<Jones@XYZ.COM>
S: 250 OK
C: DATA
S: 354 Start mail input; end with <CRLF>.<CRLF>
C: Received: from bar.com by foo.com ; Thu, 21 May 1998
C: 05:33:29 -0700
C: Date: Thu, 21 May 1998 05:33:22 -0700
C: From: John Q. Public <JQP@bar.com>
C: Subject: The Next Meeting of the Board
C: To: Jones@xyz.com
C:
C: Bill:
C: The next meeting
of the board of directors will be
C: on Tuesday.
C: John.
C: .
S: 250 OK
C: QUIT
S: 221 foo.com Service closing transmission channel

D.4 Verifying and Sending Scenario

S: 220 foo.com Simple Mail Transfer Service Ready
C: EHLO bar.com
S: 250-foo.com greets bar.com
S: 250-8BITMIME
S: 250-SIZE
S: 250-DSN

S: 250-VRFY
S: 250 HELP
C: VRFY Crispin
S: 250 Mark Crispin <Admin.MRC@foo.com>
C: SEND FROM:<EAK@bar.com>
S: 250 OK
C: RCPT TO:<Admin.MRC@foo.com>
S: 250 OK

C: DATA
S: 354 Start mail input; end with <CRLF>.<CRLF>
C: Blah blah blah...
C: ...etc. etc. etc.
C: .
S: 250 OK
C: QUIT
S: 221 foo.com Service closing transmission channel

E. Other Gateway Issues

In general, gateways between the Internet and other mail systems SHOULD attempt to preserve any layering semantics across the boundaries between the two mail systems involved. Gateway-translation approaches that attempt to take shortcuts by mapping, (such as envelope information from one system to the message headers or body of another) have generally proven to be inadequate in important ways. Systems translating between environments that do not support both envelopes and headers and Internet mail must be written with the understanding that some information loss is almost inevitable.

F. Deprecated Features of RFC 821

A few features of RFC 821 have proven to be problematic and SHOULD NOT be used in Internet mail.

F.1 TURN

This command, described in RFC 821, raises important security issues since, in the absence of strong authentication of the host requesting that the client and server switch roles, it can easily be used to divert mail from its correct destination. Its use is deprecated; SMTP systems SHOULD NOT use it unless the server can authenticate the client.

F.2

Source Routing

RFC 821 utilized the concept of explicit source routing to get mail from one host to another via a series of relays. The requirement to utilize source routes in regular mail traffic was eliminated by the introduction of the domain name system "MX" record and the last significant justification for them was eliminated by the introduction, in RFC 1123, of a clear requirement that addresses following an "@" must all be fully-qualified domain names. Consequently, the only remaining justifications for the use of source

routes are support for very old SMTP clients or MUAs and in mail system debugging. They can, however, still be useful in the latter circumstance and for routing mail around serious, but temporary, problems such as problems with the relevant DNS records.

SMTP servers **MUST** continue to accept source route syntax as specified in the main body of this document and in RFC 1123. They **MAY**, if necessary, ignore the routes and utilize only the target domain in the address. If they do utilize the source route, the message **MUST** be sent to the first domain shown in the address. In particular, a server **MUST NOT** guess at shortcuts within the source route.

Clients **SHOULD NOT** utilize explicit source routing except under unusual circumstances, such as debugging or potentially relaying around firewall or mail system configuration errors.

F.3 HELO

As discussed in sections 3.1 and 4.1.1, EHLO is strongly preferred to HELO when the server will accept the former. Servers must continue to accept and process HELO in order to support older clients.

F.4 #-literals

RFC 821 provided for specifying an Internet address as a decimal integer host number prefixed by a pound sign, "#". In practice, that form has been obsolete since the introduction of TCP/IP. It is deprecated and **MUST NOT** be used.

F.5 Dates and Years

When dates are inserted into messages by SMTP clients or servers (e.g., in trace fields), four-digit years **MUST BE** used. Two-digit years are deprecated; three-digit years were never permitted in the Internet mail system.

F.6 Sending versus Mailing

In addition to specifying a mechanism for delivering messages to user's mailboxes, RFC 821 provided additional, optional, commands to deliver messages directly to the user's terminal screen. These commands (SEND, SAML, SOML) were rarely implemented, and changes in workstation technology and the introduction of other protocols may have rendered them obsolete even where they are implemented.

Clients **SHOULD NOT** provide SEND, SAML, or SOML as services. Servers

MAY implement them. If they are implemented by servers, the implementation model specified in RFC 821 MUST be used and the command names MUST be published in the response to the EHLO command.

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Acknowledgement

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Found in path(s):

* /mikel-mail-2-3-1-0-g2cc19d5-tar-gz/mikel-mail-2cc19d5/reference/rfc2821 Simple Mail Transfer Protocol.txt
No license file was found, but licenses were detected in source scan.

Network Working Group
Request for Comments: 2111
Category: Standards Track

E. Levinson
XIron, Inc.
March 1997

Status of this Memo

This document specifies an Internet standards track protocol for the Internet community, and requests discussion and suggestions for improvements. Please refer to the current edition of the "Internet Official Protocol Standards" (STD 1) for the standardization state and status of this protocol. Distribution of this memo is unlimited.

Abstract

The Uniform Resource Locator (URL) schemes, "cid:" and "mid:" allow references to messages and the body parts of messages. For example, within a single multipart message, one HTML body part might include embedded references to other parts of the same message.

1. Introduction

The use of [MIME] within email to convey Web pages and their associated images requires a URL scheme to permit the HTML to refer to the images or other data included in the message. The Content-ID Uniform Resource Locator, "cid:", serves that purpose.

Similarly Net News readers use Message-IDs to link related messages together. The Message-ID URL provides a scheme, "mid:", to refer to such messages as a "resource".

The "mid" (Message-ID) and "cid" (Content-ID) URL schemes provide identifiers for messages and their body parts. The "mid" scheme uses (a part of) the message-id of an email message to refer to a specific message. The "cid" scheme refers to a specific body part of a message; its use is generally limited to references to other body parts in the same message as the referring body part. The "mid" scheme may also refer to a specific body part within a designated message, by including the content-ID's address.

A note on terminology. The terms "body part" and "MIME entity" are used interchangeably. They refer to the headers and body of a MIME message, either the message itself or one of the body parts contained in a Multipart message.

2. The MID and CID URL Schemes

RFC1738 [URL] reserves the "mid" and "cid" schemes for Message-ID and Content-ID respectively. This memorandum defines the syntax for those URLs. Because they use the same syntactic elements they are presented together.

The URLs take the form

content-id = url-addr-spec

message-id = url-addr-spec

url-addr-spec = addr-spec ; URL encoding of RFC 822 addr-spec

cid-url = "cid" ":" content-id

mid-url = "mid" ":" message-id ["/" content-id]

Note: in Internet mail messages,
the addr-spec in a Content-ID

[MIME] or Message-ID [822] header are enclosed in angle brackets (<>). Since addr-spec in a Message-ID or Content-ID might contain characters not allowed within a URL; any such character (including "/", which is reserved within the "mid" scheme) must be hex-encoded using the %hh escape mechanism in [URL].

A "mid" URL with only a "message-id" refers to an entire message. With the appended "content-id", it refers to a body part within a message, as does a "cid" URL. The Content-ID of a MIME body part is required to be globally unique. However, in many systems that store messages, body parts are not indexed independently their context (message). The "mid" URL long form was designed to supply the context needed to support interoperability with such systems.

A implementation conforming to this specification is required to support the "mid" URL long form (message-id/content-id). Conforming implementations can choose to, but are not required to, take advantage of the content-id's uniqueness and interpret a "cid" URL to refer to any body part within the message store.

In limited circumstances (e.g., within multipart/alternate), a single

message may contain several body parts that have the same Content-ID. That occurs, for example, when identical data can be accessed through different methods [MIME, sect. 7.2.3]. In those cases, conforming implementations are required to use the rules of the containing MIME entity (e.g., multi-part/alternate) to select the body part to which the Content-ID refers.

Levinson Standards Track [Page 2]

RFC 2111 CID and MID URLs March 1997

A "cid" URL is converted to the corresponding Content-ID message header [MIME] by removing the "cid:" prefix, converting %hh hex-escaped characters to their ASCII equivalents and enclosing the remaining parts with an angle bracket pair, "<" and ">". For example, "mid:foo4%25foo1@bar.net" corresponds to

Message-ID: <foo4%foo1@bar.net>

A "mid" URL is converted to a Message-ID or Message-ID/Content-ID pair in a similar fashion.

Both message-id and content-id are required to be globally unique. That is, no two different messages will ever have the same Message-ID addr-spec; no different body parts will ever have the same Content-ID addr-spec. A common technique used by many message systems is to use a time and date stamp along with the local host's domain name, e.g., 950124.162336@XIson.com.

Some Examples

The following message contains an HTML body part that refers to an image contained in another body part. Both body parts are contained in a Multipart/Related MIME entity. The HTML IMG tag contains a cidurl which points to the image.

From: foo1@bar.net
To: foo2@bar.net
Subject: A simple example
Mime-Version:
1.0
Content-Type: multipart/related; boundary="boundary-example-1";
type=Text/HTML

--boundary-example 1

Content-Type: Text/HTML; charset=US-ASCII

... text of the HTML document, which might contain a hyperlink to the other body part, for example through a statement such as:

--boundary-example-1

Content-ID: foo4*foo1@bar.net

Content-Type: IMAGE/GIF

Content-Transfer-Encoding: BASE64

Levinson

Standards Track

[Page 3]

RFC 2111

CID and MID URLs

March 1997

R0lGODlhGAGgAPEAAP/////ZRaCgoAAAACH+PUNvcHlyaWdodCAoQykgMTk5
NSBJRVRLiBVbmF1dGhvcml6ZWQgZHVwbGljYXRpb24gcHJvaGliaXRlZC4A
etc...

--boundary-example-1--

The following message points to another message (hopefully still in the recipient's message store).

From: bar@none.com

To: phooey@all.com

Subject: Here's how to do it

Content-type: text/html; charset=usascii

... The items in my

previous message, shows how the approach you propose can be used to accomplish ...

3. Security Considerations

The URLs defined here provide an addressing or referencing mechanism.

The values of these URLs disclose no more about the originators environment than the corresponding Message-ID and Content-ID values.

Where concern exists about such disclosures the originator of a message using mid and cid URLs must take precautions to insure that confidential information is not disclosed. Those precautions should already be in place to handle existing mail use of the Message-ID and Content-ID.

4. References

[822] Crocker, D., "Standard for the Format of ARPA Internet Text Messages," August 1982, University of Delaware, STD 11, RFC 822.

[MIME] N.

Borenstein, N. Freed, "MIME (Multipurpose Internet Mail Extensions) Part One: Mechanisms for Specifying and Describing the Format of Internet Message Bodies," September 1993, RFC 1521.

[URL] Berners-Lee, T., Masinter, L., and McCahill, M., "Uniform Resource Locators (URL)," December 1994.

[MULREL] E. Levinson, "The MIME Multipart/Related Content-type," December 1995, RFC 1874.

Levinson	Standards Track	[Page 4]
RFC 2111	CID and MID URLs	March 1997

5. Acknowledgments

The original concept of "mid" and "cid" URLs were part of the Tim Berners-Lee's original vision of the World Wide Web. The ideas and design have benefited greatly by discussions with Harald Alvestrand, Dan Connolly, Roy Fielding, Larry Masinter, Jacob Palme, and others in the MHTML working group.

6. Author's Address

Edward Levinson
47 Clive Street
Metuchen,
NJ 08840-1060
USA

+1 908 549 3716
<XIson@cnj.digex.net>

Levinson Standards Track [Page 5]

Found in path(s):

* /mikel-mail-2-3-1-0-g2cc19d5-tar-gz/mikel-mail-2cc19d5/reference/rfc2111 Content-ID and Message-ID
URLs.txt

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

= Mail

== Introduction

Mail is an internet library for Ruby that is designed to handle emails generation, parsing and sending in a simple, rubyesque manner.

The purpose of this library is to provide a single point of access to handle all email functions, including sending and receiving emails. All network type actions are done through proxy methods to Net::SMTP, Net::POP3 etc.

Built from my experience with TMail, it is designed to be a pure ruby implementation that makes generating, sending and parsing emails a no brainer.

It is also designed from the ground up to work with Ruby 1.9. This is because Ruby 1.9 handles text encodings much more magically than Ruby 1.8.x and so these features have been taken full advantage of in this library allowing Mail to handle a lot more messages more cleanly than TMail. Mail does run on Ruby 1.8.x... it's just not as fun to code.

Finally, Mail has been designed with a very simple object oriented system that really opens up the email messages you are parsing, if you know what you are doing, you can fiddle with every last bit of your email directly.

== Compatibility

Mail is tested and works on the following platforms:

- * jruby-1.5.2 [x86_64-java]
- * ree-1.8.7-2010.02 [x86_64]
- * ruby-1.8.6-p399 [x86_64]
- * ruby-1.8.7-p302 [x86_64]
- * ruby-1.9.2-p0 [x86_64]

== Discussion

If you want to discuss mail with like minded individuals, please subscribe to the Google Group <http://groups.google.com/group/mail-ruby>

== Current Capabilities of Mail

- * RFC2822 Support, Reading and Writing
- * RFC2045-2049 Support for multipart emails
- * Support for creating multipart alternate emails
- * Support for reading multipart/report emails & getting details from such
- * Support for multibyte emails - needs quite a lot of work and testing
- * Wrappers for File, Net/POP3, Net/SMTP
- * Auto encoding of non US-ASCII header fields
- * Auto encoding of non US-ASCII bodies

Mail is RFC2822

compliant now, that is, it can parse and generate valid US-ASCII emails. There are a few obsoleted syntax emails that it will have problems with, but it also is quite robust, meaning, if it finds something it doesn't understand it will not crash, instead, it will skip the problem and keep parsing. In the case of a header it doesn't understand, it will initialise the header as an optional unstructured field and continue parsing.

This means Mail won't (ever) crunch your data (I think).

You can also create MIME emails. There are helper methods for making a multipart/alternate email for text/plain and text/html (the most common pair) and you can manually create any other type of MIME email.

== Roadmap

Next TODO:

- * Improve MIME support for character sets in headers, currently works, mostly, needs refinement.

== Testing Policy

Basically... we do BDD on Mail. No method gets written in Mail without a corresponding or covering spec. We expect as a minimum 100% coverage measured

by RCov. While this is not perfect by any measure, it is pretty good. Additionally, all functional tests from TMail are to be passing before the gem gets released.

It also means you can be sure Mail will behave correctly.

== API Policy

No API removals within a single point release. All removals to be depreciated with warnings for at least one MINOR point release before removal.

Also, all private or protected methods to be declared as such - though this is still I/P.

== Installation

Installation is fairly simple, I host mail on rubygems, so you can just do:

```
# gem install mail
```

== Encodings

If you didn't know, handling encodings in Emails is not as straight forward as you

would hope.

I have tried to simplify it some:

1. All objects that can render into an email, have an `:encoded` method. Encoded will return the object as a complete string ready to send in the mail system, that is, it will include the header field and value and CRLF at the end and wrapped as needed.
2.
All objects that can render into an email, have a `:decoded` method. Decoded will return the object's "value" only as a string. This means it will not include the header fields (like 'To:' or 'Subject:').
3. By default, calling `:to_s` on a container object will call it's encoded method, while `:to_s` on a field object will call it's decoded method. So calling `:to_s` on a Mail object will return the mail, all encoded ready to send, while calling `:to_s` on the From field or the body will return the decoded value of the object. The header object of Mail is considered a container. If you are in doubt, call `:encoded`, or `:decoded` explicitly, this is safer if you are not sure.
4. Structured fields that have parameter values that can be encoded (e.g. Content-Type) will provide decoded parameter values when you call the parameter names as methods against the object.
5. Structured fields that have parameter values that can be encoded (e.g. Content-Type) will provide encoded parameter values when you call the parameter names through the `object.parameters['<parameter_name>']` method call.

== Contributing

Please do! Contributing is easy in Mail:

1. Check the Reference RFCs, they are in the References directory, so no excuses.
2. Open a ticket on github, maybe someone else has the problem too
3. Make a fork of my github repository
4. Make a spec driven change to the code base
5. Make sure it works and all specs pass, on Ruby versions 1.8.6, 1.8.7 and 1.9
6. Update the README if needed to reflect your change / addition
7. With all specs passing push your changes back to your fork
8. Send me a pull request

== Usage

All major mail functions should be able to happen from the `Mail::module`.

So, you should be able to just "require 'mail'" to get started.

=== Making an email

require 'mail'

```
mail = Mail.new do
  from 'mikel@test.lindsaar.net'
  to 'you@test.lindsaar.net'
  subject 'This is a test email'
  body File.read('body.txt')
end
```

mail.to_s #=> "From: mikel@test.lindsaar.net\r\nTo: you@..."

=== Making an email, have it your way:

require 'mail'

```
mail = Mail.new do
  body File.read('body.txt')
end
```

```
mail['from'] = 'mikel@test.lindsaar.net'
mail[:to] = 'you@test.lindsaar.net'
mail.subject = 'This is a test email'
```

mail.to_s #=> "From: mikel@test.lindsaar.net\r\nTo: you@..."

=== Don't Worry About Message IDs:

require 'mail'

```
mail = Mail.new do
  to 'you@test.lindsaar.net'
  body 'Some simple body'
end
```

mail.to_s =~ /Message-ID: <[d\w_]+@.+mail/ #=> 27

Mail will automatically add a Message-ID field if it is missing and give it a unique, random Message-ID along the lines of:

<4a7ff76d7016_13a81ab802e1@local.fqdn.mail>

=== Or do worry about Message-IDs:

require 'mail'

```
mail = Mail.new do
  to 'you@test.lindsaar.net'
```



```
message_id '<ThisIsMyMessageId@some.domain.com>'
  body 'Some simple body'
end
```

```
mail.to_s =~ /Message-ID: <ThisIsMyMessageId@some.domain.com>/
#=> 27
```

Mail will take the message_id you assign to it trusting that you know what you are doing.

=== Sending an email:

Mail defaults to sending via SMTP to local host port 25. If you have a sendmail or postfix daemon running on on this port, sending email is as easy as:

```
Mail.deliver do
  from 'me@test.lindsaar.net'
  to 'you@test.lindsaar.net'
  subject 'Here is the image you wanted'
  body File.read('body.txt')
  add_file '/full/path/to/somefile.png'
end
```

or

```
mail = Mail.new do
  from 'me@test.lindsaar.net'
  to 'you@test.lindsaar.net'
  subject 'Here is the image you wanted'
  body File.read('body.txt')
  add_file { :filename => 'somefile.png', :content => File.read('/somefile.png') }
end
```

mail.deliver!

Sending via sendmail can be done like so:

```
mail = Mail.new do
  from 'me@test.lindsaar.net'
  to 'you@test.lindsaar.net'
  subject 'Here is the image you wanted'
  body File.read('body.txt')
  add_file { :filename
=> 'somefile.png', :content => File.read('/somefile.png') }
end
```

```
mail.delivery_method :sendmail
```

mail.deliver

{Learn more about SMTP Delivery}[link:classes/Mail/SMTP.html]

{Learn more about File Delivery}[link:classes/Mail/FileDelivery.html]

{Learn more about Sendmail Delivery}[link:classes/Mail/Sendmail.html]

{Learn more about Test Email Delivery}[link:classes/Mail/TestMailer.html]

=== Getting emails from a pop server:

The most recent email:

Mail.defaults do

```
  retriever_method :pop3, { :address      => "pop.gmail.com",
                           :port         => 995,
                           :user_name    => '<username>',
                           :password     => '<password>',
                           :enable_ssl   => true }
```

end

Mail.all #=> Returns an array of all emails

Mail.first #=> Returns the first unread email

Mail.last #=> Returns the first unread email

The first 10 emails sorted by date in ascending
order:

require 'mail'

Mail.defaults do

```
  retriever_method :pop3, { :address      => "pop.gmail.com",
                           :port         => 995,
                           :user_name    => '<username>',
                           :password     => '<password>',
                           :enable_ssl   => true }
```

end

emails = Mail.find(:what => :first, :count => 10, :order => :asc)

emails.length #=> 10

Or even all emails:

Mail.defaults do

```
  retriever_method :pop3, { :address      => "pop.gmail.com",
                           :port         => 995,
```

```

        :user_name      => '<username>',
        :password       => '<password>',
        :enable_ssl     => true }
end

emails = Mail.all

emails.length #=> LOTS!

{Learn more about POP3}[link:classes/Mail/POP3.html]

{Learn more about IMAP}[link:classes/Mail/IMAP.html]

=== Reading an
Email

require 'mail'

mail = Mail.read('/path/to/message.eml')

mail.envelope.from #=> 'mikel@test.lindsaar.net'
mail.from.addresses #=> ['mikel@test.lindsaar.net', 'ada@test.lindsaar.net']
mail.sender.address #=> 'mikel@test.lindsaar.net'
mail.to             #=> 'bob@test.lindsaar.net'
mail.cc             #=> 'sam@test.lindsaar.net'
mail.subject        #=> "This is the subject"
mail.date.to_s      #=> '21 Nov 1997 09:55:06 -0600'
mail.message_id     #=> '<4D6AA7EB.6490534@xxx.xxx>'
mail.body.decoded   #=> 'This is the body of the email...'

```

Many more methods available.

=== Reading a Multipart Email

```

require 'mail'

mail = Mail.read('multipart_email')

mail.multipart?      #=> true
mail.parts.length    #=> 2
mail.preamble        #=> "Text before the first part"
mail.epilogue        #=> "Text after the last part"
mail.parts.map { |p| p.content_type } #=> ['text/plain', 'application/pdf']
mail.parts.map { |p| p.class }        #=> [Mail::Message,
Mail::Message]
mail.parts[0].content_type_parameters #=> {'charset' => 'ISO-8859-1'}
mail.parts[1].content_type_parameters #=> {'name' => 'my.pdf'}

```

Mail generates a tree of parts. Each message has many or no parts. Each part is another message which can have many or no parts.

A message will only have parts if it is a multipart/mixed or related/mixed content type and has a boundary defined.

=== Writing and sending a multipart/alternative (html and text) email

Mail makes some basic assumptions and makes doing the common thing as simple as possible.... (asking a lot from a mail library)

require 'mail'

```
mail = Mail.deliver do
  to 'nicolas@test.lindsaar.net.au'
  from 'Mikel Lindsaar <mikel@test.lindsaar.net.au>'
  subject 'First multipart email sent with Mail'
  text_part do
    body 'This is plain text'
  end
  html_part do
    content_type 'text/html; charset=UTF-8'
    body '<h1>This is HTML</h1>'
  end
end
```

Mail then delivers the email at the end of the block and returns the resulting Mail::Message object, which you can then inspect if you so desire...

```
puts mail.to_s #=>
```

```
To: nicolas@test.lindsaar.net.au
From: Mikel Lindsaar <mikel@test.lindsaar.net.au>
Subject: First multipart email sent with Mail
Content-Type: multipart/alternative;
  boundary=---=_mimepart_4a914f0c911be_6f0f1ab8026659
Message-ID: <4a914f12ac7e_6f0f1ab80267d1@baci.local.mail>
Date: Mon, 24 Aug 2009 00:15:46 +1000
Mime-Version: 1.0
Content-Transfer-Encoding: 7bit
```

```
-----_mimepart_4a914f0c911be_6f0f1ab8026659
Content-ID: <4a914f12c8c4_6f0f1ab80268d6@baci.local.mail>
Date: Mon, 24 Aug 2009 00:15:46 +1000
Mime-Version: 1.0
```

Content-Type: text/plain
Content-Transfer-Encoding: 7bit

This is plain text
-----=_mimepart_4a914f0c911be_6f0f1ab8026659
Content-Type: text/html; charset=UTF-8
Content-ID: <4a914f12cf86_6f0f1ab802692c@baci.local.mail>
Date: Mon, 24 Aug 2009 00:15:46 +1000
Mime-Version: 1.0
Content-Transfer-Encoding: 7bit

<h1>This is HTML</h1>
-----=_mimepart_4a914f0c911be_6f0f1ab8026659--

Mail inserts the content transfer encoding, the mime version,
the content-id's and handles the content-type and boundary.

Mail assumes that if your text in the body is only us-ascii, that your
transfer encoding is 7bit and it is text/plain. You can override this
by explicitly declaring it.

=== Making Multipart/Alternate, without a block

You don't have to use a block with the text and html part included, you
can just do it declaratively. However, you need to add Mail::Parts to
an email, not Mail::Messages.

require 'mail'

```
mail = Mail.new do
  to 'nicolas@test.lindsaar.net.au'
  from 'Mikel Lindsaar <mikel@test.lindsaar.net.au>'
  subject 'First multipart email sent with Mail'
end
```

```
text_part = Mail::Part.new do
  body 'This is plain text'
end
```

```
html_part = Mail::Part.new do
  content_type 'text/html; charset=UTF-8'
  body '<h1>This is HTML</h1>'
end
```

```
mail.text_part = text_part
mail.html_part = html_part
```

Results in the

same email as done using the block form

=== Getting error reports from an email:

require 'mail'

```
@mail = Mail.read('/path/to/bounce_message.eml')
```

```
@mail.bounced?      #=> true
```

```
@mail.final_recipient #=> rfc822;mikel@dont.exist.com
```

```
@mail.action         #=> failed
```

```
@mail.error_status   #=> 5.5.0
```

```
@mail.diagnostic_code #=> smtp;550 Requested action not taken: mailbox unavailable
```

```
@mail.retryable?     #=> false
```

=== Attaching and Detaching Files

require 'mail'

You can just read the file off an absolute path, Mail will try to guess the mime_type and will encode the file in Base64 for you.

```
@mail = Mail.new
```

```
@mail.add_file("/path/to/file.jpg")
```

```
@mail.parts.first.attachment? #=> true
```

```
@mail.parts.first.content_transfer_encoding.to_s #=> 'base64'
```

```
@mail.attachments.first.mime_type #=> 'image/jpeg'
```

```
@mail.attachments.first.filename #=> 'file.jpg'
```

```
@mail.attachments.first.decoded == File.read('/path/to/file.jpg') #=> true
```

Or You can pass in file_data and give it a filename, again, mail will try and guess the mime_type for you.

```
@mail = Mail.new
```

```
@mail.attachments['myfile.pdf'] = File.read('path/to/myfile.pdf')
```

```
@mail.parts.first.attachment? #=> true
```

```
@mail.attachments.first.mime_type #=> 'application/pdf'
```

```
@mail.attachments.first.decoded == File.read('path/to/myfile.pdf') #=> true
```

You can also override the guessed MIME media type if you really know better than mail (this should be rarely needed)

```
@mail = Mail.new
```

```
file_data = File.read('path/to/myfile.pdf')
```

```
@mail.attachments['myfile.pdf'] = { :mime_type => 'application/x-pdf',  
                                     :content => File.read('path/to/myfile.pdf') }
```

```
@mail.parts.first.mime_type #=> 'application/x-pdf'
```

Of course... Mail will round trip an attachment as well

```
@mail = Mail.new do
  to 'nicolas@test.lindsaar.net.au'
  from 'Mikel Lindsaar <mikel@test.lindsaar.net.au>'
  subject 'First multipart email sent with Mail'
  text_part do
    body 'Here is the attachment
you wanted'
  end
  html_part do
    content_type 'text/html; charset=UTF-8'
    body '<h1>Funky Title</h1><p>Here is the attachment you wanted</p>'
  end
  add_file '/path/to/myfile.pdf'
end
```

```
@round_tripped_mail = Mail.new(@mail.encoded)
```

```
@round_tripped_mail.attachments.length ==> 1
@round_tripped_mail.attachments.first.filename ==> 'myfile.pdf'
```

== Using Mail with Testing or Spec'ing Libraries

If mail is part of your system, you'll need a way to test it without actually sending emails, the TestMailer can do this for you.

```
require 'mail'
=> true
Mail.defaults do
  delivery_method :test
end
=> #<Mail::Configuration:0x19345a8 @delivery_method=Mail::TestMailer>
Mail::TestMailer.deliveries
=> []
Mail.deliver do
  to 'mikel@me.com'
  from 'you@you.com'
  subject 'testing'
  body 'hello'
end
=> #<Mail::Message:0x19284ec ...
Mail::TestMailer.deliveries.length
=> 1
Mail::TestMailer.deliveries.first
=> #<Mail::Message:0x19284ec ...
```

Mail::TestMailer.deliveries.clear

=> []

== Excerpts from TREC Spam Corpus 2005

The spec fixture files in spec/fixtures/emails/from_trec_2005 are from the 2005 TREC Public Spam Corpus. They remain copyrighted under the terms of that project and license agreement. They are used in this project to verify and describe the development of this email parser implementation.

<http://plg.uwaterloo.ca/~gvcormac/treccorpus/>

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-- <http://plg.uwaterloo.ca/~gvcormac/treccorpus/>

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Found in path(s):

* /mikel-mail-2-3-1-0-g2cc19d5-tar-gz/mikel-mail-2cc19d5/README.rdoc

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

Network Working Group	N. Freed
Request for Comments: 2048	Innosoft
BCP: 13	J. Klensin
Obsoletes: 1521, 1522, 1590	MCI
Category: Best Current Practice	J. Postel
	ISI
	November 1996

Multipurpose Internet Mail Extensions
(MIME) Part Four:
Registration Procedures

Status of this Memo

This document specifies an Internet Best Current Practices for the Internet Community, and requests discussion and suggestions for improvements. Distribution of this memo is unlimited.

Abstract

STD 11, RFC 822, defines a message representation protocol specifying considerable detail about US-ASCII message headers, and leaves the message content, or message body, as flat US-ASCII text. This set of documents, collectively called the Multipurpose Internet Mail Extensions, or MIME, redefines the format of messages to allow for

- (1) textual message bodies in character sets other than US-ASCII,
- (2) an extensible set of different formats for non-textual message bodies,
- (3) multi-part message bodies, and
- (4) textual header information in character sets other than US-ASCII.

These documents are based on earlier work documented in RFC 934, STD 11, and RFC 1049, but extends and revises them. Because RFC 822 said so little about message bodies, these documents are largely orthogonal to (rather than a revision of) RFC 822.

RFC 2048 MIME Registration
Procedures November 1996

This fourth document, RFC 2048, specifies various IANA registration procedures for the following MIME facilities:

- (1) media types,
- (2) external body access types,
- (3) content-transfer-encodings.

Registration of character sets for use in MIME is covered elsewhere and is no longer addressed by this document.

These documents are revisions of RFCs 1521 and 1522, which themselves were revisions of RFCs 1341 and 1342. An appendix in RFC 2049 describes differences and changes from previous versions.

Table of Contents

1. Introduction 3

2. Media Type Registration 4

2.1 Registration Trees and Subtype Names 4

2.1.1 IETF Tree 4

2.1.2 Vendor Tree 4

2.1.3 Personal or Vanity Tree 5

2.1.4

Special `x.' Tree 5

2.1.5 Additional Registration Trees 6

2.2 Registration Requirements 6

2.2.1 Functionality Requirement 6

2.2.2 Naming Requirements 6

2.2.3 Parameter Requirements 7

2.2.4 Canonicalization and Format Requirements 7

2.2.5 Interchange Recommendations 8

2.2.6 Security Requirements 8

2.2.7 Usage and Implementation Non-requirements 9

2.2.8 Publication Requirements	10
2.2.9 Additional Information	10
2.3 Registration Procedure	11
2.3.1 Present the Media Type to the Community for Review	11
2.3.2 IESG Approval	12
2.3.3 IANA Registration	12
2.4 Comments on Media Type Registrations	12
2.5 Location of Registered Media Type List	12
2.6 IANA Procedures for Registering Media Types	12
2.7 Change Control	13
2.8 Registration Template	14
3. External Body Access Types	14
3.1 Registration Requirements	15
3.1.1 Naming Requirements	15

Freed, et. al. Best Current Practice [Page 2]

RFC 2048 MIME Registration Procedures November 1996

3.1.2 Mechanism Specification Requirements	15
3.1.3 Publication Requirements	15
3.1.4 Security Requirements	15
3.2 Registration Procedure	15
3.2.1	
Present the Access Type to the Community	16
3.2.2 Access Type Reviewer	16
3.2.3 IANA Registration	16
3.3 Location of Registered Access Type List	16
3.4 IANA Procedures for Registering Access Types	16
4. Transfer Encodings	17
4.1 Transfer Encoding Requirements	17
4.1.1 Naming Requirements	17
4.1.2 Algorithm Specification Requirements	18
4.1.3 Input Domain Requirements	18
4.1.4 Output Range Requirements	18
4.1.5 Data Integrity and Generality Requirements	18
4.1.6 New Functionality Requirements	18
4.2 Transfer Encoding Definition Procedure	19
4.3 IANA Procedures for Transfer Encoding Registration...	19
4.4 Location	
of Registered Transfer Encodings List	19
5. Authors' Addresses	20
A. Grandfathered Media Types	21

1. Introduction

Recent Internet protocols have been carefully designed to be easily extensible in certain areas. In particular, MIME [RFC 2045] is an open-ended framework and can accommodate additional object types, character sets, and access methods without any changes to the basic protocol. A registration process is needed, however, to ensure that the set of such values is developed in an orderly, well-specified, and public manner.

This document defines registration procedures which use the Internet Assigned Numbers Authority (IANA) as a central registry for such values.

Historical Note: The registration process for media types was initially defined in the context of the asynchronous Internet mail environment. In this mail environment there is a need to limit the number of possible media types to increase the likelihood of interoperability when the capabilities of the remote mail system are not known. As media types are used in new environments, where the proliferation of media types is not a hindrance to interoperability, the original procedure was excessively restrictive and had to be generalized.

Freed, et. al. Best Current Practice [Page 3]

RFC 2048 MIME Registration Procedures November 1996

2. Media Type Registration

Registration of a new media type or types starts with the construction of a registration proposal. Registration may occur in several different registration trees, which have different requirements as discussed below. In general, the new registration proposal is circulated and reviewed in a fashion appropriate to the tree involved. The media type is then registered if the proposal is acceptable. The following sections describe the requirements and procedures used for each of the different registration trees.

2.1. Registration Trees and Subtype Names

In order to increase the efficiency and flexibility of the registration process, different structures of subtype names may be registered to accomodate the different natural requirements for, e.g., a subtype that will be recommended for wide support and implementation by the Internet Community or a subtype that is used to move files associated with proprietary software. The following subsections define registration "trees", distinguished by the use of faceted names (e.g., names of the form "tree.subtree...type"). Note that some media types defined prior to this document do not conform to the naming conventions described below. See Appendix A for a discussion of them.

2.1.1. IETF Tree

The IETF tree is intended for types of general interest to the Internet Community. Registration in the IETF tree requires approval by the IESG and publication of the media type registration as some form of RFC.

Media types in the IETF tree are normally denoted by names that are not explicitly faceted, i.e., do not contain period (".", full stop) characters.

The "owner" of a media type registration in the IETF tree is assumed to be the IETF itself. Modification or alteration of the specification requires the same level of processing (e.g. standards track) required for the initial registration.

2.1.2. Vendor Tree

The vendor tree is used for media types associated with commercially available products. "Vendor" or "producer" are construed as equivalent and very broadly in this context.

Freed, et. al. Best Current Practice [Page 4]

RFC 2048 MIME Registration Procedures November 1996

A registration may be placed in the vendor tree by anyone who has need to interchange files associated with the particular product.

However, the registration formally belongs to the vendor or organization producing the software or file format. Changes to the specification will be made at their request, as discussed in

subsequent sections.

Registrations in the vendor tree will be distinguished by the leading facet "vnd.". That may be followed, at the discretion of the registration, by either a media type name from a well-known producer (e.g., "vnd.mudpie") or by an IANA-approved designation of the producer's name which is then followed by a media type or product designation (e.g., vnd.bigcompany.funnypictures).

While public exposure and review of media types to be registered in the vendor tree is not required, using the ietf-types list for review is strongly encouraged to improve the quality of those specifications. Registrations in the vendor tree may be submitted directly to the IANA.

2.1.3. Personal or Vanity Tree

Registrations for media types created experimentally or as part of products that are not distributed commercially may be registered in the personal or vanity tree. The registrations are distinguished by the leading facet "prs".

The owner of "personal" registrations and associated specifications is the person or entity making the registration, or one to whom responsibility has been transferred as described below.

While public exposure and review of media types to be registered in the personal tree is not required, using the ietf-types list for review is strongly encouraged to improve the quality of those specifications. Registrations in the personal tree may be submitted directly to the IANA.

2.1.4. Special 'x.' Tree

For convenience and symmetry with this registration scheme, media type names with "x." as the first facet may be used for the same purposes for which names starting in "x-" are normally used. These types are unregistered, experimental, and should be used only with the active agreement of the parties exchanging them.

However, with the simplified registration procedures described above for vendor and personal trees, it should rarely, if ever, be necessary to use unregistered experimental types, and as such use of both "x-" and "x." forms is discouraged.

2.1.5. Additional Registration Trees

From time to time and as required by the community, the IANA may, with the advice and consent of the IESG, create new top-level registration trees. It is explicitly assumed that these trees may be created for external registration and management by well-known permanent bodies, such as scientific societies for media types specific to the sciences they cover. In general, the quality of review of specifications for one of these additional registration trees is expected to be equivalent to that which IETF would give to registrations in its own tree. Establishment of these new trees will be announced through RFC publication approved by the IESG.

2.2. Registration Requirements

Media type registration proposals are all expected to conform to various requirements laid out in the following sections. Note that requirement specifics sometimes vary depending on the registration tree, again as detailed in the following sections.

2.2.1. Functionality Requirement

Media types must function as an actual media format: Registration of things that are better thought of as a transfer encoding, as a character set, or as a collection of separate entities of another type, is not allowed. For example, although applications exist to decode the base64 transfer encoding [RFC 2045], base64 cannot be registered as a media type.

This requirement applies regardless of the registration tree involved.

2.2.2. Naming Requirements

All registered media types must be assigned MIME type and subtype names. The combination of these names then serves to uniquely identify the media type and the format of the subtype name identifies

the registration tree.

The choice of top-level type name must take the nature of media type involved into account. For example, media normally used for representing still images should be a subtype of the image content type, whereas media capable of representing audio information belongs

Freed, et. al. Best Current Practice [Page 6]

RFC 2048 MIME Registration Procedures November 1996

under the audio content type. See RFC 2046 for additional information on the basic set of top-level types and their characteristics.

New subtypes of top-level types must conform to the restrictions of the top-level type, if any. For example, all subtypes of the multipart content type must use the same encapsulation syntax.

In some cases a new media type may not "fit" under any currently defined top-level content type. Such cases are expected to be quite rare. However, if such a case arises a new top-level type can be defined to accommodate it. Such a definition must be done via standards-track RFC; no other mechanism can be used to define additional top-level content types.

These requirements apply regardless of the registration tree involved.

2.2.3. Parameter Requirements

Media types may elect to use one or more MIME content type parameters, or some parameters may be automatically made available to the media type by virtue of being a subtype of a content type that defines a set of parameters applicable to any of its subtypes. In either case, the names, values, and meanings of any parameters must be fully specified when a media type is registered in the IETF tree, and should be specified as completely as possible when media types are registered in the vendor or personal trees.

New parameters must not be defined as a way to introduce new functionality in types registered in the IETF tree, although new parameters may be added to convey additional information that does not otherwise change existing functionality. An example of this

would be a "revision" parameter to indicate a revision level of an external specification such as JPEG. Similar behavior is encouraged for media types registered in the vendor or personal trees but is not required.

2.2.4. Canonicalization and Format Requirements

All registered media types must employ a single, canonical data format, regardless of registration tree.

A precise and openly available specification of the format of each media type is required for all types registered in the IETF tree and must at a minimum be referenced by, if it isn't actually included in, the media type registration proposal itself.

Freed, et. al. Best
Current Practice

[Page 7]

RFC 2048 MIME Registration Procedures November 1996

The specifications of format and processing particulars may or may not be publically available for media types registered in the vendor tree, and such registration proposals are explicitly permitted to include only a specification of which software and version produce or process such media types. References to or inclusion of format specifications in registration proposals is encouraged but not required.

Format specifications are still required for registration in the personal tree, but may be either published as RFCs or otherwise deposited with IANA. The deposited specifications will meet the same criteria as those required to register a well-known TCP port and, in particular, need not be made public.

Some media types involve the use of patented technology. The registration of media types involving patented technology is specifically permitted. However, the restrictions set forth in RFC 1602 on the use of patented technology in standards-track protocols must be respected when the specification of a media type is part of a standards-track protocol.

2.2.5. Interchange Recommendations

Media types should, whenever possible, interoperate across as many systems and applications as possible. However, some media types will inevitably have problems interoperating across different platforms. Problems with different versions, byte ordering, and specifics of gateway handling can and will arise.

Universal interoperability of media types is not required, but known interoperability issues should be identified whenever possible. Publication of a media type does not require an exhaustive review of interoperability, and the interoperability considerations section is subject to continuing evaluation.

These recommendations apply regardless of the registration tree involved.

2.2.6.

Security Requirements

An analysis of security issues is required for for all types registered in the IETF Tree. (This is in accordance with the basic requirements for all IETF protocols.) A similar analysis for media types registered in the vendor or personal trees is encouraged but not required. However, regardless of what security analysis has or has not been done, all descriptions of security issues must be as accurate as possible regardless of registration tree. In particular, a statement that there are "no security issues associated with this

Freed, et. al. Best Current Practice [Page 8]

RFC 2048 MIME Registration Procedures November 1996

type" must not be confused with "the security issues associates with this type have not been assessed".

There is absolutely no requirement that media types registered in any tree be secure or completely free from risks. Nevertheless, all known security risks must be identified in the registration of a media type, again regardless of registration tree.

The security considerations section of all registrations is subject to continuing evaluation and modification, and in particular may be extended by use of the "comments on media types" mechanism described in subsequent sections.

Some of the issues that should be looked at in a security analysis of

a media type are:

- (1) Complex media types may include provisions for directives that institute actions on a recipient's files or other resources. In many cases provision is made for originators to specify arbitrary actions in an unrestricted fashion which may then have devastating effects. See the registration of the application/postscript media type in RFC 2046 for an example of such directives and how to handle them.
- (2) Complex media types may include provisions for directives that institute actions which, while not directly harmful to the recipient, may result in disclosure of information that either facilitates a subsequent attack or else violates a recipient's privacy in some way. Again, the registration of the application/postscript media type illustrates how such directives can be handled.
- (3) A media type might be targeted for applications that require some sort of security assurance but not provide the necessary security mechanisms themselves. For example, a media type could be defined for storage of confidential medical information which in turn requires an external confidentiality service.

2.2.7. Usage and Implementation Non-requirements

In the asynchronous mail environment, where information on the capabilities of the remote mail agent is frequently not available to the sender, maximum interoperability is attained by restricting the number of media types used to those "common" formats expected to be widely implemented. This was asserted in the past as a reason to

Freed, et. al. Best Current Practice [Page 9]

RFC 2048 MIME Registration Procedures November 1996

limit the number of possible media types and resulted in a registration process with a significant hurdle and delay for those registering media types.

However, the need for "common" media types does not require limiting the registration of new media types. If a limited set of media types is recommended for a particular application, that should be asserted by a separate applicability statement specific for the application and/or environment.

As such, universal support and implementation of a media type is NOT a requirement for registration. If, however, a media type is explicitly intended for limited use, this should be noted in its registration.

2.2.8. Publication Requirements

Proposals for media types registered in the IETF tree must be published as RFCs. RFC publication of vendor and personal media type proposals is encouraged but not required. In all cases IANA will retain copies of all media type proposals and "publish" them as part of the media types registration tree itself.

Other than in the IETF tree, the registration of a data type does not imply endorsement, approval, or recommendation by IANA or IETF or even certification that the specification is adequate. To become Internet Standards, protocol, data objects, or whatever must go through the IETF standards process. This is too difficult and too lengthy a process for the convenient registration of media types.

The IETF tree exists for media types that do require a substantive review and approval process with the vendor and personal trees exist for those that do not. It is expected that applicability statements for particular applications will be published from time to time that recommend implementation of, and support for, media types that have proven particularly useful in those contexts.

As discussed above, registration of a top-level type requires standards-track processing and, hence, RFC publication.

2.2.9. Additional Information

Various sorts of optional information may be included in the specification of a media type if it is available:

- (1) Magic number(s) (length, octet values). Magic numbers are byte sequences that are always present and thus can be used to identify entities as being of a given media

type.

- (2) File extension(s) commonly used on one or more platforms to indicate that some file containing a given type of media.
- (3) Macintosh File Type code(s) (4 octets) used to label files containing a given type of media.

Such information is often quite useful to implementors and if available should be provided.

2.3. Registration Procedure

The following procedure has been implemented by the IANA for review and approval of new media types. This is not a formal standards process, but rather an administrative procedure intended to allow community comment and sanity checking without excessive time delay. For registration in the IETF tree, the normal IETF processes should be followed, treating posting of an internet-draft and announcement on the ietf-types list (as described in the next subsection) as a first step. For registrations in the vendor or personal tree, the initial review step described below may be omitted and the type registered directly by submitting the template and an explanation directly to IANA (at iana@iana.org). However, authors of vendor or personal media type specifications are encouraged to seek community review and comment whenever that is feasible.

2.3.1. Present the Media Type to the Community for Review

Send a proposed media type registration to the "ietf-types@iana.org" mailing list for a two week review period. This mailing list has been established for the purpose of reviewing proposed media and access types. Proposed media types are not formally registered and must not be used; the "x-" prefix specified in RFC 2045 can be used until registration is complete.

The intent of the public posting is to solicit comments and feedback on the choice of type/subtype name, the unambiguity of the references with respect to versions and external profiling information, and a review of any interoperability or security considerations. The submitter may submit a revised registration, or withdraw the

registration completely, at any time.

Freed, et. al.

Best Current Practice

[Page 11]

RFC 2048

MIME Registration Procedures

November 1996

2.3.2. IESG Approval

Media types registered in the IETF tree must be submitted to the IESG for approval.

2.3.3. IANA Registration

Provided that the media type meets the requirements for media types and has obtained approval that is necessary, the author may submit the registration request to the IANA, which will register the media type and make the media type registration available to the community.

2.4. Comments on Media Type Registrations

Comments on registered media types may be submitted by members of the community to IANA. These comments will be passed on to the "owner" of the media type if possible. Submitters of comments may request that their comment be attached to the media type registration itself, and if IANA approves of this the comment will be made accessible in conjunction with the type registration itself.

2.5.

Location of Registered Media Type List

Media type registrations will be posted in the anonymous FTP directory "ftp://ftp.isi.edu/in-notes/iana/assignments/media-types/" and all registered media types will be listed in the periodically issued "Assigned Numbers" RFC [currently STD 2, RFC 1700]. The media type description and other supporting material may also be published as an Informational RFC by sending it to "rfc-editor@isi.edu" (please follow the instructions to RFC authors [RFC-1543]).

2.6. IANA Procedures for Registering Media Types

The IANA will only register media types in the IETF tree in response to a communication from the IESG stating that a given registration has been approved. Vendor and personal types will be registered by the IANA automatically and without any formal review as long as the following minimal conditions are met:

- (1) Media types must function as an actual media format.
In particular, character sets and transfer encodings may not be registered as media types.
- (2) All media types must have properly formed type and subtype names. All type names must be defined by a standards-track RFC. All subtype names must be unique, must conform to the MIME grammar for such names, and must contain the proper tree prefix.

Freed, et. al.	Best Current Practice	[Page 12]
RFC 2048	MIME Registration Procedures	November 1996

- (3) Types registered in the personal tree must either provide a format specification or a pointer to one.
- (4) Any security considerations given must not be obviously bogus. (It is neither possible nor necessary for the IANA to conduct a comprehensive security review of media type registrations. Nevertheless, IANA has the authority to identify obviously incompetent material and exclude it.)

2.7. Change Control

Once a media type has been published by IANA, the author may request a change to its definition. The descriptions of the different registration trees above designate the "owners" of each type of registration. The change request follows the same procedure as the registration request:

- (1) Publish the revised template on the ietf-types list.
- (2) Leave at least two weeks for comments.

(3) Publish using IANA after formal review if required.

Changes should be requested only when there are serious omission or errors in the published specification. When review is required, a change request may be denied if it renders entities that were valid under the previous definition invalid under the new definition.

The owner of a content type may pass responsibility for the content type to another person or agency by informing IANA and the ietf-types list; this can be done without discussion or review.

The IESG may reassign responsibility for a media type. The most common case of this will be to enable changes to be made to types where the author of the registration has died, moved out of contact or is otherwise unable to make changes that are important to the community.

Media type registrations may not be deleted; media types which are no longer believed appropriate for use can be declared OBSOLETE by a change to their "intended use" field; such media types will be clearly marked in the lists published by IANA.

Freed, et. al. Best Current Practice [Page 13]

RFC 2048 MIME Registration Procedures November 1996

2.8. Registration Template

To: ietf-types@iana.org
Subject: Registration of MIME media type XXX/YYY

MIME media type name:

MIME subtype name:

Required parameters:

Optional parameters:

Encoding considerations:

Security considerations:

Interoperability considerations:

Published specification:

Applications which use this media type:

Additional information:

Magic number(s):

File extension(s):

Macintosh File Type Code(s):

Person & email address to contact for further information:

Intended usage:

(One of COMMON, LIMITED USE or OBSOLETE)

Author/Change controller:

(Any other information that the author deems interesting may be added below this line.)

3. External Body Access Types

RFC 2046 defines the message/external-body media type, whereby a MIME entity can act as pointer to the actual body data in lieu of including the data directly in the entity body. Each message/external-body reference specifies an access type, which determines the mechanism used to retrieve the actual body data. RFC 2046 defines an initial set of access types, but allows for the

Freed, et. al. Best Current Practice [Page 14]

RFC 2048 MIME
Registration Procedures November 1996

registration of additional access types to accommodate new retrieval mechanisms.

3.1. Registration Requirements

New access type specifications must conform to a number of requirements as described below.

3.1.1. Naming Requirements

Each access type must have a unique name. This name appears in the access-type parameter in the message/external-body content-type header field, and must conform to MIME content type parameter syntax.

3.1.2. Mechanism Specification Requirements

All of the protocols, transports, and procedures used by a given access type must be described, either in the specification of the access type itself or in some other publicly available specification, in sufficient detail for the access type to be implemented by any competent implementor. Use of secret and/or proprietary methods in access types are expressly prohibited. The restrictions imposed by RFC 1602 on the standardization of patented algorithms must be respected as well.

3.1.3. Publication Requirements

All access types must be described by an RFC. The RFC may be informational rather than standards-track, although standard-track review and approval are encouraged for all access types.

3.1.4. Security Requirements

Any known security issues that arise from the use of the access type must be completely and fully described. It is not required that the access type be secure or that it be free from risks, but that the known risks be identified. Publication of a new access type does not require an exhaustive security review, and the security considerations section is subject to continuing evaluation. Additional security considerations should be addressed by publishing revised versions of the access type specification.

3.2. Registration Procedure

Registration of a new access type starts with the construction of a draft of an RFC.

3.2.1. Present the Access Type to the Community

Send a proposed access type specification to the "ietf-types@iana.org" mailing list for a two week review period. This mailing list has been established for the purpose of reviewing proposed access and media types. Proposed access types are not formally registered and must not be used.

The intent of the public posting is to solicit comments and feedback on the access type specification and a review of any security considerations.

3.2.2. Access Type Reviewer

When the two week period has passed, the access type reviewer, who is appointed by the IETF Applications Area Director, either forwards the request to iana@isi.edu, or rejects it because of significant objections raised on the list.

Decisions made by the reviewer must be posted to the ietf-types mailing list within 14 days. Decisions made by the reviewer may be appealed to the IESG.

3.2.3. IANA Registration

Provided that the access type has either passed review or has been successfully appealed to the IESG, the IANA will register the access type and make the registration available to the community. The specification of the access type must also be published as an RFC. Informational RFCs are published by sending them to "rfc-editor@isi.edu" (please follow the instructions to RFC authors [RFC-1543]).

3.3. Location of Registered Access Type List

Access type registrations will be posted in the anonymous FTP directory "<ftp://ftp.isi.edu/in-notes/iana/assignments/access-types/>" and all registered access types will be listed in the periodically issued "Assigned Numbers" RFC [currently RFC-1700].

3.4. IANA Procedures for Registering Access Types

The identity of the access type reviewer is communicated to the IANA by the IESG. The IANA then only acts in response to access type definitions that either are approved by the access type reviewer and forwarded by the reviewer to the IANA for registration, or in response to a communication from the IESG that an access type definition appeal has overturned the access type reviewer's ruling.

Freed, et. al. Best Current Practice [Page 16]

RFC 2048 MIME Registration Procedures November 1996

4. Transfer Encodings

Transfer encodings are transformations applied to MIME media types after conversion to the media type's canonical form. Transfer encodings are used for several purposes:

- (1) Many transports, especially message transports, can only handle data consisting of relatively short lines of text. There can also be severe restrictions on what characters can be used in these lines of text -- some transports are restricted to a small subset of US-ASCII

and others cannot handle certain character sequences.

Transfer encodings are used to transform binary data into textual form that can survive such transports.

Examples of this sort of transfer encoding include the base64 and quoted-printable transfer encodings defined in RFC 2045.

- (2) Image, audio, video, and even application entities are sometimes quite large. Compression algorithms are often quite effective in reducing the size of large entities. Transfer encodings can be used to apply general-purpose non-lossy compression algorithms to MIME entities.

- (3) Transport encodings can be defined as a means of representing existing encoding formats in a MIME context.

IMPORTANT: The standardization of a large numbers of different transfer encodings is seen as a significant barrier to widespread interoperability and is expressly discouraged. Nevertheless, the

following procedure has been defined to provide a means of defining additional transfer encodings, should standardization actually be justified.

4.1. Transfer Encoding Requirements

Transfer encoding specifications must conform to a number of requirements as described below.

4.1.1. Naming Requirements

Each transfer encoding must have a unique name. This name appears in the Content-Transfer-Encoding header field and must conform to the syntax of that field.

Freed, et. al.	Best Current Practice	[Page 17]
RFC 2048	MIME Registration Procedures	November 1996

4.1.2. Algorithm Specification Requirements

All of the algorithms used in a transfer encoding (e.g. conversion to printable form, compression) must be described in their entirety in the transfer encoding specification. Use of secret and/or proprietary algorithms in standardized transfer encodings are expressly prohibited. The restrictions imposed by RFC 1602 on the standardization of patented algorithms must be respected as well.

4.1.3. Input Domain Requirements

All transfer encodings must be applicable to an arbitrary sequence of octets of any length. Dependence on particular input forms is not allowed.

It should be noted that the 7bit and 8bit encodings do not conform to this requirement. Aside from the undesireability of having specialized encodings, the intent here is to forbid the addition of additional encodings along the lines of 7bit and 8bit.

4.1.4. Output Range Requirements

There is no requirement that a particular transfer encoding produce a particular form of encoded output. However, the output format for each transfer encoding must be fully and completely documented. In particular, each specification must clearly state whether the output format always lies within the confines of 7bit data, 8bit data, or is simply pure binary data.

4.1.5. Data Integrity and Generality Requirements

All transfer encodings must be fully invertible on any platform; it must be possible for anyone to recover the original data by performing the corresponding decoding operation. Note that this requirement effectively excludes all forms of lossy compression as well as all forms of encryption from use as a transfer encoding.

4.1.6. New Functionality Requirements

All transfer encodings must provide some sort of new functionality. Some degree of functionality overlap with previously defined transfer encodings is acceptable, but any new transfer encoding must also offer something no other transfer encoding provides.

Freed, et. al. Best Current Practice [Page 18]

RFC 2048 MIME Registration Procedures November 1996

4.2. Transfer Encoding Definition Procedure

Definition of a new transfer encoding starts with the construction of a draft of a standards-track RFC.

The RFC must define the transfer encoding precisely and completely, and must also provide substantial justification for defining and standardizing a new transfer encoding.

This specification must then be presented to the IESG for consideration. The IESG can

- (1) reject the specification outright as being inappropriate for standardization,

- (2) approve the formation of an IETF working group to work on the specification in accordance with IETF procedures, or,
- (3) accept the specification as-is and put it directly on the standards track.

Transfer encoding specifications on the standards track follow normal IETF rules for standards track documents. A transfer encoding is considered to be defined and available for use once it is on the standards track.

4.3. IANA Procedures for Transfer Encoding Registration

There is no need for a special procedure for registering Transfer Encodings with the IANA.

All legitimate transfer encoding registrations must appear as a standards-track RFC, so it is the IESG's responsibility to notify the IANA when a new transfer encoding has been approved.

4.4. Location of Registered Transfer Encodings List

Transfer encoding registrations will be posted in the anonymous FTP directory "<ftp://ftp.isi.edu/in-notes/iana/assignments/transfer-encodings/>" and all registered transfer encodings will be listed in the periodically issued "Assigned Numbers" RFC [currently RFC-1700].

Freed, et. al. Best Current Practice [Page 19]

RFC 2048 MIME Registration Procedures November 1996

5. Authors' Addresses

For more information, the authors of this document are best

contacted via Internet mail:

Ned Freed
Innosoft International, Inc.
1050 East Garvey Avenue South
West Covina, CA 91790
USA

Phone: +1 818 919 3600
Fax: +1 818 919 3614
EMail: ned@innosoft.com

John Klensin
MCI
2100 Reston Parkway
Reston, VA 22091

Phone: +1 703 715-7361
Fax: +1 703 715-7436
EMail: klensin@mci.net

Jon Postel
USC/Information Sciences Institute
4676 Admiralty Way
Marina del Rey, CA 90292
USA

Phone: +1 310 822 1511
Fax: +1 310 823 6714
EMail: Postel@ISI.EDU

Appendix A -- Grandfathered Media Types

A number of media types, registered prior to 1996, would, if registered under the guidelines in this document, be placed into either the vendor or personal trees. Reregistration of those types to reflect the appropriate trees is encouraged, but not required. Ownership and change control principles outlined in this document apply to those types as if they had been registered in the trees described above.

Freed,
et. al. Best Current Practice [Page 21]

Found in path(s):

* /mikel-mail-2-3-1-0-g2cc19d5-tar-gz/mikel-mail-2cc19d5/reference/rfc2048 Multipurpose Internet Mail Extensions (4).txt

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

Network Working Group	E. Levinson
Request for Comments: 2387	August 1998
Obsoletes: 2112	
Category: Standards Track	

The MIME Multipart/Related Content-type

Status of this Memo

This document specifies an Internet standards track protocol for the Internet community, and requests discussion and suggestions for improvements. Please refer to the current edition of the "Internet Official Protocol Standards" (STD 1) for the standardization state and status of this protocol. Distribution of this memo is unlimited.

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Abstract

The Multipart/Related content-type provides a common mechanism for representing objects that are aggregates of related MIME body parts. This document defines the Multipart/Related content-type and provides examples of its use.

1. Introduction

Several applications of MIME, including MIME-PEM, and MIME-Macintosh and other proposals, require multiple body parts that make sense only

in the aggregate. The present approach to these compound objects has been to define specific multipart subtypes for each new object. In keeping with the MIME philosophy of having one mechanism to achieve the same goal for different purposes, this document describes a single mechanism for such aggregate or compound objects.

The Multipart/Related content-type addresses the MIME representation of compound objects. The object is categorized by a "type" parameter. Additional parameters are provided to indicate a specific starting body part or root and auxiliary information which may be required when unpacking or processing the object.

Multipart/Related MIME entities may contain Content-Disposition headers that provide suggestions for the storage and display of a body part. Multipart/Related processing takes precedence over Content-Disposition; the interaction between them is discussed in section 4.

Levinson	Standards Track	[Page 1]
RFC 2387	Multipart/Related	August 1998

Responsibility for the display or processing of a Multipart/Related's constituent entities rests with the application that handles the compound object.

2. Multipart/Related Registration Information

The following form is copied from RFC 1590, Appendix A.

To: IANA@isi.edu

Subject: Registration of new Media Type content-type/subtype

Media Type name: Multipart

Media subtype name: Related

Required parameters: Type, a media type/subtype.

Optional parameters: Start
Start-info

Encoding considerations: Multipart content-types cannot have encodings.

Security considerations: Depends solely on the referenced type.

Published specification: RFC-REL (this document).

Person & email address to contact for further information:

Edward Levinson
47 Clive Street
Metuchen, NJ 08840-1060
+1 908 494 1606
XIson@cnj.digex.net

3. Intended usage

The Multipart/Related media type is intended for compound objects consisting of several inter-related body parts. For a Multipart/Related object, proper display cannot be achieved by individually displaying the constituent body parts. The content-type of the Multipart/Related object is specified by the type parameter. The "start" parameter, if given, points, via a content-ID, to the body part that contains the object root. The default root is the first body part within the Multipart/Related body.

The relationships among the body parts of a compound object distinguishes it from other object types. These relationships are often represented by links internal to the object's components that

Levinson	Standards Track	[Page 2]
RFC 2387	Multipart/Related	August 1998

reference the other components. Within a single operating environment the links are often file names, such links may be represented within a MIME message using content-IDs or the value of some other "Content-" headers.

3.1. The Type Parameter

The type parameter must be specified and its value is the MIME media type of the "root" body part. It permits a MIME user agent to determine the content-type without reference to the enclosed body part. If the value of the type parameter and the root body part's content-type differ then the User Agent's behavior is undefined.

3.2. The Start Parameter

The start parameter, if given, is the content-ID of the compound object's "root". If not present the "root" is the first body part in the Multipart/Related entity. The "root" is the element the applications processes first.

3.3. The Start-Info Parameter

Additional information can be provided to an application by the start-info parameter. It contains either a string or points, via a content-ID, to another MIME entity in the message. A typical use might be to provide additional command line parameters or a MIME entity giving auxiliary information for processing the compound object.

Applications that use Multipart/Related must specify the interpretation of start-info. User Agents shall provide the parameter's value to the processing application. Processes can distinguish a start-info reference from a token or quoted-string by examining the first non-white-space character, "<" indicates a reference.

3.4. Syntax

```
related-param  := [ ";"
"start" "=" cid ]
                [ ";" "start-info" "="
                  ( cid-list / value ) ]
                [ ";" "type" "=" type "/" subtype ]
                ; order independent
```

```
cid-list      := cid cid-list
```

```
cid           := msg-id    ; c.f. [822]
```

Levinson Standards Track [Page 3]

RFC 2387 Multipart/Related August 1998

```
value         := token / quoted-string ; c.f. [MIME]
                ; value cannot begin with "<"
```

Note that the parameter values will usually require quoting. Msg-id contains the special characters "<", ">", "@", and perhaps other

special characters. If msg-id contains quoted-strings, those quote marks must be escaped. Similarly, the type parameter contains the special character "/".

4. Handling Content-Disposition Headers

Content-Disposition Headers [DISP] suggest presentation styles for MIME body parts. [DISP] describes two presentation styles, called the disposition type, INLINE and ATTACHMENT. These, used within a multipart entity, allow the sender to suggest presentation information. [DISP] also provides for an optional storage (file) name. Content-Disposition headers could appear in one or more body parts contained within a Multipart/Related entity.

Using Content-Disposition headers in addition to Multipart/Related provides presentation information to User Agents that do not recognize Multipart/Related. They will treat the multipart as Multipart/Mixed and they may find the Content-Disposition information useful.

With Multipart/Related however, the application processing the compound object determines the presentation style for all the contained parts. In that context the Content-Disposition header information is redundant or even misleading. Hence, User Agents that understand Multipart/Related shall ignore the disposition type within a Multipart/Related body part.

It may be possible for a User Agent capable of handling both Multipart/Related and Content-Disposition headers to provide the invoked application the Content-Disposition header's optional filename parameter to the Multipart/Related. The use of that information will depend on the specific application and should be specified when describing the handling of the corresponding compound object. Such descriptions would be appropriate in an RFC registering that object's media type.

5. Examples

5.1 Application/X-FixedRecord

The X-FixedRecord content-type consists of one or more octet-streams and a list of the lengths of each record. The root, which lists the record lengths of each record within the streams. The record length

list, type

Application/X-FixedRecord, consists of a set of INTEGERS in ASCII format, one per line. Each INTEGER gives the number of octets from the octet-stream body part that constitute the next "record".

The example below, uses a single data block.

```
Content-Type: Multipart/Related; boundary=example-1
  start="<950120.aaCC@XIson.com>";
  type="Application/X-FixedRecord"
  start-info="-o ps"
```

--example-1

```
Content-Type: Application/X-FixedRecord
Content-ID: <950120.aaCC@XIson.com>
```

25

10

34

10

25

21

26

10

--example-1

```
Content-Type: Application/octet-stream
Content-Description: The fixed length records
Content-Transfer-Encoding: base64
Content-ID: <950120.aaCB@XIson.com>
```

```
T2xkIE1hY0RvbmFsZCB0YWQgYSBmYXJtCkUgSS
BFIEkgTwpBbmQgb24gaGlzIGZhcm0gaGUgaGFk
IHNvbWUgZHVja3MKRSBJIEUgSSBPCLdpdGggYS
BxdWFjayBxdWFjayBoZXJLAphIHF1YWNRlHF1
YWNRlHRoZXJLApldmVyeSB3aGVyZSBhIHF1YW
NRlHF1YWNRckUgSSBFIEkgTwo=
```

--example-1--

Levinson	Standards Track	[Page 5]
RFC 2387	Multipart/Related	August 1998

5.2 Text/X-Okie

The Text/X-Okie is an invented markup language permitting the inclusion of images with text. A feature of this example is the inclusion of two additional body parts, both picture. They are referred to internally by the encapsulated document via each picture's body part content-ID. Usage of "cid:", as in this example, may be useful for a variety of compound objects. It is not, however, a part of the Multipart/Related specification.

```
Content-Type: Multipart/Related; boundary=example-2;
  start="<950118.AEBH@XIson.com>"
  type="Text/x-Okie"
```

```
--example-2
Content-Type: Text/x-Okie; charset=iso-8859-1;
  declaration="<950118.AEB0@XIson.com>"
Content-ID: <950118.AEBH@XIson.com>
Content-Description: Document
```

```
{doc}
This picture was taken by an automatic camera mounted ...
{image file=cid:950118.AECB@XIson.com}
{para}
Now this is an enlargement of the area ...
{image file=cid:950118.AFDH@XIson.com}
{/doc}
```

```
--example-2
Content-Type: image/jpeg
Content-ID: <950118.AFDH@XIson.com>
Content-Transfer-Encoding: BASE64
Content-Description: Picture A
```

```
[encoded jpeg image]
```



```
--example-2
Content-Type: image/jpeg
Content-ID: <950118.AECB@XIson.com>
Content-Transfer-Encoding: BASE64
Content-Description: Picture B

[encoded jpeg image]
--example-2--
```

5.3 Content-Disposition

In the above example each image body part could also have a Content-Disposition header. For example,

Levinson	Standards Track	[Page 6]
RFC 2387	Multipart/Related	August 1998

```
--example-2
Content-Type:
image/jpeg
Content-ID: <950118.AECB@XIson.com>
Content-Transfer-Encoding: BASE64
Content-Description: Picture B
Content-Disposition: INLINE

[encoded jpeg image]
--example-2--
```

User Agents that recognize Multipart/Related will ignore the Content-Disposition header's disposition type. Other User Agents will process the Multipart/Related as Multipart/Mixed and may make use of that header's information.

6. User Agent Requirements

User agents that do not recognize Multipart/Related shall, in accordance with [MIME], treat the entire entity as Multipart/Mixed. MIME User Agents that do recognize Multipart/Related entities but are unable to process the given type should give the user the option of suppressing the entire Multipart/Related body part shall be.

Existing MIME-capable mail user agents (MUAs) handle the existing media types in a straightforward manner. For discrete media types

(e.g. text, image, etc.) the body of the entity can be directly passed to a display process. Similarly the existing composite subtypes can be reduced to handling one or more discrete types. Handling Multipart/Related differs in that processing cannot be reduced to handling the individual entities.

The following sections discuss what information the processing application requires.

It is possible that an application specific "receiving agent" will manipulate the entities for display prior to invoking actual application process. Okie, above, is an example of this; it may need a receiving agent to parse the document and substitute local file names for the originator's file names. Other applications may just require a table showing the correspondence between the local file names and the originator's. The receiving agent takes responsibility for such processing.

6.1 Data Requirements

MIME-capable mail user agents (MUAs) are required to provide the application:

Levinson

Standards Track

[Page 7]

RFC 2387

Multipart/Related

August 1998

- (a) the bodies of the MIME entities and the entity Content-* headers,
- (b) the parameters of the Multipart/Related Content-type header, and
- (c) the correspondence between each body's local file name, that body's header data, and, if present, the body part's content-ID.

6.2 Storing Multipart/Related Entities

The Multipart/Related media type will be used for objects that have internal linkages between the body parts. When the objects are stored the linkages may require processing by the application or its receiving agent.

6.3 Recursion

MIME is a recursive structure. Hence one must expect a Multipart/Related entity to contain other Multipart/Related entities. When a Multipart/Related entity is being processed for display or storage, any enclosed Multipart/Related entities shall be processed as though they were being stored.

6.4 Configuration Considerations

It is suggested that MUAs that use configuration mechanisms, see [CFG] for an example, refer to Multipart/Related as Multipart/Related/<type>, where <type> is the value of the "type" parameter.

7. Security Considerations

Security considerations relevant to Multipart/Related are identical to those of the underlying content-type.

8. Acknowledgments

This proposal is the result of conversations the author has had with many people. In particular, Harald A. Alvestrand, James Clark, Charles Goldfarb, Gary Houston, Ned Freed, Ray Moody, and Don Stinchfield, provided both encouragement and invaluable help. The author, however, take full responsibility for all errors contained in this document.

Levinson	Standards Track	[Page 8]
RFC 2387	Multipart/Related	August 1998

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9. Author's Address

Edward Levinson
47 Clive Street
Metuchen, NJ 08840-1060
USA

Phone: +1 908 494 1606
EMail: XIson@cnj.digex.com

10. Changes from previous draft (RFC 2112)

Corrected cid urls to conform to RFC 2111; the angle brackets were removed.

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MIME Multipart-Related Content-type.txt

1.528 sentry-go 0.13.0

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1.529 google-cloud-go-compute 1.5.0

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// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

package compute_test

import (
    "context"

    compute "cloud.google.com/go/compute/apiv1"
    computepb "google.golang.org/genproto/googleapis/cloud/compute/v1"
)

func ExampleNewLicenseCodesRESTClient() {
    ctx := context.Background()
    c, err := compute.NewLicenseCodesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    // TODO: Use
    client.
    _ = c
}

func ExampleLicenseCodesClient_Get() {
    ctx := context.Background()
    c, err := compute.NewLicenseCodesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.GetLicenseCodeRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#GetLicenseCodeRequest.
    }
    resp, err := c.Get(ctx, req)
    if err != nil {

```

```

// TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}

func ExampleLicenseCodesClient_TestIamPermissions() {
    ctx := context.Background()
    c, err := compute.NewLicenseCodesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.TestIamPermissionsLicenseCodeRequest{
        // TODO: Fill request struct fields.
        // See
        https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#TestIamPermissionsLicenseCodeRequest.
    }
    resp, err := c.TestIamPermissions(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    //
    // TODO: Use resp.
    _ = resp
}
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// WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
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// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

package compute

import (
    "bytes"

```



```

"context"
"fmt"
"io/ioutil"
"net/http"
"net/url"

gax "github.com/googleapis/gax-go/v2"
"google.golang.org/api/googleapi"
"google.golang.org/api/option"
"google.golang.org/api/option/internaloption"
httptransport "google.golang.org/api/transport/http"
computepb "google.golang.org/genproto/googleapis/cloud/compute/v1"
"google.golang.org/grpc"
"google.golang.org/grpc/metadata"
"google.golang.org/protobuf/encoding/protojson"
)

var
newLicenseCodesClientHook clientHook

// LicenseCodesCallOptions contains the retry settings for each method of LicenseCodesClient.
type LicenseCodesCallOptions struct {
    Get []gax.CallOption
    TestIamPermissions []gax.CallOption
}

// internalLicenseCodesClient is an interface that defines the methods available from Google Compute Engine API.
type internalLicenseCodesClient interface {
    Close() error
    setGoogleClientInfo(...string)
    Connection() *grpc.ClientConn
    Get(context.Context, *computepb.GetLicenseCodeRequest, ...gax.CallOption) (*computepb.LicenseCode, error)
    TestIamPermissions(context.Context, *computepb.TestIamPermissionsLicenseCodeRequest, ...gax.CallOption)
    (*computepb.TestPermissionsResponse, error)
}

// LicenseCodesClient is a client for interacting with Google Compute Engine API.
// Methods, except Close, may be called concurrently.
// However, fields must not be modified concurrently with method calls.
//
// The LicenseCodes API.
type LicenseCodesClient struct {
    // The internal transport-dependent client.
    internalClient internalLicenseCodesClient

    // The call options for this service.
    CallOptions *LicenseCodesCallOptions
}

```

```

// Wrapper methods routed to the internal client.

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *LicenseCodesClient) Close() error {
    return c.internalClient.Close()
}

// setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *LicenseCodesClient) setGoogleClientInfo(keyval ...string) {
    c.internalClient.setGoogleClientInfo(keyval...)
}

// Connection returns a connection to the API service.
//
// Deprecated.
func (c *LicenseCodesClient) Connection() *grpc.ClientConn {
    return c.internalClient.Connection()
}

//
// Get return a specified license code. License codes are mirrored across all projects that have permissions to read the
// License Code. Caution This resource is intended for use only by third-party partners who are creating Cloud
// Marketplace images.
func (c *LicenseCodesClient) Get(ctx context.Context, req *computepb.GetLicenseCodeRequest, opts
...gax.CallOption) (*computepb.LicenseCode, error) {
    return c.internalClient.Get(ctx, req, opts...)
}

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is
// intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicenseCodesClient) TestIamPermissions(ctx context.Context, req
*computepb.TestIamPermissionsLicenseCodeRequest, opts ...gax.CallOption)
(*computepb.TestPermissionsResponse, error) {
    return c.internalClient.TestIamPermissions(ctx, req, opts...)
}

// Methods, except Close, may be called concurrently. However,
// fields must not be modified concurrently with method calls.
type licenseCodesRESTClient struct {
    // The http endpoint to connect to.
    endpoint string

    // The http client.
    httpClient *http.Client

```

```

// The x-goog-* metadata to be sent with each request.
xGoogMetadata metadata.MD
}

// NewLicenseCodesRESTClient creates a new license codes rest client.
//
// The LicenseCodes API.
func NewLicenseCodesRESTClient(ctx context.Context, opts ...option.ClientOption) (*LicenseCodesClient, error) {
    clientOpts := append(defaultLicenseCodesRESTClientOptions(), opts...)
    httpClient, endpoint, err := httptransport.NewClient(ctx, clientOpts...)
    if err != nil {
        return nil, err
    }

    c := &licenseCodesRESTClient{
        endpoint: endpoint,
        httpClient: httpClient,
    }
    c.setGoogleClientInfo()

    return &LicenseCodesClient{internalClient: c, CallOptions: &LicenseCodesCallOptions{}}, nil
}

func defaultLicenseCodesRESTClientOptions() []option.ClientOption {
    return []option.ClientOption{
        internaloption.WithDefaultEndpoint("https://compute.googleapis.com"),
        internaloption.WithDefaultMTLSEndpoint("https://compute.mtls.googleapis.com"),
        internaloption.WithDefaultAudience("https://compute.googleapis.com/"),
        internaloption.WithDefaultScopes(DefaultAuthScopes()...),
    }
}

//
// setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *licenseCodesRESTClient) setGoogleClientInfo(keyval ...string) {
    kv := append([]string{"gl-go", versionGo()}, keyval...)
    kv = append(kv, "gapic", getVersionClient(), "gax", gax.Version, "rest", "UNKNOWN")
    c.xGoogMetadata = metadata.Pairs("x-goog-api-client", gax.XGoogHeader(kv...))
}

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *licenseCodesRESTClient) Close() error {
    // Replace httpClient with nil to force cleanup.
    c.httpClient = nil

```

```

return nil
}

//
// Connection returns a connection to the API service.
//
// Deprecated.
func (c *licenseCodesRESTClient) Connection() *grpc.ClientConn {
    return nil
}

// Get return a specified license code. License codes are mirrored across all projects that have permissions to read the
// License Code. Caution This resource is intended for use only by third-party partners who are creating Cloud
// Marketplace images.
func (c *licenseCodesRESTClient) Get(ctx context.Context, req *computepb.GetLicenseCodeRequest, opts
...gax.CallOption) (*computepb.LicenseCode, error) {
    baseUrl, _ := url.Parse(c.endpoint)
    baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenseCodes/%v", req.GetProject(),
req.GetLicenseCode())

    // Build HTTP headers from client and context metadata.
    headers := buildHeaders(ctx, c.xGoogMetadata, metadata.Pairs("Content-Type", "application/json"))
    unmarshalOptions := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
    resp := &computepb.LicenseCode{}
    e := gax.Invoke(ctx,
    func(ctx context.Context, settings gax.CallSettings) error {
        httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
        if err != nil {
            return err
        }
        httpReq = httpReq.WithContext(ctx)
        httpReq.Header = headers

        httpResp, err := c.httpClient.Do(httpReq)
        if err != nil {
            return err
        }
        defer httpResp.Body.Close()

        if err = googleapi.CheckResponse(httpResp); err != nil {
            return err
        }

        buf, err := ioutil.ReadAll(httpResp.Body)
        if err != nil {
            return err
        }

```

```

if err := unmarshal(buf, resp); err != nil {
    return maybeUnknownEnum(err)
}

return nil
}, opts...)
if e != nil {
    return nil, e
}
return resp, nil
}

```

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.

```

func (c *licenseCodesRESTClient) TestIamPermissions(ctx context.Context, req
*computepb.TestIamPermissionsLicenseCodeRequest, opts ...gax.CallOption)
(*computepb.TestPermissionsResponse, error) {
    m := protojson.MarshalOptions{AllowPartial: true}
    body := req.GetTestPermissionsRequestResource()
    jsonReq, err := m.Marshal(body)
    if err != nil {
        return nil, err
    }

    baseUrl, _ := url.Parse(c.endpoint)
    baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenseCodes/%v/testIamPermissions",
req.GetProject(), req.GetResource())

```

```

// Build HTTP headers from client and context metadata.
headers := buildHeaders(ctx, c.xGoogMetadata, metadata.Pairs("Content-Type", "application/json"))
unmarshal := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
resp := &computepb.TestPermissionsResponse{}
e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
    httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
    if err != nil {
        return err
    }
    httpReq = httpReq.WithContext(ctx)
    httpReq.Header = headers

    httpResp, err := c.httpClient.Do(httpReq)
    if
err != nil {
        return err
    }
    defer httpResp.Body.Close()

    if err = googleapi.CheckResponse(httpResp); err != nil {

```

```

return err
}

buf, err := ioutil.ReadAll(httpRsp.Body)
if err != nil {
    return err
}

if err := unm.Unmarshal(buf, resp); err != nil {
    return maybeUnknownEnum(err)
}

return nil
}, opts...)
if e != nil {
    return nil, e
}
return resp, nil
}

```

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// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

package compute

import (

"bytes"

"context"

"fmt"

"io/ioutil"

"math"

"net/http"

"net/url"

gax "github.com/googleapis/gax-go/v2"

"google.golang.org/api/googleapi"

"google.golang.org/api/iterator"

"google.golang.org/api/option"

```

"google.golang.org/api/option/internaloption"
httptransport "google.golang.org/api/transport/http"
computepb "google.golang.org/genproto/googleapis/cloud/compute/v1"
"google.golang.org/grpc"
"google.golang.org/grpc/metadata"
"google.golang.org/protobuf/encoding/protojson"
"google.golang.org/protobuf/proto"
)

var
newLicensesClientHook clientHook

// LicensesCallOptions contains the retry settings for each method of LicensesClient.
type LicensesCallOptions struct {
Delete      []gax.CallOption
Get         []gax.CallOption
GetIamPolicy []gax.CallOption
Insert      []gax.CallOption
List        []gax.CallOption
SetIamPolicy []gax.CallOption
TestIamPermissions []gax.CallOption
}

// internalLicensesClient is an interface that defines the methods available from Google Compute Engine API.
type internalLicensesClient interface {
Close() error
setGoogleClientInfo(...string)
Connection() *grpc.ClientConn
Delete(context.Context, *computepb.DeleteLicenseRequest, ...gax.CallOption) (*Operation, error)
Get(context.Context, *computepb.GetLicenseRequest, ...gax.CallOption)
(*computepb.License, error)
GetIamPolicy(context.Context, *computepb.GetIamPolicyLicenseRequest, ...gax.CallOption) (*computepb.Policy,
error)
Insert(context.Context, *computepb.InsertLicenseRequest, ...gax.CallOption) (*Operation, error)
List(context.Context, *computepb.ListLicensesRequest, ...gax.CallOption) *LicenseIterator
SetIamPolicy(context.Context, *computepb.SetIamPolicyLicenseRequest, ...gax.CallOption) (*computepb.Policy,
error)
TestIamPermissions(context.Context, *computepb.TestIamPermissionsLicenseRequest, ...gax.CallOption)
(*computepb.TestPermissionsResponse, error)
}

// LicensesClient is a client for interacting with Google Compute Engine API.
// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with
method calls.
//
// The Licenses API.
type LicensesClient struct {
// The internal transport-dependent client.

```

```

internalClient internalLicensesClient

// The call options for this service.
CallOptions
*LicensesCallOptions
}

// Wrapper methods routed to the internal client.

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *LicensesClient) Close() error {
    return c.internalClient.Close()
}

// setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *LicensesClient) setGoogleClientInfo(keyval ...string) {
    c.internalClient.setGoogleClientInfo(keyval...)
}

// Connection returns a connection to the API service.
//
// Deprecated.
func (c *LicensesClient) Connection() *grpc.ClientConn {
    return c.internalClient.Connection()
}

// Delete deletes the specified license. Caution This resource is intended for use only by third-party partners who are
// creating Cloud Marketplace images.
func (c *LicensesClient) Delete(ctx context.Context, req *computepb.DeleteLicenseRequest, opts ...gax.CallOption)
(*Operation, error) {
    return c.internalClient.Delete(ctx, req, opts...)
}

// Get returns the specified License resource. Caution This resource is intended for use only by third-party partners
// who are creating Cloud Marketplace images.
func (c *LicensesClient) Get(ctx context.Context, req *computepb.GetLicenseRequest, opts ...gax.CallOption)
(*computepb.License, error) {
    return c.internalClient.Get(ctx, req, opts...)
}

// GetIamPolicy gets the access control policy for a resource. May be empty if no such policy or resource exists.
// Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) GetIamPolicy(ctx context.Context, req *computepb.GetIamPolicyLicenseRequest, opts
...gax.CallOption) (*computepb.Policy, error) {
    return c.internalClient.GetIamPolicy(ctx, req, opts...)
}

```

```

}

// Insert create a License resource in the specified project. Caution This resource is intended for use only by third-
party
partners who are creating Cloud Marketplace images.
func (c *LicensesClient) Insert(ctx context.Context, req *computepb.InsertLicenseRequest, opts ...gax.CallOption)
(*Operation, error) {
    return c.internalClient.Insert(ctx, req, opts...)
}

// List retrieves the list of licenses available in the specified project. This method does not get any licenses that
belong to other projects, including licenses attached to publicly-available images, like Debian 9. If you want to get a
list of publicly-available licenses, use this method to make a request to the respective image project, such as debian-
cloud or windows-cloud. Caution This resource is intended for use only by third-party partners who are creating
Cloud Marketplace images.
func (c *LicensesClient) List(ctx context.Context, req *computepb.ListLicensesRequest, opts ...gax.CallOption)
*LicenseIterator {
    return c.internalClient.List(ctx, req, opts...)
}

// SetIamPolicy sets the access control policy on the specified resource. Replaces
any existing policy. Caution This resource is intended for use only by third-party partners who are creating Cloud
Marketplace images.
func (c *LicensesClient) SetIamPolicy(ctx context.Context, req *computepb.SetIamPolicyLicenseRequest, opts
...gax.CallOption) (*computepb.Policy, error) {
    return c.internalClient.SetIamPolicy(ctx, req, opts...)
}

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is
intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) TestIamPermissions(ctx context.Context, req
*computepb.TestIamPermissionsLicenseRequest, opts ...gax.CallOption) (*computepb.TestPermissionsResponse,
error) {
    return c.internalClient.TestIamPermissions(ctx, req, opts...)
}

// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with
method calls.
type licensesRESTClient struct {
    // The http endpoint to connect to.
    endpoint
    string

    // The http client.
    httpClient *http.Client

    // operationClient is used to call the operation-specific management service.
    operationClient *GlobalOperationsClient

```

```

// The x-goog-* metadata to be sent with each request.
xGoogMetadata metadata.MD
}

// NewLicensesRESTClient creates a new licenses rest client.
//
// The Licenses API.
func NewLicensesRESTClient(ctx context.Context, opts ...option.ClientOption) (*LicensesClient, error) {
    clientOpts := append(defaultLicensesRESTClientOptions(), opts...)
    httpClient, endpoint, err := httptransport.NewClient(ctx, clientOpts...)
    if err != nil {
        return nil, err
    }

    c := &licensesRESTClient{
        endpoint: endpoint,
        httpClient: httpClient,
    }
    c.setGoogleClientInfo()

    o := []option.ClientOption{
        option.WithHTTPClient(httpClient),
        option.WithEndpoint(endpoint),
    }
    opC, err := NewGlobalOperationsRESTClient(ctx, o...)
    if err != nil {
        return nil, err
    }
    c.operationClient = opC

    return &LicensesClient{internalClient:
        c, CallOptions: &LicensesCallOptions{}}}, nil
}

func defaultLicensesRESTClientOptions() []option.ClientOption {
    return []option.ClientOption{
        internaloption.WithDefaultEndpoint("https://compute.googleapis.com"),
        internaloption.WithDefaultMTLSEndpoint("https://compute.mtls.googleapis.com"),
        internaloption.WithDefaultAudience("https://compute.googleapis.com/"),
        internaloption.WithDefaultScopes(DefaultAuthScopes()),
    }
}

// setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *licensesRESTClient) setGoogleClientInfo(keyval ...string) {

```

```

kv := append([]string{"gl-go", versionGo()}, keyval...)
kv = append(kv, "gapic", getVersionClient(), "gax", gax.Version, "rest", "UNKNOWN")
c.xGoogMetadata = metadata.Pairs("x-goog-api-client", gax.XGoogHeader(kv...))
}

// Close closes the connection to the API service. The user should invoke this when
// the
// client is no longer required.
func (c *licensesRESTClient) Close() error {
    // Replace httpClient with nil to force cleanup.
    c.httpClient = nil
    if err := c.operationClient.Close(); err != nil {
        return err
    }
    return nil
}

// Connection returns a connection to the API service.
//
// Deprecated.
func (c *licensesRESTClient) Connection() *grpc.ClientConn {
    return nil
}

// Delete deletes the specified license. Caution This resource is intended for use only by third-party partners who are
// creating Cloud Marketplace images.
func (c *licensesRESTClient) Delete(ctx context.Context, req *computepb.DeleteLicenseRequest, opts
...gax.CallOption) (*Operation, error) {
    baseUrl, _ := url.Parse(c.endpoint)
    baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v", req.GetProject(), req.GetLicense())

    params := url.Values{}
    if req != nil && req.RequestId != nil {
        params.Add("requestId", fmt.Sprintf("%v", req.GetRequestId()))
    }

    baseUrl.RawQuery = params.Encode()

    // Build
    HTTP headers from client and context metadata.
    headers := buildHeaders(ctx, c.xGoogMetadata, metadata.Pairs("Content-Type", "application/json"))
    unmarshalOptions := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
    resp := &computepb.Operation{}
    e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
        httpReq, err := http.NewRequest("DELETE", baseUrl.String(), nil)
        if err != nil {
            return err
        }
    })
}

```



```

httpReq = httpReq.WithContext(ctx)
httpReq.Header = headers

httpRsp, err := c.httpClient.Do(httpReq)
if err != nil {
    return err
}
defer httpRsp.Body.Close()

if err = googleapi.CheckResponse(httpRsp); err != nil {
    return err
}

buf, err := ioutil.ReadAll(httpRsp.Body)
if err != nil {
    return err
}

if err := unmarshal(buf, resp); err != nil {
    return maybeUnknownEnum(err)
}

return nil
}, opts...)
if e != nil {
    return nil, e
}
}
op := &Operation{
    &globalOperationsHandle{
        c:    c.operationClient,
        proto:
        resp,
        project: req.GetProject(),
    },
}
return op, nil
}

// Get returns the specified License resource. Caution This resource is intended for use only by third-party partners
// who are creating Cloud Marketplace images.
func (c *licensesRESTClient) Get(ctx context.Context, req *computepb.GetLicenseRequest, opts ...gax.CallOption)
(*computepb.License, error) {
    baseUrl, _ := url.Parse(c.endpoint)
    baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v", req.GetProject(), req.GetLicense())

    // Build HTTP headers from client and context metadata.
    headers := buildHeaders(ctx, c.xGoogMetadata, metadata.Pairs("Content-Type", "application/json"))
    unmarshalOptions := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}

```

```

resp := &computepb.License{}
e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
    httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
    if err != nil {
        return err
    }
    httpReq = httpReq.WithContext(ctx)
    httpReq.Header
= headers

    httpRsp, err := c.httpClient.Do(httpReq)
    if err != nil {
        return err
    }
    defer httpRsp.Body.Close()

    if err = googleapi.CheckResponse(httpRsp); err != nil {
        return err
    }

    buf, err := ioutil.ReadAll(httpRsp.Body)
    if err != nil {
        return err
    }

    if err := unmarshal(buf, resp); err != nil {
        return maybeUnknownEnum(err)
    }

    return nil
}, opts...)
if e != nil {
    return nil, e
}
return resp, nil
}

// GetIamPolicy gets the access control policy for a resource. May be empty if no such policy or resource exists.
Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) GetIamPolicy(ctx context.Context, req *computepb.GetIamPolicyLicenseRequest,
opts ...gax.CallOption) (*computepb.Policy, error) {
    baseUrl, _ := url.Parse(c.endpoint)
    baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/getIamPolicy", req.GetProject(),
req.GetResource())

    params := url.Values{}
    if req != nil && req.OptionsRequestedPolicyVersion != nil {
        params.Add("optionsRequestedPolicyVersion", fmt.Sprintf("%v", req.GetOptionsRequestedPolicyVersion()))
    }
}

```

```

}

baseUrl.RawQuery = params.Encode()

// Build HTTP headers from client and context metadata.
headers := buildHeaders(ctx, c.xGoogMetadata, metadata.Pairs("Content-Type", "application/json"))
unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
resp := &computepb.Policy{}
e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
    httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
    if err != nil {
        return err
    }
    httpReq = httpReq.WithContext(ctx)
    httpReq.Header = headers

    httpRsp, err := c.httpClient.Do(httpReq)
    if err != nil {
        return err
    }
    defer httpRsp.Body.Close()

    if err = googleapi.CheckResponse(httpRsp); err != nil {
        return err
    }

    buf, err := ioutil.ReadAll(httpRsp.Body)
    if err
    != nil {
        return err
    }

    if err := unm.Unmarshal(buf, resp); err != nil {
        return maybeUnknownEnum(err)
    }

    return nil
}, opts...)
if e != nil {
    return nil, e
}
return resp, nil
}

// Insert create a License resource in the specified project. Caution This resource is intended for use only by third-
party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) Insert(ctx context.Context, req *computepb.InsertLicenseRequest, opts
...gax.CallOption) (*Operation, error) {

```

```

m := protojson.MarshalOptions{AllowPartial: true}
body := req.GetLicenseResource()
jsonReq, err := m.Marshal(body)
if err != nil {
    return nil, err
}

baseUrl, _ := url.Parse(c.endpoint)
baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses", req.GetProject())

params := url.Values{}
if req != nil && req.RequestId != nil {
    params.Add("requestId", fmt.Sprintf("%v", req.GetRequestId()))
}

baseUrl.RawQuery = params.Encode()

// Build HTTP headers from client
and context metadata.
headers := buildHeaders(ctx, c.xGoogMetadata, metadata.Pairs("Content-Type", "application/json"))
unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
resp := &computepb.Operation{}
e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
    httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
    if err != nil {
        return err
    }
    httpReq = httpReq.WithContext(ctx)
    httpReq.Header = headers

    httpRsp, err := c.httpClient.Do(httpReq)
    if err != nil {
        return err
    }
    defer httpRsp.Body.Close()

    if err = googleapi.CheckResponse(httpRsp); err != nil {
        return err
    }

    buf, err := ioutil.ReadAll(httpRsp.Body)
    if err != nil {
        return err
    }

    if err := unm.Unmarshal(buf, resp); err != nil {
        return maybeUnknownEnum(err)
    }
}

```

```

    return nil
}, opts...)
if e != nil {
    return nil, e
}
op := &Operation{
    &globalOperationsHandle{
        c:    c.operationClient,
        proto:
        resp,
        project: req.GetProject(),
    },
}
return op, nil
}

```

// List retrieves the list of licenses available in the specified project. This method does not get any licenses that belong to other projects, including licenses attached to publicly-available images, like Debian 9. If you want to get a list of publicly-available licenses, use this method to make a request to the respective image project, such as debian-cloud or windows-cloud. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.

```

func (c *licensesRESTClient) List(ctx context.Context, req *computepb.ListLicensesRequest, opts
...gax.CallOption) *LicenseIterator {
    it := &LicenseIterator{}
    req = proto.Clone(req).(*computepb.ListLicensesRequest)
    unmarshalOptions := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
    it.InternalFetch = func(pageSize int, pageToken string) ([]*computepb.License, string, error) {
        resp := &computepb.LicensesListResponse{}
        if
        pageToken != "" {
            req.PageToken = proto.String(pageToken)
        }
        if pageSize > math.MaxInt32 {
            req.MaxResults = proto.Uint32(math.MaxInt32)
        } else if pageSize != 0 {
            req.MaxResults = proto.Uint32(uint32(pageSize))
        }
        baseUrl, _ := url.Parse(c.endpoint)
        baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses", req.GetProject())

        params := url.Values{}
        if req != nil && req.Filter != nil {
            params.Add("filter", fmt.Sprintf("%v", req.GetFilter()))
        }
        if req != nil && req.MaxResults != nil {
            params.Add("maxResults", fmt.Sprintf("%v", req.GetMaxResults()))
        }
    }
}

```

```

if req != nil && req.OrderBy != nil {
    params.Add("orderBy", fmt.Sprintf("%v", req.GetOrderBy()))
}
if req != nil && req.PageToken != nil {
    params.Add("pageToken", fmt.Sprintf("%v", req.GetPageToken()))
}
if req != nil && req.ReturnPartialSuccess != nil {
    params.Add("returnPartialSuccess", fmt.Sprintf("%v", req.GetReturnPartialSuccess()))
}

baseUrl.RawQuery = params.Encode()

//
Build HTTP headers from client and context metadata.
headers := buildHeaders(ctx, c.xGoogMetadata, metadata.Pairs("Content-Type", "application/json"))
e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
    httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
    if err != nil {
        return err
    }
    httpReq.Header = headers

    httpRsp, err := c.httpClient.Do(httpReq)
    if err != nil {
        return err
    }
    defer httpRsp.Body.Close()

    if err = googleapi.CheckResponse(httpRsp); err != nil {
        return err
    }

    buf, err := ioutil.ReadAll(httpRsp.Body)
    if err != nil {
        return err
    }

    if err := unm.Unmarshal(buf, resp); err != nil {
        return maybeUnknownEnum(err)
    }

    return nil
}, opts...)
if e != nil {
    return nil, "", e
}
it.Response = resp
return resp.GetItems(), resp.GetNextPageToken(), nil

```

```

}

fetch := func(pageSize int, pageToken string) (string, error) {
    items, nextPageToken, err := it.InternalFetch(pageSize,
pageToken)
    if err != nil {
        return "", err
    }
    it.items = append(it.items, items...)
    return nextPageToken, nil
}

it.pageInfo, it.nextFunc = iterator.NewPageInfo(fetch, it.bufLen, it.takeBuf)
it.pageInfo.MaxSize = int(req.GetMaxResults())
it.pageInfo.Token = req.GetPageToken()

return it
}

// SetIamPolicy sets the access control policy on the specified resource. Replaces any existing policy. Caution This
resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) SetIamPolicy(ctx context.Context, req *computepb.SetIamPolicyLicenseRequest,
opts ...gax.CallOption) (*computepb.Policy, error) {
    m := protojson.MarshalOptions{AllowPartial: true}
    body := req.GetGlobalSetPolicyRequestResource()
    jsonReq, err := m.Marshal(body)
    if err != nil {
        return nil, err
    }

    baseUrl, _ := url.Parse(c.endpoint)
    baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/setIamPolicy",
req.GetProject(), req.GetResource())

    // Build HTTP headers from client and context metadata.
    headers := buildHeaders(ctx, c.xGoogMetadata, metadata.Pairs("Content-Type", "application/json"))
    unmarshalOptions := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
    resp := &computepb.Policy{}
    e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
        httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
        if err != nil {
            return err
        }
        httpReq = httpReq.WithContext(ctx)
        httpReq.Header = headers

        httpRsp, err := c.httpClient.Do(httpReq)
        if err != nil {

```

```

    return err
}
defer httpRsp.Body.Close()

if err = googleapi.CheckResponse(httpRsp); err != nil {
    return err
}

buf, err := ioutil.ReadAll(httpRsp.Body)
if err != nil {
    return err
}

if err := unmarshal(buf, resp); err != nil {
    return maybeUnknownEnum(err)
}

return nil
}, opts...)
if e != nil {
    return nil, e
}
return resp,
nil
}

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is
// intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) TestIamPermissions(ctx context.Context, req
*computepb.TestIamPermissionsLicenseRequest, opts ...gax.CallOption) (*computepb.TestPermissionsResponse,
error) {
    m := protojson.MarshalOptions{AllowPartial: true}
    body := req.GetTestPermissionsRequestResource()
    jsonReq, err := m.Marshal(body)
    if err != nil {
        return nil, err
    }

    baseUrl, _ := url.Parse(c.endpoint)
    baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/testIamPermissions", req.GetProject(),
req.GetResource())

    // Build HTTP headers from client and context metadata.
    headers := buildHeaders(ctx, c.xGoogMetadata, metadata.Pairs("Content-Type", "application/json"))
    unmarshal := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
    resp := &computepb.TestPermissionsResponse{}
    e

```



```

:= gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
    httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
    if err != nil {
        return err
    }
    httpReq = httpReq.WithContext(ctx)
    httpReq.Header = headers

    httpRsp, err := c.httpClient.Do(httpReq)
    if err != nil {
        return err
    }
    defer httpRsp.Body.Close()

    if err = googleapi.CheckResponse(httpRsp); err != nil {
        return err
    }

    buf, err := ioutil.ReadAll(httpRsp.Body)
    if err != nil {
        return err
    }

    if err := unmarshal(buf, resp); err != nil {
        return maybeUnknownEnum(err)
    }

    return nil
}, opts...)
if e != nil {
    return nil, e
}
return resp, nil
}

// LicenseIterator manages a stream of *compute.License.
type LicenseIterator struct {
    items    []*compute.License
    pageInfo *iterator.PageInfo
    nextFunc func() error

    // Response is the raw response for the current page.
    // It must be cast to the RPC response type.
    //
    // Calling Next() or InternalFetch() updates this value.
    Response interface{}

    // InternalFetch is for use by the Google Cloud Libraries only.

```

```

// It is not part of the stable interface of this package.
//
// InternalFetch returns results from a single call to the underlying RPC.
// The number of results is no greater than pageSize.
// If there are no more results, nextPageToken is empty and err is nil.
InternalFetch(func(pageSize int, pageToken string) (*computepb.License, nextPageToken string, error)
)

// PageInfo supports pagination. See the google.golang.org/api/iterator package for details.
func (it *LicenseIterator) PageInfo() *iterator.PageInfo {
    return it.pageInfo
}

// Next returns the next result. Its second return value is iterator.Done if there are no more
// results. Once Next returns Done, all subsequent calls will return Done.
func (it *LicenseIterator) Next() (*computepb.License, error) {
    var item *computepb.License
    if err := it.nextFunc(); err !=
    nil {
        return item, err
    }
    item = it.items[0]
    it.items = it.items[1:]
    return item, nil
}

func (it *LicenseIterator) bufLen() int {
    return len(it.items)
}

func (it *LicenseIterator) takeBuf() interface{} {
    b := it.items
    it.items = nil
    return b
}

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```

```

// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

package compute_test

import (
    "context"

    compute "cloud.google.com/go/compute/apiv1"
    "google.golang.org/api/iterator"
    computepb "google.golang.org/genproto/googleapis/cloud/compute/v1"
)

func ExampleNewLicensesRESTClient() {
    ctx := context.Background()
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer
    c.Close()

    // TODO: Use client.
    _ = c
}

func ExampleLicensesClient_Delete() {
    ctx := context.Background()
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.DeleteLicenseRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#DeleteLicenseRequest.
    }
    op, err := c.Delete(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }

    err = op.Wait(ctx)
    if err != nil {
        // TODO: Handle error.
    }
}

```

```

func ExampleLicensesClient_Get() {
    ctx := context.Background()
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.GetLicenseRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#GetLicenseRequest.
    }
    resp, err := c.Get(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _
    = resp
}

func ExampleLicensesClient_GetIamPolicy() {
    ctx := context.Background()
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.GetIamPolicyLicenseRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#GetIamPolicyLicenseRequest.
    }
    resp, err := c.GetIamPolicy(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _ = resp
}

func ExampleLicensesClient_Insert() {
    ctx := context.Background()
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
}

```

```

defer c.Close()

req := &computepb.InsertLicenseRequest{
    // TODO: Fill request struct fields.
    // See https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#InsertLicenseRequest.
}
op, err := c.Insert(ctx, req)
if err != nil {
    // TODO: Handle error.
}

err = op.Wait(ctx)
if err != nil {
    // TODO:
    Handle error.
}
}

func ExampleLicensesClient_List() {
    ctx := context.Background()
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.ListLicensesRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#ListLicensesRequest.
    }
    it := c.List(ctx, req)
    for {
        resp, err := it.Next()
        if err == iterator.Done {
            break
        }
        if err != nil {
            // TODO: Handle error.
        }
        // TODO: Use resp.
        _ = resp
    }
}

func ExampleLicensesClient_SetIamPolicy() {
    ctx := context.Background()
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {

```

```

// TODO: Handle error.
}
defer c.Close()

req := &computepb.SetIamPolicyLicenseRequest{
// TODO: Fill request struct fields.
// See https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#SetIamPolicyLicenseRequest.
}
resp, err := c.SetIamPolicy(ctx, req)
if err !=
nil {
// TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}

func ExampleLicensesClient_TestIamPermissions() {
ctx := context.Background()
c, err := compute.NewLicensesRESTClient(ctx)
if err != nil {
// TODO: Handle error.
}
defer c.Close()

req := &computepb.TestIamPermissionsLicenseRequest{
// TODO: Fill request struct fields.
// See
https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#TestIamPermissionsLicenseRequest.
}
resp, err := c.TestIamPermissions(ctx, req)
if err != nil {
// TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}

```

1.530 google-cloud-go-kms 1.4.0

1.530.1 Available under license :

```

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```

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// Code generated by protoc-gen-go. DO NOT EDIT.
// versions:
//  protoc-gen-go v1.35.2
//  protoc      v4.25.3
//  source: google/ai/generativelanguage/v1alpha/permission.proto

package generativelanguagepb

import (
    reflect "reflect"
    sync "sync"

    _ "google.golang.org/genproto/googleapis/api/annotations"
    protoreflect "google.golang.org/protobuf/reflect/protoreflect"
    protoimpl "google.golang.org/protobuf/runtime/protoimpl"
)

const (
    (
        // Verify that this generated code is sufficiently up-to-date.
        _ = protoimpl.EnforceVersion(20 - protoimpl.MinVersion)
        // Verify that runtime/protoimpl is sufficiently up-to-date.
        _ = protoimpl.EnforceVersion(protoimpl.MaxVersion - 20)
    )

    // Defines types of the grantee of this permission.
    type Permission_GranteeType int32

    const (
        // The default value. This value is unused.
        Permission_GRANTEE_TYPE_UNSPECIFIED Permission_GranteeType = 0
        // Represents a user. When set, you must provide email_address for the user.
        Permission_USER Permission_GranteeType = 1
        // Represents a group. When set, you must provide email_address for the
        // group.
        Permission_GROUP Permission_GranteeType = 2
        // Represents access to everyone. No extra information is required.
        Permission_EVERYONE Permission_GranteeType = 3
    )

```

```

// Enum value maps for Permission_GrantType.
var (
    Permission_GrantType_name = map[int32]string{
        0: "GRANTEE_TYPE_UNSPECIFIED",
        1: "USER",
        2:
        "GROUP",
        3: "EVERYONE",
    }
    Permission_GrantType_value = map[string]int32{
        "GRANTEE_TYPE_UNSPECIFIED": 0,
        "USER":                      1,
        "GROUP":                    2,
        "EVERYONE":                 3,
    }
)

func (x Permission_GrantType) Enum() *Permission_GrantType {
    p := new(Permission_GrantType)
    *p = x
    return p
}

func (x Permission_GrantType) String() string {
    return protoimpl.X.EnumStringOf(x.Descriptor(), protoreflect.EnumNumber(x))
}

func (Permission_GrantType) Descriptor() protoreflect.EnumDescriptor {
    return file_google_ai_generativelanguage_v1alpha_permission_proto_enumTypes[0].Descriptor()
}

func (Permission_GrantType) Type() protoreflect.EnumType {
    return &file_google_ai_generativelanguage_v1alpha_permission_proto_enumTypes[0]
}

func (x Permission_GrantType) Number() protoreflect.EnumNumber {
    return protoreflect.EnumNumber(x)
}

// Deprecated: Use Permission_GrantType.Descriptor instead.
func (Permission_GrantType) EnumDescriptor() ([]byte,
    []int) {
    return file_google_ai_generativelanguage_v1alpha_permission_proto_rawDescGZIP(), []int{0, 0}
}

// Defines the role granted by this permission.
type Permission_Role int32

```



```

const (
    // The default value. This value is unused.
    Permission_ROLE_UNSPECIFIED Permission_Role = 0
    // Owner can use, update, share and delete the resource.
    Permission_OWNER Permission_Role = 1
    // Writer can use, update and share the resource.
    Permission_WRITER Permission_Role = 2
    // Reader can use the resource.
    Permission_READER Permission_Role = 3
)

// Enum value maps for Permission_Role.
var (
    Permission_Role_name = map[int32]string{
        0: "ROLE_UNSPECIFIED",
        1: "OWNER",
        2: "WRITER",
        3: "READER",
    }
    Permission_Role_value = map[string]int32{
        "ROLE_UNSPECIFIED": 0,
        "OWNER":            1,
        "WRITER":           2,
        "READER":           3,
    }
)

func (x Permission_Role) Enum() *Permission_Role {
    p := new(Permission_Role)
    *p = x
    return p
}

func (x Permission_Role) String() string
{
    return protoimpl.X.EnumStringOf(x.Descriptor(), protoreflect.EnumNumber(x))
}

func (Permission_Role) Descriptor() protoreflect.EnumDescriptor {
    return file_google_ai_generativelanguage_v1alpha_permission_proto_enumTypes[1].Descriptor()
}

func (Permission_Role) Type() protoreflect.EnumType {
    return &file_google_ai_generativelanguage_v1alpha_permission_proto_enumTypes[1]
}

func (x Permission_Role) Number() protoreflect.EnumNumber {
    return protoreflect.EnumNumber(x)
}

```

```

}

// Deprecated: Use Permission_Role.Descriptor instead.
func (Permission_Role) EnumDescriptor() ([]byte, []int) {
    return file_google_ai_generativelanguage_v1alpha_permission_proto_rawDescGZIP(), []int{0, 1}
}

// Permission resource grants user, group or the rest of the world access to the
// PaLM API resource (e.g. a tuned model, corpus).
//
// A role is a collection of permitted operations that allows users to perform
// specific actions on PaLM API resources. To make them available to users,
// groups, or service
// accounts, you assign roles. When you assign a role, you
// grant permissions that the role contains.
//
// There are three concentric roles. Each role is a superset of the previous
// role's permitted operations:
//
// - reader can use the resource (e.g. tuned model, corpus) for inference
// - writer has reader's permissions and additionally can edit and share
// - owner has writer's permissions and additionally can delete
type Permission struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields

    // Output only. Identifier. The permission name. A unique name will be
    // generated on create. Examples:
    //
    // tunedModels/{tuned_model}/permissions/{permission}
    // corpora/{corpus}/permissions/{permission}
    //
    // Output only.
    Name string `protobuf:"bytes,1,opt,name=name,proto3" json:"name,omitempty"`
    // Optional. Immutable. The type of the grantee.
    GranteeType *Permission_GranteeType
    `protobuf:"varint,2,opt,name=grantee_type,json=granteeType,proto3,enum=google.ai.generativelanguage.v1alpha.Permission_GranteeType,oneof"
    json:"grantee_type,omitempty"`
    // Optional. Immutable. The email address of the user of group which this
    // permission refers. Field is not set when permission's grantee type is
    // EVERYONE.
    EmailAddress *string `protobuf:"bytes,3,opt,name=email_address,json=emailAddress,proto3,oneof"
    json:"email_address,omitempty"`
    // Required. The role granted by this permission.
    Role *Permission_Role
    `protobuf:"varint,4,opt,name=role,proto3,enum=google.ai.generativelanguage.v1alpha.Permission_Role,oneof"

```

```

json:"role,omitempty"
}

func (x *Permission) Reset() {
    *x = Permission{}
    mi := &file_google_ai_generativelanguage_v1alpha_permission_proto_msgTypes[0]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    ms.StoreMessageInfo(mi)
}

func (x *Permission) String() string {
    return protoimpl.X.MessageStringOf(x)
}

func (*Permission) ProtoMessage() {}

func (x *Permission) ProtoReflect() protoreflect.Message
{
    mi := &file_google_ai_generativelanguage_v1alpha_permission_proto_msgTypes[0]
    if x != nil {
        ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
        if ms.LoadMessageInfo() == nil {
            ms.StoreMessageInfo(mi)
        }
        return ms
    }
    return mi.MessageOf(x)
}

// Deprecated: Use Permission.ProtoReflect.Descriptor instead.
func (*Permission) Descriptor() ([]byte, []int) {
    return file_google_ai_generativelanguage_v1alpha_permission_proto_rawDescGZIP(), []int{0}
}

func (x *Permission) GetName() string {
    if x != nil {
        return x.Name
    }
    return ""
}

func (x *Permission) GetGranteeType() Permission_GranteeType {
    if x != nil && x.GranteeType != nil {
        return *x.GranteeType
    }
    return Permission_GRANTEE_TYPE_UNSPECIFIED
}

```

```

func (x *Permission) GetEmailAddress() string {
    if x != nil && x.EmailAddress != nil {
        return *x.EmailAddress
    }
    return ""
}

func (x *Permission) GetRole() Permission_Role {
    if x != nil && x.Role != nil {
        return *x.Role
    }
    return Permission_ROLE_UNSPECIFIED
}

var
File_google_ai_generativelanguage_v1alpha_permission_proto protoreflect.FileDescriptor

var file_google_ai_generativelanguage_v1alpha_permission_proto_rawDesc = []byte{
    0x0a, 0x35, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x69, 0x2f, 0x67, 0x65, 0x6e, 0x65,
    0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2f, 0x76,
    0x31, 0x61, 0x6c, 0x70, 0x68, 0x61, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f,
    0x6e, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x12, 0x24, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e,
    0x61, 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e,
    0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x61, 0x6c, 0x70, 0x68, 0x61, 0x1a, 0x1f, 0x67,
    0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x2f, 0x66, 0x69, 0x65, 0x6c, 0x64, 0x5f,
    0x62, 0x65, 0x68, 0x61, 0x76, 0x69, 0x6f, 0x72, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x1a, 0x19,
    0x67, 0x6f, 0x6f, 0x67, 0x6c,
    0x65, 0x2f, 0x61, 0x70, 0x69, 0x2f, 0x72, 0x65, 0x73, 0x6f, 0x75,
    0x72, 0x63, 0x65, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x22, 0x87, 0x05, 0x0a, 0x0a, 0x50, 0x65,
    0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x12, 0x1a, 0x0a, 0x04, 0x6e, 0x61, 0x6d, 0x65,
    0x18, 0x01, 0x20, 0x01, 0x28, 0x09, 0x42, 0x06, 0xe0, 0x41, 0x03, 0xe0, 0x41, 0x08, 0x52, 0x04,
    0x6e, 0x61, 0x6d, 0x65, 0x12, 0x6c, 0x0a, 0x0c, 0x67, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x5f,
    0x74, 0x79, 0x70, 0x65, 0x18, 0x02, 0x20, 0x01, 0x28, 0x0e, 0x32, 0x3c, 0x2e, 0x67, 0x6f, 0x6f,
    0x67, 0x6c, 0x65, 0x2e, 0x61, 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76,
    0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x61, 0x6c, 0x70, 0x68,
    0x61, 0x2e, 0x50, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x2e, 0x47, 0x72, 0x61,
    0x6e, 0x74, 0x65, 0x65, 0x54, 0x79, 0x70, 0x65, 0x42, 0x06, 0xe0, 0x41, 0x01, 0xe0, 0x41, 0x05,
    0x48, 0x00, 0x52, 0x0b, 0x67, 0x72, 0x61, 0x6e, 0x74, 0x65,
    0x65, 0x54, 0x79, 0x70, 0x65, 0x88,
    0x01, 0x01, 0x12, 0x30, 0x0a, 0x0d, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x5f, 0x61, 0x64, 0x64, 0x72,
    0x65, 0x73, 0x73, 0x18, 0x03, 0x20, 0x01, 0x28, 0x09, 0x42, 0x06, 0xe0, 0x41, 0x01, 0xe0, 0x41,
    0x05, 0x48, 0x01, 0x52, 0x0c, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x41, 0x64, 0x64, 0x72, 0x65, 0x73,
    0x73, 0x88, 0x01, 0x01, 0x12, 0x53, 0x0a, 0x04, 0x72, 0x6f, 0x6c, 0x65, 0x18, 0x04, 0x20, 0x01,
    0x28, 0x0e, 0x32, 0x35, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x61, 0x69, 0x2e, 0x67,
    0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67,
    0x65, 0x2e, 0x76, 0x31, 0x61, 0x6c, 0x70, 0x68, 0x61, 0x2e, 0x50, 0x65, 0x72, 0x6d, 0x69, 0x73,
    0x73, 0x69, 0x6f, 0x6e, 0x2e, 0x52, 0x6f, 0x6c, 0x65, 0x42, 0x03, 0xe0, 0x41, 0x02, 0x48, 0x02,
    0x52, 0x04, 0x72, 0x6f, 0x6c, 0x65, 0x88, 0x01, 0x01, 0x22, 0x4e, 0x0a, 0x0b, 0x47, 0x72, 0x61,

```

```

0x6e, 0x74, 0x65, 0x65, 0x54, 0x79, 0x70, 0x65, 0x12, 0x1c, 0x0a, 0x18, 0x47, 0x52, 0x41,
0x4e,
0x54, 0x45, 0x45, 0x5f, 0x54, 0x59, 0x50, 0x45, 0x5f, 0x55, 0x4e, 0x53, 0x50, 0x45, 0x43, 0x49,
0x46, 0x49, 0x45, 0x44, 0x10, 0x00, 0x12, 0x08, 0x0a, 0x04, 0x55, 0x53, 0x45, 0x52, 0x10, 0x01,
0x12, 0x09, 0x0a, 0x05, 0x47, 0x52, 0x4f, 0x55, 0x50, 0x10, 0x02, 0x12, 0x0c, 0x0a, 0x08, 0x45,
0x56, 0x45, 0x52, 0x59, 0x4f, 0x4e, 0x45, 0x10, 0x03, 0x22, 0x3f, 0x0a, 0x04, 0x52, 0x6f, 0x6c,
0x65, 0x12, 0x14, 0x0a, 0x10, 0x52, 0x4f, 0x4c, 0x45, 0x5f, 0x55, 0x4e, 0x53, 0x50, 0x45, 0x43,
0x49, 0x46, 0x49, 0x45, 0x44, 0x10, 0x00, 0x12, 0x09, 0x0a, 0x05, 0x4f, 0x57, 0x4e, 0x45, 0x52,
0x10, 0x01, 0x12, 0x0a, 0x0a, 0x06, 0x57, 0x52, 0x49, 0x54, 0x45, 0x52, 0x10, 0x02, 0x12, 0x0a,
0x0a, 0x06, 0x52, 0x45, 0x41, 0x44, 0x45, 0x52, 0x10, 0x03, 0x3a, 0xaa, 0x01, 0xea, 0x41, 0xa6,
0x01, 0x0a, 0x2c, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e,
0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x61, 0x70, 0x69, 0x73,
0x2e, 0x63, 0x6f, 0x6d,
0x2f, 0x50, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x12,
0x32, 0x74, 0x75, 0x6e, 0x65, 0x64, 0x4d, 0x6f, 0x64, 0x65, 0x6c, 0x73, 0x2f, 0x7b, 0x74, 0x75,
0x6e, 0x65, 0x64, 0x5f, 0x6d, 0x6f, 0x64, 0x65, 0x6c, 0x7d, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69,
0x73, 0x73, 0x69, 0x6f, 0x6e, 0x73, 0x2f, 0x7b, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69,
0x6f, 0x6e, 0x7d, 0x12, 0x29, 0x63, 0x6f, 0x72, 0x70, 0x6f, 0x72, 0x61, 0x2f, 0x7b, 0x63, 0x6f,
0x72, 0x70, 0x75, 0x73, 0x7d, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e,
0x73, 0x2f, 0x7b, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x7d, 0x2a, 0x0b,
0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x73, 0x32, 0x0a, 0x70, 0x65, 0x72,
0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x42, 0x0f, 0x0a, 0x0d, 0x5f, 0x67, 0x72, 0x61, 0x6e,
0x74, 0x65, 0x65, 0x5f, 0x74, 0x79, 0x70, 0x65, 0x42, 0x10, 0x0a, 0x0e, 0x5f, 0x65, 0x6d, 0x61,
0x69, 0x6c, 0x5f, 0x61, 0x64, 0x64, 0x72, 0x65, 0x73,
0x73, 0x42, 0x07, 0x0a, 0x05, 0x5f, 0x72,
0x6f, 0x6c, 0x65, 0x42, 0x9d, 0x01, 0x0a, 0x28, 0x63, 0x6f, 0x6d, 0x2e, 0x67, 0x6f, 0x6f, 0x67,
0x6c, 0x65, 0x2e, 0x61, 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65,
0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x61, 0x6c, 0x70, 0x68, 0x61,
0x42, 0x0f, 0x50, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x50, 0x72, 0x6f, 0x74,
0x6f, 0x50, 0x01, 0x5a, 0x5e, 0x63, 0x6c, 0x6f, 0x75, 0x64, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c,
0x65, 0x2e, 0x63, 0x6f, 0x6d, 0x2f, 0x67, 0x6f, 0x2f, 0x61, 0x69, 0x2f, 0x67, 0x65, 0x6e, 0x65,
0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2f, 0x61,
0x70, 0x69, 0x76, 0x31, 0x61, 0x6c, 0x70, 0x68, 0x61, 0x2f, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61,
0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x70, 0x62, 0x3b, 0x67,
0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75,
0x61, 0x67,
0x65, 0x70, 0x62, 0x62, 0x06, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x33,
}

```

```

var (
    file_google_ai_generativelanguage_v1alpha_permission_proto_rawDescOnce sync.Once
    file_google_ai_generativelanguage_v1alpha_permission_proto_rawDescData =
        file_google_ai_generativelanguage_v1alpha_permission_proto_rawDesc
)

func file_google_ai_generativelanguage_v1alpha_permission_proto_rawDescGZIP() []byte {
    file_google_ai_generativelanguage_v1alpha_permission_proto_rawDescOnce.Do(func() {
        file_google_ai_generativelanguage_v1alpha_permission_proto_rawDescData =

```

```

protoimpl.X.CompressGZIP(file_google_ai_generativelanguage_v1alpha_permission_proto_rawDescData)
})
return file_google_ai_generativelanguage_v1alpha_permission_proto_rawDescData
}

var file_google_ai_generativelanguage_v1alpha_permission_proto_enumTypes = make([]protoimpl.EnumInfo, 2)
var file_google_ai_generativelanguage_v1alpha_permission_proto_msgTypes = make([]protoimpl.MessageInfo, 1)
var file_google_ai_generativelanguage_v1alpha_permission_proto_goTypes
= []any{
    (Permission_GranteeType)(0), // 0: google.ai.generativelanguage.v1alpha.Permission.GranteeType
    (Permission_Role)(0),       // 1: google.ai.generativelanguage.v1alpha.Permission.Role
    (*Permission)(nil),         // 2: google.ai.generativelanguage.v1alpha.Permission
}
var file_google_ai_generativelanguage_v1alpha_permission_proto_depIdxs = []int32{
    0, // 0: google.ai.generativelanguage.v1alpha.Permission.grantee_type:type_name ->
    google.ai.generativelanguage.v1alpha.Permission.GranteeType
    1, // 1: google.ai.generativelanguage.v1alpha.Permission.role:type_name ->
    google.ai.generativelanguage.v1alpha.Permission.Role
    2, // [2:2] is the sub-list for method output_type
    2, // [2:2] is the sub-list for method input_type
    2, // [2:2] is the sub-list for extension type_name
    2, // [2:2] is the sub-list for extension extendee
    0, // [0:2] is the sub-list for field type_name
}

func init() { file_google_ai_generativelanguage_v1alpha_permission_proto_init()
}
func file_google_ai_generativelanguage_v1alpha_permission_proto_init() {
if File_google_ai_generativelanguage_v1alpha_permission_proto != nil {
    return
}
file_google_ai_generativelanguage_v1alpha_permission_proto_msgTypes[0].OneofWrappers = []any{}
type x struct{}
out := protoimpl.TypeBuilder{
    File: protoimpl.DescBuilder{
        GoPackagePath: reflect.TypeOf(x{}).PkgPath(),
        RawDescriptor: file_google_ai_generativelanguage_v1alpha_permission_proto_rawDesc,
        NumEnums: 2,
        NumMessages: 1,
        NumExtensions: 0,
        NumServices: 0,
    },
    GoTypes: file_google_ai_generativelanguage_v1alpha_permission_proto_goTypes,
    DependencyIndexes: file_google_ai_generativelanguage_v1alpha_permission_proto_depIdxs,
    EnumInfos: file_google_ai_generativelanguage_v1alpha_permission_proto_enumTypes,
    MessageInfos: file_google_ai_generativelanguage_v1alpha_permission_proto_msgTypes,
}.Build()
File_google_ai_generativelanguage_v1alpha_permission_proto = out.File

```

```

file_google_ai_generativelanguage_v1alpha_permission_proto_rawDesc
= nil
file_google_ai_generativelanguage_v1alpha_permission_proto_goTypes = nil
file_google_ai_generativelanguage_v1alpha_permission_proto_depIdxs = nil
}
// Copyright 2024 Google LLC
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// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

//go:build go1.23

package compute_test

import (
    "context"

    compute "cloud.google.com/go/compute/apiv1"
    computepb "cloud.google.com/go/compute/apiv1/computepb"
)

func ExampleLicensesClient_List_all() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.

```

```

// It will require modifications
to work:
// - It may require correct/in-range values for request initialization.
// - It may require specifying regional endpoints when creating the service client as shown in:
//   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
c, err := compute.NewLicensesRESTClient(ctx)
if err != nil {
    // TODO: Handle error.
}
defer c.Close()

req := &computepb.ListLicensesRequest{
    // TODO: Fill request struct fields.
    // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#ListLicensesRequest.
}
for resp, err := range c.List(ctx, req).All() {
    if err != nil {
        // TODO: Handle error and break/return/continue. Iteration will stop after any error.
    }
    // TODO: Use resp.
    _ = resp
}
}
// Copyright 2025 Google LLC
//
// Licensed under the Apache License, Version 2.0 (the "License");
// you may not use this file except in compliance with the License.
// You may obtain a copy of the License at
//
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// WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
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// limitations under the License.

// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

package procurement_test

import (
    "context"

    procurement "cloud.google.com/go/commerce/consumer/procurement/apiv1"
    procurementpb "cloud.google.com/go/commerce/consumer/procurement/apiv1/procurementpb"
    longrunningpb "cloud.google.com/go/longrunning/autogen/longrunningpb"
    "google.golang.org/api/iterator"

```


)

```
func ExampleNewLicenseManagementClient() {
    ctx
    := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := procurement.NewLicenseManagementClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    // TODO: Use client.
    _ = c
}
```

```
func ExampleNewLicenseManagementRESTClient() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c,
    err := procurement.NewLicenseManagementRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    // TODO: Use client.
    _ = c
}
```

```
func ExampleLicenseManagementClient_Assign() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := procurement.NewLicenseManagementClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
}
```

```

}
defer c.Close()

req := &procurementpb.AssignRequest{
    // TODO: Fill request struct fields.
    // See
https://pkg.go.dev/cloud.google.com/go/commerce/consumer/procurement/apiv1/procurementpb#AssignRequest.
}
resp, err := c.Assign(ctx, req)
if err != nil {
    // TODO: Handle error.
}
//
// TODO: Use resp.
_ = resp
}

func ExampleLicenseManagementClient_EnumerateLicensedUsers() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client\_Options
    c, err := procurement.NewLicenseManagementClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &procurementpb.EnumerateLicensedUsersRequest{
        // TODO: Fill request struct fields.
        // See
https://pkg.go.dev/cloud.google.com/go/commerce/consumer/procurement/apiv1/procurementpb#EnumerateLicensedUsersRequest.
    }
    it := c.EnumerateLicensedUsers(ctx, req)
    for {
        resp, err := it.Next()
        if err == iterator.Done {
            break
        }
        if err != nil {
            // TODO: Handle error.
        }
        //
        // TODO: Use resp.
        _ = resp
    }
}

```

```

// If you need to access the underlying RPC response,
// you can do so by casting the `Response` as below.
// Otherwise, remove this line. Only populated after
// first call to Next(). Not safe for concurrent access.
_ = it.Response.(*procurementpb.EnumerateLicensedUsersResponse)
}
}

func ExampleLicenseManagementClient_GetLicensePool() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := procurement.NewLicenseManagementClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &procurementpb.GetLicensePoolRequest{
        // TODO: Fill request struct fields.
        //
        // See
        // https://pkg.go.dev/cloud.google.com/go/commerce/consumer/procurement/apiv1/procurementpb#GetLicensePoolRe
        // quest.
    }
    resp, err := c.GetLicensePool(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _ = resp
}

func ExampleLicenseManagementClient_Unassign() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := procurement.NewLicenseManagementClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
}

```

```

defer c.Close()

req := &procurementpb.UnassignRequest{
    // TODO: Fill request struct fields.
    // See
https://pkg.go.dev/cloud.google.com/go/commerce/consumer/procurement/apiv1/procurementpb#UnassignRequest.
}
resp,
err := c.Unassign(ctx, req)
if err != nil {
    // TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}

func ExampleLicenseManagementClient_UpdateLicensePool() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client\_Options
    c, err := procurement.NewLicenseManagementClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &procurementpb.UpdateLicensePoolRequest{
        // TODO: Fill request struct fields.
        // See
https://pkg.go.dev/cloud.google.com/go/commerce/consumer/procurement/apiv1/procurementpb#UpdateLicensePoolRequest.
    }
    resp, err := c.UpdateLicensePool(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    //
    // TODO: Use resp.
    _ = resp
}

func ExampleLicenseManagementClient_GetOperation() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:

```

```

// - It may require correct/in-range values for request initialization.
// - It may require specifying regional endpoints when creating the service client as shown in:
//   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
c, err := procurement.NewLicenseManagementClient(ctx)
if err != nil {
    // TODO: Handle error.
}
defer c.Close()

req := &longrunningpb.GetOperationRequest{
    // TODO: Fill request struct fields.
    // See https://pkg.go.dev/cloud.google.com/go/longrunning/autogen/longrunningpb#GetOperationRequest.
}
resp, err := c.GetOperation(ctx, req)
if err != nil {
    // TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}
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// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

package compute_test

import (
    "context"

    compute "cloud.google.com/go/compute/apiv1"
    computepb "cloud.google.com/go/compute/apiv1/computepb"
    "google.golang.org/api/iterator"
)

func ExampleNewLicensesRESTClient() {
    ctx := context.Background()

```

```

// This snippet has been automatically generated and should be regarded as a code template only.
// It will
require modifications to work:
// - It may require correct/in-range values for request initialization.
// - It may require specifying regional endpoints when creating the service client as shown in:
//   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
c, err := compute.NewLicensesRESTClient(ctx)
if err != nil {
    // TODO: Handle error.
}
defer c.Close()

// TODO: Use client.
_ = c
}

func ExampleLicensesClient_Delete() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.DeleteLicenseRequest{
        //
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/compute#DeleteLicenseRequest.
    }
    op, err := c.Delete(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }

    err = op.Wait(ctx)
    if err != nil {
        // TODO: Handle error.
    }
}

func ExampleLicensesClient_Get() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.

```

```

// It will require modifications to work:
// - It may require correct/in-range values for request initialization.
// - It may require specifying regional endpoints when creating the service client as shown in:
//   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
c, err := compute.NewLicensesRESTClient(ctx)
if err != nil {
    // TODO: Handle error.
}
defer c.Close()

req := &computepb.GetLicenseRequest{
    // TODO: Fill request struct fields.
    // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/compute#GetLicenseRequest.
}
resp,
err := c.Get(ctx, req)
if err != nil {
    // TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}

func ExampleLicensesClient_GetIamPolicy() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.GetIamPolicyLicenseRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/compute#GetIamPolicyLicenseRequest.
    }
    resp, err := c.GetIamPolicy(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _ = resp
}

```

```

func ExampleLicensesClient_Insert()
{
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.InsertLicenseRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/compute#InsertLicenseRequest.
    }
    op, err := c.Insert(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }

    err = op.Wait(ctx)
    if err != nil {
        // TODO: Handle error.
    }
}

func ExampleLicensesClient_List() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template
    // only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.ListLicensesRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/compute#ListLicensesRequest.
    }
    it := c.List(ctx, req)

```



```

for {
    resp, err := it.Next()
    if err == iterator.Done {
        break
    }
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _ = resp

    // If you need to access the underlying RPC response,
    // you can do so by casting the `Response` as below.
    // Otherwise, remove this line. Only populated after
    // first call to Next(). Not safe for concurrent access.
    _ = it.Response.(*computepb.LicensesListResponse)
}
}

func
ExampleLicensesClient_SetIamPolicy() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client\_Options
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.SetIamPolicyLicenseRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/compute#SetIamPolicyLicenseRequest.
    }
    resp, err := c.SetIamPolicy(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _ = resp
}

func ExampleLicensesClient_TestIamPermissions() {
    ctx := context.Background()
    // This snippet has been automatically

```

generated and should be regarded as a code template only.

// It will require modifications to work:

// - It may require correct/in-range values for request initialization.

// - It may require specifying regional endpoints when creating the service client as shown in:

// https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options

```
c, err := compute.NewLicensesRESTClient(ctx)
```

```
if err != nil {
```

```
    // TODO: Handle error.
```

```
}
```

```
defer c.Close()
```

```
req := &computepb.TestIamPermissionsLicenseRequest{
```

```
    // TODO: Fill request struct fields.
```

```
    // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#TestIamPermissionsLicenseRequest.
```

```
}
```

```
resp, err := c.TestIamPermissions(ctx, req)
```

```
if err != nil {
```

```
    // TODO: Handle error.
```

```
}
```

```
// TODO: Use resp.
```

```
_ = resp
```

```
}
```

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package compute

import (

"bytes"

"context"

"fmt"

"log/slog"

"math"

"net/http"

"net/url"

"time"

computepb "cloud.google.com/go/compute/apiv1/computepb"

```

gax "github.com/googleapis/gax-go/v2"
"google.golang.org/api/iterator"
"google.golang.org/api/option"
"google.golang.org/api/option/internaloption"
httptransport "google.golang.org/api/transport/http"
"google.golang.org/grpc"
"google.golang.org/protobuf/encoding/protojson"
"google.golang.org/protobuf/proto"
)

var
newLicensesClientHook clientHook

// LicensesCallOptions contains the retry settings for each method of LicensesClient.
type LicensesCallOptions struct {
Delete      []gax.CallOption
Get         []gax.CallOption
GetIamPolicy []gax.CallOption
Insert      []gax.CallOption
List        []gax.CallOption
SetIamPolicy []gax.CallOption
TestIamPermissions []gax.CallOption
}

func defaultLicensesRESTCallOptions() *LicensesCallOptions {
return &LicensesCallOptions{
Delete: []gax.CallOption{
gax.WithTimeout(600000 * time.Millisecond),
},
Get: []gax.CallOption{
gax.WithTimeout(600000 * time.Millisecond),
gax.WithRetry(func() gax.Retryer {
return gax.OnHTTPCodes(gax.Backoff{
Initial: 100 * time.Millisecond,
Max: 60000 * time.Millisecond,
Multiplier: 1.30,
},
http.StatusGatewayTimeout,
http.StatusServiceUnavailable)
}),
},
GetIamPolicy:
[]gax.CallOption{
gax.WithTimeout(600000 * time.Millisecond),
gax.WithRetry(func() gax.Retryer {
return gax.OnHTTPCodes(gax.Backoff{
Initial: 100 * time.Millisecond,
Max: 60000 * time.Millisecond,

```



```

Multiplier: 1.30,
},
http.StatusGatewayTimeout,
http.StatusServiceUnavailable)
}),
},
Insert: []gax.CallOption{
gax.WithTimeout(600000 * time.Millisecond),
},
List: []gax.CallOption{
gax.WithTimeout(600000 * time.Millisecond),
gax.WithRetry(func() gax.Retryer {
return gax.OnHTTPCodes(gax.Backoff{
Initial: 100 * time.Millisecond,
Max: 60000 * time.Millisecond,
Multiplier: 1.30,
},
http.StatusGatewayTimeout,
http.StatusServiceUnavailable)
}),
},
SetIamPolicy: []gax.CallOption{
gax.WithTimeout(600000 * time.Millisecond),
},
TestIamPermissions: []gax.CallOption{
gax.WithTimeout(600000 * time.Millisecond),
},
}
}

//
internalLicensesClient is an interface that defines the methods available from Google Compute Engine API.
type internalLicensesClient interface {
Close() error
setGoogleClientInfo(...string)
Connection() *grpc.ClientConn
Delete(context.Context, *computepb.DeleteLicenseRequest, ...gax.CallOption) (*Operation, error)
Get(context.Context, *computepb.GetLicenseRequest, ...gax.CallOption) (*computepb.License, error)
GetIamPolicy(context.Context, *computepb.GetIamPolicyLicenseRequest, ...gax.CallOption) (*computepb.Policy,
error)
Insert(context.Context, *computepb.InsertLicenseRequest, ...gax.CallOption) (*Operation, error)
List(context.Context, *computepb.ListLicensesRequest, ...gax.CallOption) *LicenseIterator
SetIamPolicy(context.Context, *computepb.SetIamPolicyLicenseRequest, ...gax.CallOption) (*computepb.Policy,
error)
TestIamPermissions(context.Context, *computepb.TestIamPermissionsLicenseRequest, ...gax.CallOption)
(*computepb.TestPermissionsResponse,
error)
}

```

```

// LicensesClient is a client for interacting with Google Compute Engine API.
// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with
// method calls.
//
// The Licenses API.
type LicensesClient struct {
    // The internal transport-dependent client.
    internalClient internalLicensesClient

    // The call options for this service.
    CallOptions *LicensesCallOptions
}

// Wrapper methods routed to the internal client.

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *LicensesClient) Close() error {
    return c.internalClient.Close()
}

// setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *LicensesClient) setGoogleClientInfo(keyval ...string) {
    c.internalClient.setGoogleClientInfo(keyval...)
}

// Connection returns a connection
// to the API service.
//
// Deprecated: Connections are now pooled so this method does not always
// return the same resource.
func (c *LicensesClient) Connection() *grpc.ClientConn {
    return c.internalClient.Connection()
}

// Delete deletes the specified license. Caution This resource is intended for use only by third-party partners who are
// creating Cloud Marketplace images.
func (c *LicensesClient) Delete(ctx context.Context, req *computepb.DeleteLicenseRequest, opts ...gax.CallOption)
(*Operation, error) {
    return c.internalClient.Delete(ctx, req, opts...)
}

// Get returns the specified License resource. Caution This resource is intended for use only by third-party partners
// who are creating Cloud Marketplace images.
func (c *LicensesClient) Get(ctx context.Context, req *computepb.GetLicenseRequest, opts ...gax.CallOption)

```

```

(*computepb.License, error) {
    return c.internalClient.Get(ctx, req, opts...)
}

// GetIamPolicy gets the access control policy for a resource. May be empty
// if no such policy or resource exists. Caution This resource is intended for use only by third-party partners who are
// creating Cloud Marketplace images.
func (c *LicensesClient) GetIamPolicy(ctx context.Context, req *computepb.GetIamPolicyLicenseRequest, opts
...gax.CallOption) (*computepb.Policy, error) {
    return c.internalClient.GetIamPolicy(ctx, req, opts...)
}

// Insert create a License resource in the specified project. Caution This resource is intended for use only by third-
// party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) Insert(ctx context.Context, req *computepb.InsertLicenseRequest, opts ...gax.CallOption)
(*Operation, error) {
    return c.internalClient.Insert(ctx, req, opts...)
}

// List retrieves the list of licenses available in the specified project. This method does not get any licenses that
// belong to other projects, including licenses attached to publicly-available images, like Debian 9. If you want to get a
// list of publicly-available licenses,
// use this method to make a request to the respective image project, such as debian-cloud or windows-cloud. Caution
// This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) List(ctx context.Context, req *computepb.ListLicensesRequest, opts ...gax.CallOption)
*LicenseIterator {
    return c.internalClient.List(ctx, req, opts...)
}

// SetIamPolicy sets the access control policy on the specified resource. Replaces any existing policy. Caution This
// resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) SetIamPolicy(ctx context.Context, req *computepb.SetIamPolicyLicenseRequest, opts
...gax.CallOption) (*computepb.Policy, error) {
    return c.internalClient.SetIamPolicy(ctx, req, opts...)
}

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is
// intended for use only by third-party partners
// who are creating Cloud Marketplace images.
func (c *LicensesClient) TestIamPermissions(ctx context.Context, req
*computepb.TestIamPermissionsLicenseRequest, opts ...gax.CallOption) (*computepb.TestPermissionsResponse,
error) {
    return c.internalClient.TestIamPermissions(ctx, req, opts...)
}

// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with
// method calls.
type licensesRESTClient struct {

```

```

// The http endpoint to connect to.
endpoint string

// The http client.
httpClient *http.Client

// operationClient is used to call the operation-specific management service.
operationClient *GlobalOperationsClient

// The x-goog-* headers to be sent with each request.
xGoogHeaders []string

// Points back to the CallOptions field of the containing LicensesClient
CallOptions **LicensesCallOptions

logger *slog.Logger
}

// NewLicensesRESTClient creates a new licenses rest client.
//
// The Licenses API.
func NewLicensesRESTClient(ctx
context.Context, opts ...option.ClientOption) (*LicensesClient, error) {
    clientOpts := append(defaultLicensesRESTClientOptions(), opts...)
    httpClient, endpoint, err := httptransport.NewClient(ctx, clientOpts...)
    if err != nil {
        return nil, err
    }

    callOpts := defaultLicensesRESTCallOptions()
    c := &licensesRESTClient{
        endpoint:    endpoint,
        httpClient:  httpClient,
        CallOptions: &callOpts,
        logger:     internaloption.GetLogger(opts),
    }
    c.setGoogleClientInfo()

    o := []option.ClientOption{
        option.WithHTTPClient(httpClient),
        option.WithEndpoint(endpoint),
    }
    opC, err := NewGlobalOperationsRESTClient(ctx, o...)
    if err != nil {
        return nil, err
    }
    c.operationClient = opC

```

```

return &LicensesClient{internalClient: c, CallOptions: callOpts}, nil
}

func defaultLicensesRESTClientOptions() []option.ClientOption {
return []option.ClientOption{
    internaloption.WithDefaultEndpoint("https://compute.googleapis.com"),
    internaloption.WithDefaultEndpointTemplate("https://compute.UNIVERSE_DOMAIN"),
    internaloption.WithDefaultMTLSEndpoint("https://compute.mtls.googleapis.com"),
    internaloption.WithDefaultUniverseDomain("googleapis.com"),
    internaloption.WithDefaultAudience("https://compute.googleapis.com/"),
    internaloption.WithDefaultScopes(DefaultAuthScopes()),
    internaloption.EnableNewAuthLibrary(),
}
}

//
// setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *licensesRESTClient) setGoogleClientInfo(keyval ...string) {
kv := append([]string{"gl-go", gax.GoVersion}, keyval...)
kv = append(kv, "gapic", getVersionClient(), "gax", gax.Version, "rest", "UNKNOWN")
c.xGoogHeaders = []string{
    "x-goog-api-client", gax.XGoogHeader(kv...),
}
}

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *licensesRESTClient) Close() error {
// Replace httpClient
with nil to force cleanup.
c.httpClient = nil
if err := c.operationClient.Close(); err != nil {
    return err
}
return nil
}

// Connection returns a connection to the API service.
//
// Deprecated: This method always returns nil.
func (c *licensesRESTClient) Connection() *grpc.ClientConn {
return nil
}

// Delete deletes the specified license. Caution This resource is intended for use only by third-party partners who are
creating Cloud Marketplace images.

```

```

func (c *licensesRESTClient) Delete(ctx context.Context, req *computepb.DeleteLicenseRequest, opts
...gax.CallOption) (*Operation, error) {
    baseUrl, err := url.Parse(c.endpoint)
    if err != nil {
        return nil, err
    }
    baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v", req.GetProject(), req.GetLicense())

    params := url.Values{}
    if req != nil && req.RequestId != nil {
        params.Add("requestId", fmt.Sprintf("%v", req.GetRequestId()))
    }

    baseUrl.RawQuery = params.Encode()

    // Build HTTP headers from client
    and context metadata.
    hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()), "license", url.QueryEscape(req.GetLicense()))}

    hds = append(c.xGoogHeaders, hds...)
    hds = append(hds, "Content-Type", "application/json")
    headers := gax.BuildHeaders(ctx, hds...)
    opts = append((*c.CallOptions).Delete[0:len((*c.CallOptions).Delete):len((*c.CallOptions).Delete)], opts...)
    unmarshalOptions := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
    resp := &computepb.Operation{}
    e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
        if settings.Path != "" {
            baseUrl.Path = settings.Path
        }
        httpReq, err := http.NewRequest("DELETE", baseUrl.String(), nil)
        if err != nil {
            return err
        }
        httpReq = httpReq.WithContext(ctx)
        httpReq.Header = headers

        buf, err := executeHTTPRequest(ctx, c.httpClient, httpReq, c.logger, nil, "Delete")
        if err != nil {
            return err
        }

        if err := unmarshal(buf,
resp); err != nil {
            return err
        }

        return nil
    })

```

```

    }, opts...)
    if e != nil {
        return nil, e
    }
    op := &Operation{
        &globalOperationsHandle{
            c:    c.operationClient,
            proto: resp,
            project: req.GetProject(),
        },
    }
    return op, nil
}

// Get returns the specified License resource. Caution This resource is intended for use only by third-party partners
// who are creating Cloud Marketplace images.
func (c *licensesRESTClient) Get(ctx context.Context, req *computepb.GetLicenseRequest, opts ...gax.CallOption)
(*computepb.License, error) {
    baseUrl, err := url.Parse(c.endpoint)
    if err != nil {
        return nil, err
    }
    baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v", req.GetProject(), req.GetLicense())

    // Build HTTP headers from client and context metadata.
    hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
    url.QueryEscape(req.GetProject()), "license", url.QueryEscape(req.GetLicense()))}

    hds = append(c.xGoogHeaders,
    hds...)
    hds = append(hds, "Content-Type", "application/json")
    headers := gax.BuildHeaders(ctx, hds...)
    opts = append((*c.CallOptions).Get[0:len((*c.CallOptions).Get):len((*c.CallOptions).Get)], opts...)
    unmarshal := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
    resp := &computepb.License{}
    e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
        if settings.Path != "" {
            baseUrl.Path = settings.Path
        }
        httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
        if err != nil {
            return err
        }
        httpReq = httpReq.WithContext(ctx)
        httpReq.Header = headers

        buf, err := executeHTTPRequest(ctx, c.httpClient, httpReq, c.logger, nil, "Get")
        if err != nil {

```

```

    return err
}

if err := unmarshal(buf, resp); err != nil {
    return err
}

return nil
}, opts...)
if e != nil {
    return nil, e
}
return resp, nil
}

// GetIamPolicy gets the access control policy for a resource. May be empty if no such policy or resource
// exists. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace
// images.
func (c *licensesRESTClient) GetIamPolicy(ctx context.Context, req *computepb.GetIamPolicyLicenseRequest,
    opts ...gax.CallOption) (*computepb.Policy, error) {
    baseUrl, err := url.Parse(c.endpoint)
    if err != nil {
        return nil, err
    }
    baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/getIamPolicy", req.GetProject(),
        req.GetResource())

    params := url.Values{}
    if req != nil && req.OptionsRequestedPolicyVersion != nil {
        params.Add("optionsRequestedPolicyVersion", fmt.Sprintf("%v", req.GetOptionsRequestedPolicyVersion()))
    }

    baseUrl.RawQuery = params.Encode()

    // Build HTTP headers from client and context metadata.
    hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
        url.QueryEscape(req.GetProject()), "resource", url.QueryEscape(req.GetResource()))}

    hds = append(c.xGoogHeaders, hds...)
    hds = append(hds,
        "Content-Type", "application/json")
    headers := gax.BuildHeaders(ctx, hds...)
    opts =
        append((*c.CallOptions).GetIamPolicy[0:len((*c.CallOptions).GetIamPolicy):len((*c.CallOptions).GetIamPolicy)],
            opts...)
    unmarshal := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
    resp := &computepb.Policy{}
    e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {

```



```

if settings.Path != "" {
    baseUrl.Path = settings.Path
}
httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
if err != nil {
    return err
}
httpReq = httpReq.WithContext(ctx)
httpReq.Header = headers

buf, err := executeHTTPRequest(ctx, c.httpClient, httpReq, c.logger, nil, "GetIamPolicy")
if err != nil {
    return err
}

if err := unmarshal(buf, resp); err != nil {
    return err
}

return nil
}, opts...)
if e != nil {
    return nil, e
}
return resp, nil
}

// Insert create a License resource in the specified project. Caution This resource is intended
// for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) Insert(ctx context.Context, req *computepb.InsertLicenseRequest, opts
...gax.CallOption) (*Operation, error) {
    m := protojson.MarshalOptions{AllowPartial: true}
    body := req.GetLicenseResource()
    jsonReq, err := m.Marshal(body)
    if err != nil {
        return nil, err
    }

    baseUrl, err := url.Parse(c.endpoint)
    if err != nil {
        return nil, err
    }
    baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses", req.GetProject())

    params := url.Values{}
    if req != nil && req.RequestId != nil {
        params.Add("requestId", fmt.Sprintf("%v", req.GetRequestId()))
    }

```

```

baseUrl.RawQuery = params.Encode()

// Build HTTP headers from client and context metadata.
hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v", "project", url.QueryEscape(req.GetProject()))}

hds = append(c.xGoogHeaders, hds...)
hds = append(hds, "Content-Type", "application/json")
headers := gax.BuildHeaders(ctx,
hds...)
opts = append((*c.CallOptions).Insert[0:len((*c.CallOptions).Insert):len((*c.CallOptions).Insert)], opts...)
unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
resp := &compute.Operation{}
e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
    if settings.Path != "" {
        baseUrl.Path = settings.Path
    }
    httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
    if err != nil {
        return err
    }
    httpReq = httpReq.WithContext(ctx)
    httpReq.Header = headers

    buf, err := executeHTTPRequest(ctx, c.httpClient, httpReq, c.logger, jsonReq, "Insert")
    if err != nil {
        return err
    }

    if err := unm.Unmarshal(buf, resp); err != nil {
        return err
    }

    return nil
}, opts...)
if e != nil {
    return nil, e
}
op := &Operation{
    &globalOperationsHandle{
        c:    c.operationClient,
        proto: resp,
        project: req.GetProject(),
    },
}
return op, nil
}

```

```
// List retrieves the
list of licenses available in the specified project. This method does not get any licenses that belong to other projects,
including licenses attached to publicly-available images, like Debian 9. If you want to get a list of publicly-available
licenses, use this method to make a request to the respective image project, such as debian-cloud or windows-cloud.
Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) List(ctx context.Context, req *computepb.ListLicensesRequest, opts
...gax.CallOption) *LicenseIterator {
    it := &LicenseIterator{}
    req = proto.Clone(req).(*computepb.ListLicensesRequest)
    unmarshalOptions := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
    it.InternalFetch = func(pageSize int, pageToken string) ([]*computepb.License, string, error) {
        resp := &computepb.LicensesListResponse{}
        if pageToken != "" {
            req.PageToken = proto.String(pageToken)
        }
        if pageSize > math.MaxInt32 {
            req.MaxResults = proto.Uint32(uint32(math.MaxInt32))
        } else if pageSize != 0 {
            req.MaxResults = proto.Uint32(uint32(pageSize))
        }
        baseUrl, err := url.Parse(c.endpoint)
        if err != nil {
            return nil, "", err
        }
        baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses", req.GetProject())

        params := url.Values{}
        if req != nil && req.Filter != nil {
            params.Add("filter", fmt.Sprintf("%v", req.GetFilter()))
        }
        if req != nil && req.MaxResults != nil {
            params.Add("maxResults", fmt.Sprintf("%v", req.GetMaxResults()))
        }
        if req != nil && req.OrderBy != nil {
            params.Add("orderBy", fmt.Sprintf("%v", req.GetOrderBy()))
        }
        if req != nil && req.PageToken != nil {
            params.Add("pageToken", fmt.Sprintf("%v", req.GetPageToken()))
        }
        if req != nil && req.ReturnPartialSuccess != nil {
            params.Add("returnPartialSuccess", fmt.Sprintf("%v", req.GetReturnPartialSuccess()))
        }

        baseUrl.RawQuery = params.Encode()

        // Build HTTP headers from
```

```

client and context metadata.
hds := append(c.xGoogHeaders, "Content-Type", "application/json")
headers := gax.BuildHeaders(ctx, hds...)
e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
    if settings.Path != "" {
        baseUrl.Path = settings.Path
    }
    httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
    if err != nil {
        return err
    }
    httpReq.Header = headers

    buf, err := executeHTTPRequest(ctx, c.httpClient, httpReq, c.logger, nil, "List")
    if err != nil {
        return err
    }
    if err := unm.Unmarshal(buf, resp); err != nil {
        return err
    }

    return nil
}, opts...)
if e != nil {
    return nil, "", e
}
it.Response = resp
return resp.GetItems(), resp.GetNextPageToken(), nil
}

fetch := func(pageSize int, pageToken string) (string, error) {
    items, nextPageToken, err := it.InternalFetch(pageSize, pageToken)
    if err != nil {
        return "", err
    }
    it.items = append(it.items, items...)
    return nextPageToken,
    nil
}

it.pageInfo, it.nextFunc = iterator.NewPageInfo(fetch, it.bufLen, it.takeBuf)
it.pageInfo.MaxSize = int(req.GetMaxResults())
it.pageInfo.Token = req.GetPageToken()

return it
}

```

// SetIamPolicy sets the access control policy on the specified resource. Replaces any existing policy. Caution This

```

resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) SetIamPolicy(ctx context.Context, req *computepb.SetIamPolicyLicenseRequest,
opts ...gax.CallOption) (*computepb.Policy, error) {
    m := protojson.MarshalOptions{AllowPartial: true}
    body := req.GetGlobalSetPolicyRequestResource()
    jsonReq, err := m.Marshal(body)
    if err != nil {
        return nil, err
    }

    baseUrl, err := url.Parse(c.endpoint)
    if err != nil {
        return nil, err
    }
    baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/setIamPolicy", req.GetProject(),
req.GetResource())

    // Build HTTP headers from client and context metadata.
    hds
    := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project", url.QueryEscape(req.GetProject()),
"resource", url.QueryEscape(req.GetResource()))}

    hds = append(c.xGoogHeaders, hds...)
    hds = append(hds, "Content-Type", "application/json")
    headers := gax.BuildHeaders(ctx, hds...)
    opts =
append((*c.CallOptions).SetIamPolicy[0:len((*c.CallOptions).SetIamPolicy):len((*c.CallOptions).SetIamPolicy)],
opts...)
    unmarshalOptions := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
    resp := &computepb.Policy{}
    e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
        if settings.Path != "" {
            baseUrl.Path = settings.Path
        }
        httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
        if err != nil {
            return err
        }
        httpReq = httpReq.WithContext(ctx)
        httpReq.Header = headers

        buf, err := executeHTTPRequest(ctx, c.httpClient, httpReq, c.logger, jsonReq, "SetIamPolicy")
        if err != nil {
            return err
        }
    })
    if

```

```

err := unm.Unmarshal(buf, resp); err != nil {
    return err
}

return nil
}, opts...)
if e != nil {
    return nil, e
}
return resp, nil
}

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is
intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) TestIamPermissions(ctx context.Context, req
*computepb.TestIamPermissionsLicenseRequest, opts ...gax.CallOption) (*computepb.TestPermissionsResponse,
error) {
    m := protojson.MarshalOptions{AllowPartial: true}
    body := req.GetTestPermissionsRequestResource()
    jsonReq, err := m.Marshal(body)
    if err != nil {
        return nil, err
    }

    baseUrl, err := url.Parse(c.endpoint)
    if err != nil {
        return nil, err
    }
    baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/testIamPermissions", req.GetProject(),
req.GetResource())

    // Build HTTP headers from client and context metadata.
    hds := []string{"x-goog-request-params",
    fmt.Sprintf("%s=%v&%s=%v", "project", url.QueryEscape(req.GetProject()), "resource",
url.QueryEscape(req.GetResource()))}

    hds = append(c.xGoogHeaders, hds...)
    hds = append(hds, "Content-Type", "application/json")
    headers := gax.BuildHeaders(ctx, hds...)
    opts =
append((*c.CallOptions).TestIamPermissions[0:len((*c.CallOptions).TestIamPermissions):len((*c.CallOptions).Tes
tIamPermissions)], opts...)
    unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
    resp := &computepb.TestPermissionsResponse{}
    e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
        if settings.Path != "" {
            baseUrl.Path = settings.Path
        }

```

```

httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
if err != nil {
    return err
}
httpReq = httpReq.WithContext(ctx)
httpReq.Header = headers

buf, err := executeHTTPRequest(ctx, c.httpClient, httpReq, c.logger, jsonReq, "TestIamPermissions")
if err !=
nil {
    return err
}

if err := unmarshal(buf, resp); err != nil {
    return err
}

return nil
}, opts...)
if e != nil {
    return nil, e
}
return resp, nil
}
// Copyright 2025 Google LLC
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// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

//go:build go1.23

package compute_test
// Copyright 2025 Google LLC
//
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// you may not use this file except in compliance with the License.
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```

```
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// WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
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// limitations under the License.

// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

package compute_test

import (
    "context"

    compute "cloud.google.com/go/compute/apiv1"
    computepb "cloud.google.com/go/compute/apiv1/compute_pb"
)

func ExampleNewLicenseCodesRESTClient() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    //
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := compute.NewLicenseCodesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    // TODO: Use client.
    _ = c
}

func ExampleLicenseCodesClient_Get() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    //
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := compute.NewLicenseCodesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
}
```



```

}
defer c.Close()

req := &computepb.GetLicenseCodeRequest{
    // TODO: Fill request
    struct fields.
    // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#GetLicenseCodeRequest.
}
resp, err := c.Get(ctx, req)
if err != nil {
    // TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}

func ExampleLicenseCodesClient_TestIamPermissions() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := compute.NewLicenseCodesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.TestIamPermissionsLicenseCodeRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#TestIamPermissionsLicenseCodeRequest.
    }
    resp,
    err := c.TestIamPermissions(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _ = resp
}
// Copyright 2025 Google LLC
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// you may not use this file except in compliance with the License.
// You may obtain a copy of the License at
//
//   https://www.apache.org/licenses/LICENSE-2.0

```

```
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// distributed under the License is distributed on an "AS IS" BASIS,
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// limitations under the License.

// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

//go:build go1.23

package procurement_test

import (
    "context"

    procurement "cloud.google.com/go/commerce/consumer/procurement/apiv1"
    procurementpb "cloud.google.com/go/commerce/consumer/procurement/apiv1/procurementpb"
)

func ExampleLicenseManagementClient_EnumerateLicensedUsers_all() {
    ctx := context.Background()
    // This snippet has been automatically
    // generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := procurement.NewLicenseManagementClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &procurementpb.EnumerateLicensedUsersRequest{
        // TODO: Fill request struct fields.
        // See
        https://pkg.go.dev/cloud.google.com/go/commerce/consumer/procurement/apiv1/procurementpb#EnumerateLicense
        dUsersRequest.
    }
    for resp, err := range c.EnumerateLicensedUsers(ctx, req).All() {
        if err != nil {
            // TODO: Handle error and break/return/continue. Iteration will stop after any error.
        }
        // TODO: Use resp.
        _ = resp
    }
}
```

```

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// Code generated by protoc-gen-go. DO NOT EDIT.
// versions:
//  protoc-gen-go v1.35.2
//  protoc      v4.25.3
// source: google/cloud/commerce/consumer/procurement/v1/license_management_service.proto

package procurementpb

import (
    context "context"
    reflect "reflect"
    sync "sync"

    _ "google.golang.org/genproto/googleapis/api/annotations"
    grpc "google.golang.org/grpc"
    codes "google.golang.org/grpc/codes"
    status "google.golang.org/grpc/status"
    protoreflect "google.golang.org/protobuf/reflect/protoreflect"
    protoimpl "google.golang.org/protobuf/runtime/protoimpl"

```

```

durationpb "google.golang.org/protobuf/types/known/durationpb"
fieldmaskpb "google.golang.org/protobuf/types/known/fieldmaskpb"
timestamppb "google.golang.org/protobuf/types/known/timestamppb"
)

const (
    // Verify that this generated code is sufficiently up-to-date.
    _ = protoimpl.EnforceVersion(20 - protoimpl.MinVersion)
    // Verify that runtime/protoimpl is sufficiently up-to-date.
    _ = protoimpl.EnforceVersion(protoimpl.MaxVersion - 20)
)

// Assignment protocol for a license pool.
type AssignmentProtocol struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields

    // The type of assignment protocol.
    //
    // Types that are assignable to AssignmentType:
    //
    // *AssignmentProtocol_ManualAssignmentType_
    // *AssignmentProtocol_AutoAssignmentType_
    AssignmentType
    isAssignmentProtocol_AssignmentType `protobuf_oneof:"assignment_type"`
}

func (x *AssignmentProtocol) Reset() {
    *x = AssignmentProtocol{}
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[0]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    ms.StoreMessageInfo(mi)
}

func (x *AssignmentProtocol) String() string {
    return protoimpl.X.MessageStringOf(x)
}

func (*AssignmentProtocol) ProtoMessage() {}

func (x *AssignmentProtocol) ProtoReflect() protoreflect.Message {
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[0]
    if x != nil {
        ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
        if ms.LoadMessageInfo() == nil {

```

```

    ms.StoreMessageInfo(mi)
}
return ms
}
return mi.MessageOf(x)
}

// Deprecated: Use AssignmentProtocol.ProtoReflect.Descriptor instead.
func (*AssignmentProtocol) Descriptor() ([]byte, []int) {
    return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
    []int{0}
}

func (m *AssignmentProtocol) GetAssignmentType() isAssignmentProtocol_AssignmentType {
    if m != nil {
        return m.AssignmentType
    }
    return nil
}

func (x *AssignmentProtocol) GetManualAssignmentType() *AssignmentProtocol_ManualAssignmentType {
    if x, ok := x.GetAssignmentType().(*AssignmentProtocol_ManualAssignmentType_); ok {
        return x.ManualAssignmentType
    }
    return nil
}

func (x *AssignmentProtocol) GetAutoAssignmentType() *AssignmentProtocol_AutoAssignmentType {
    if x, ok := x.GetAssignmentType().(*AssignmentProtocol_AutoAssignmentType_); ok {
        return x.AutoAssignmentType
    }
    return nil
}

type isAssignmentProtocol_AssignmentType interface {
    isAssignmentProtocol_AssignmentType()
}

type AssignmentProtocol_ManualAssignmentType_ struct {
    // Allow manual assignments triggered by administrative operations only.
    ManualAssignmentType *AssignmentProtocol_ManualAssignmentType
    `protobuf:"bytes,2,opt,name=manual_assignment_type,json=manualAssignmentType,proto3,oneof"`
}

type
AssignmentProtocol_AutoAssignmentType_ struct {
    // Allow automatic assignments triggered by data plane operations.

```

```

AutoAssignmentType *AssignmentProtocol_AutoAssignmentType
`protobuf:"bytes,3,opt,name=auto_assignment_type,json=autoAssignmentType,proto3,oneof"
}

func (*AssignmentProtocol_ManualAssignmentType_) isAssignmentProtocol_AssignmentType() {}

func (*AssignmentProtocol_AutoAssignmentType_) isAssignmentProtocol_AssignmentType() {}

// A license pool represents a pool of licenses that can be assigned to users.
type LicensePool struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields

    // Identifier. Format:
    // `billingAccounts/{billing_account}/orders/{order}/licensePool`
    Name string `protobuf:"bytes,1,opt,name=name,proto3" json:"name,omitempty"`
    // Required. Assignment protocol for the license pool.
    LicenseAssignmentProtocol *AssignmentProtocol
    `protobuf:"bytes,2,opt,name=license_assignment_protocol,json=licenseAssignmentProtocol,proto3"
    json:"license_assignment_protocol,omitempty"`
    // Output only. Licenses count that are available to be assigned.
    AvailableLicenseCount int32
    `protobuf:"varint,3,opt,name=available_license_count,json=availableLicenseCount,proto3"
    json:"available_license_count,omitempty"`
    // Output only. Total number of licenses in the pool.
    TotalLicenseCount int32 `protobuf:"varint,4,opt,name=total_license_count,json=totalLicenseCount,proto3"
    json:"total_license_count,omitempty"`
}

func (x *LicensePool) Reset() {
    *x = LicensePool{}
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[1]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    ms.StoreMessageInfo(mi)
}

func (x *LicensePool) String() string {
    return protoimpl.X.MessageStringOf(x)
}

func (*LicensePool) ProtoMessage() {}

func (x *LicensePool) ProtoReflect() protoreflect.Message {
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[1]
    if

```

```

x != nil {
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    if ms.LoadMessageInfo() == nil {
        ms.StoreMessageInfo(mi)
    }
    return ms
}
return mi.MessageOf(x)
}

// Deprecated: Use LicensePool.ProtoReflect.Descriptor instead.
func (*LicensePool) Descriptor() ([]byte, []int) {
    return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
[]int{1}
}

func (x *LicensePool) GetName() string {
    if x != nil {
        return x.Name
    }
    return ""
}

func (x *LicensePool) GetLicenseAssignmentProtocol() *AssignmentProtocol {
    if x != nil {
        return x.LicenseAssignmentProtocol
    }
    return nil
}

func (x *LicensePool) GetAvailableLicenseCount() int32 {
    if x != nil {
        return x.AvailableLicenseCount
    }
    return 0
}

func (x *LicensePool) GetTotalLicenseCount() int32 {
    if x != nil {
        return x.TotalLicenseCount
    }
    return 0
}

// Request message for getting a
license pool.
type GetLicensePoolRequest struct {

```

```

state      protoimpl.MessageState
sizeCache  protoimpl.SizeCache
unknownFields protoimpl.UnknownFields

// Required. The name of the license pool to get.
// Format: `billingAccounts/{billing_account}/orders/{order}/licensePool`
Name string `protobuf:"bytes,1,opt,name=name,proto3" json:"name,omitempty"`
}

func (x *GetLicensePoolRequest) Reset() {
    *x = GetLicensePoolRequest{}
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[2]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    ms.StoreMessageInfo(mi)
}

func (x *GetLicensePoolRequest) String() string {
    return protoimpl.X.MessageStringOf(x)
}

func (*GetLicensePoolRequest) ProtoMessage() {}

func (x *GetLicensePoolRequest) ProtoReflect() protoreflect.Message {
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[2]
    if x != nil {
        ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
        if
        ms.LoadMessageInfo() == nil {
            ms.StoreMessageInfo(mi)
        }
        return ms
    }
    return mi.MessageOf(x)
}

// Deprecated: Use GetLicensePoolRequest.ProtoReflect.Descriptor instead.
func (*GetLicensePoolRequest) Descriptor() ([]byte, []int) {
    return
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
    []int{2}
}

func (x *GetLicensePoolRequest) GetName() string {
    if x != nil {
        return x.Name
    }
}

```



```

return ""
}

// Request message for updating a license pool.
type UpdateLicensePoolRequest struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields

    // Required. The license pool to update.
    //
    // The license pool's name field is used to identify the license pool to
    // update. Format:
    // `billingAccounts/{billing_account}/orders/{order}/licensePool`.
    LicensePool *LicensePool `protobuf:"bytes,1,opt,name=license_pool,json=licensePool,proto3"
    json:"license_pool,omitempty"`
    //
    // Required. The list of fields to update.
    UpdateMask *fieldmaskpb.FieldMask `protobuf:"bytes,2,opt,name=update_mask,json=updateMask,proto3"
    json:"update_mask,omitempty"`
}

func (x *UpdateLicensePoolRequest) Reset() {
    *x = UpdateLicensePoolRequest{}
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[3]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    ms.StoreMessageInfo(mi)
}

func (x *UpdateLicensePoolRequest) String() string {
    return protoimpl.X.MessageStringOf(x)
}

func (*UpdateLicensePoolRequest) ProtoMessage() {}

func (x *UpdateLicensePoolRequest) ProtoReflect() protoreflect.Message {
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[3]
    if x != nil {
        ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
        if ms.LoadMessageInfo() == nil {
            ms.StoreMessageInfo(mi)
        }
        return ms
    }
    return mi.MessageOf(x)
}

```

```

// Deprecated: Use UpdateLicensePoolRequest.ProtoReflect.Descriptor
instead.
func (*UpdateLicensePoolRequest) Descriptor() ([]byte, []int) {
    return
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
    []int{3}
}

func (x *UpdateLicensePoolRequest) GetLicensePool() *LicensePool {
    if x != nil {
        return x.LicensePool
    }
    return nil
}

func (x *UpdateLicensePoolRequest) GetUpdateMask() *fieldmaskpb.FieldMask {
    if x != nil {
        return x.UpdateMask
    }
    return nil
}

// Request message for
//
[LicenseManagementService.Assign][google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.Assign].
type AssignRequest struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields

    // Required. License pool name.
    Parent string `protobuf:"bytes,1,opt,name=parent,proto3" json:"parent,omitempty"`
    // Required. Username.
    // Format: `name@domain.com`.
    Usernames []string `protobuf:"bytes,2,rep,name=usernames,proto3" json:"usernames,omitempty"`
}

func
(x *AssignRequest) Reset() {
    *x = AssignRequest{}
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[4]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    ms.StoreMessageInfo(mi)
}

```

```

func (x *AssignRequest) String() string {
    return protoimpl.X.MessageStringOf(x)
}

func (*AssignRequest) ProtoMessage() {}

func (x *AssignRequest) ProtoReflect() protoreflect.Message {
    mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[4]
    if x != nil {
        ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
        if ms.LoadMessageInfo() == nil {
            ms.StoreMessageInfo(mi)
        }
        return ms
    }
    return mi.MessageOf(x)
}

// Deprecated: Use AssignRequest.ProtoReflect.Descriptor instead.
func (*AssignRequest) Descriptor() ([]byte, []int) {
    return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
[]int{4}
}

func (x *AssignRequest) GetParent()
string {
    if x != nil {
        return x.Parent
    }
    return ""
}

func (x *AssignRequest) GetUsernames() []string {
    if x != nil {
        return x.Usernames
    }
    return nil
}

// Response message for
//
[LicenseManagementService.Assign][google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.Assign].
type AssignResponse struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache

```

```

unknownFields protoimpl.UnknownFields
}

func (x *AssignResponse) Reset() {
    *x = AssignResponse{}
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[5]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    ms.StoreMessageInfo(mi)
}

func (x *AssignResponse) String() string {
    return protoimpl.X.MessageStringOf(x)
}

func (*AssignResponse) ProtoMessage() {}

func (x *AssignResponse) ProtoReflect() protoreflect.Message {
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[5]
    if x
    != nil {
        ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
        if ms.LoadMessageInfo() == nil {
            ms.StoreMessageInfo(mi)
        }
        return ms
    }
    return mi.MessageOf(x)
}

// Deprecated: Use AssignResponse.ProtoReflect.Descriptor instead.
func (*AssignResponse) Descriptor() ([]byte, []int) {
    return
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
    []int{5}
}

// Request message for
//
// [LicenseManagementService.Unassign][google.cloud.commerce.consumer.procurement.v1.LicenseManagementSer
// vice.Unassign].
type UnassignRequest struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields

    // Required. License pool name.

```

```

Parent string `protobuf:"bytes,1,opt,name=parent,proto3" json:"parent,omitempty"`
// Required. Username.
// Format: `name@domain.com`.
Usernames []string `protobuf:"bytes,2,rep,name=usernames,proto3" json:"usernames,omitempty"`
}

func (x *UnassignRequest) Reset()
{
*x = UnassignRequest{}
mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[6]
ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
ms.StoreMessageInfo(mi)
}

func (x *UnassignRequest) String() string {
return protoimpl.X.MessageStringOf(x)
}

func (*UnassignRequest) ProtoMessage() {}

func (x *UnassignRequest) ProtoReflect() protoreflect.Message {
mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[6]
if x != nil {
ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
if ms.LoadMessageInfo() == nil {
ms.StoreMessageInfo(mi)
}
return ms
}
return mi.MessageOf(x)
}

// Deprecated: Use UnassignRequest.ProtoReflect.Descriptor instead.
func (*UnassignRequest) Descriptor() ([]byte, []int) {
return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
[]int{6}
}

func (x *UnassignRequest) GetParent() string {
if x != nil {
return
x.Parent
}
return ""
}

```

```

func (x *UnassignRequest) GetUsernames() []string {
    if x != nil {
        return x.Usernames
    }
    return nil
}

// Response message for
//
// [LicenseManagementService.Unassign][google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.Unassign].
type UnassignResponse struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields
}

func (x *UnassignResponse) Reset() {
    *x = UnassignResponse{}
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[7]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    ms.StoreMessageInfo(mi)
}

func (x *UnassignResponse) String() string {
    return protoimpl.X.MessageStringOf(x)
}

func (*UnassignResponse) ProtoMessage() {}

func (x *UnassignResponse) ProtoReflect() protoreflect.Message {
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[7]
    if x != nil {
        ms
        := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
        if ms.LoadMessageInfo() == nil {
            ms.StoreMessageInfo(mi)
        }
        return ms
    }
    return mi.MessageOf(x)
}

// Deprecated: Use UnassignResponse.ProtoReflect.Descriptor instead.
func (*UnassignResponse) Descriptor() ([]byte, []int) {

```

```

return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
[int{7}
}

// Request message for
//
[LicenseManagementService.EnumerateLicensedUsers][google.cloud.commerce.consumer.procurement.v1.License
ManagementService.EnumerateLicensedUsers].
type EnumerateLicensedUsersRequest struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields

    // Required. License pool name.
    Parent string `protobuf:"bytes,1,opt,name=parent,proto3" json:"parent,omitempty"`
    // Optional. The maximum number of users to return. The service may return
    // fewer than this value.
    PageSize int32 `protobuf:"varint,2,opt,name=page_size,json=pageSize,proto3"
    json:"page_size,omitempty"`
    // Optional. A page token, received from a previous `EnumerateLicensedUsers`
    // call. Provide this to retrieve the subsequent page.
    PageToken string `protobuf:"bytes,3,opt,name=page_token,json=pageToken,proto3" json:"page_token,omitempty"`
}

func (x *EnumerateLicensedUsersRequest) Reset() {
    *x = EnumerateLicensedUsersRequest{}
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[8]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    ms.StoreMessageInfo(mi)
}

func (x *EnumerateLicensedUsersRequest) String() string {
    return protoimpl.X.MessageStringOf(x)
}

func (*EnumerateLicensedUsersRequest) ProtoMessage() {}

func (x *EnumerateLicensedUsersRequest) ProtoReflect() protoreflect.Message {
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[8]
    if x != nil {
        ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
        if ms.LoadMessageInfo()
        == nil {
            ms.StoreMessageInfo(mi)
        }
    }
}

```

```

    return ms
}
return mi.MessageOf(x)
}

// Deprecated: Use EnumerateLicensedUsersRequest.ProtoReflect.Descriptor instead.
func (*EnumerateLicensedUsersRequest) Descriptor() ([]byte, []int) {
    return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
[]int{8}
}

func (x *EnumerateLicensedUsersRequest) GetParent() string {
    if x != nil {
        return x.Parent
    }
    return ""
}

func (x *EnumerateLicensedUsersRequest) GetPageSize() int32 {
    if x != nil {
        return x.PageSize
    }
    return 0
}

func (x *EnumerateLicensedUsersRequest) GetPageToken() string {
    if x != nil {
        return x.PageToken
    }
    return ""
}

// A licensed user.
type LicensedUser struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields

    // Username.
    // Format: `name@domain.com`.
    Username string `protobuf:"bytes,1,opt,name=username,proto3" json:"username,omitempty"`
    //
    // Output only. Timestamp when the license was assigned.
    AssignTime *timestamppb.Timestamp `protobuf:"bytes,2,opt,name=assign_time,json=assignTime,proto3" json:"assign_time,omitempty"`
    // Output only. Timestamp when the license was recently used. This may not be
    // the most recent usage time, and will be updated regularly (within 24

```



```

// hours).
RecentUsageTime *timestamppb.Timestamp
`protobuf:"bytes,3,opt,name=recent_usage_time,json=recentUsageTime,proto3"
json:"recent_usage_time,omitempty"`
}

func (x *LicensedUser) Reset() {
*x = LicensedUser{}
mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[9]
ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
ms.StoreMessageInfo(mi)
}

func (x *LicensedUser) String() string {
return protoimpl.X.MessageStringOf(x)
}

func (*LicensedUser) ProtoMessage() {}

func (x *LicensedUser) ProtoReflect() protoreflect.Message {
mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[9]
if
x != nil {
ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
if ms.LoadMessageInfo() == nil {
ms.StoreMessageInfo(mi)
}
return ms
}
return mi.MessageOf(x)
}

// Deprecated: Use LicensedUser.ProtoReflect.Descriptor instead.
func (*LicensedUser) Descriptor() ([]byte, []int) {
return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
[]int{9}
}

func (x *LicensedUser) GetUsername() string {
if x != nil {
return x.Username
}
return ""
}

```

```

func (x *LicensedUser) GetAssignTime() *timestamppb.Timestamp {
    if x != nil {
        return x.AssignTime
    }
    return nil
}

func (x *LicensedUser) GetRecentUsageTime() *timestamppb.Timestamp {
    if x != nil {
        return x.RecentUsageTime
    }
    return nil
}

// Response message for
//
[LicenseManagementService.EnumerateLicensedUsers][google.cloud.commerce.consumer.procurement.v1.License
ManagementService.EnumerateLicensedUsers].
type EnumerateLicensedUsersResponse
struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields

    // The list of licensed users.
    LicensedUsers []*LicensedUser `protobuf:"bytes,1,rep,name=licensed_users,json=licensedUsers,proto3"
    json:"licensed_users,omitempty"`
    // A token that can be sent as `page_token` to retrieve the next page.
    // If this field is omitted, there are no subsequent pages.
    NextPageToken string `protobuf:"bytes,2,opt,name=next_page_token,json=nextPageToken,proto3"
    json:"next_page_token,omitempty"`
}

func (x *EnumerateLicensedUsersResponse) Reset() {
    *x = EnumerateLicensedUsersResponse{}
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[10]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    ms.StoreMessageInfo(mi)
}

func (x *EnumerateLicensedUsersResponse) String() string {
    return protoimpl.X.MessageStringOf(x)
}

func (*EnumerateLicensedUsersResponse) ProtoMessage() {}

func

```

```

(x *EnumerateLicensedUsersResponse) ProtoReflect() protoreflect.Message {
    mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[10]
    if x != nil {
        ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
        if ms.LoadMessageInfo() == nil {
            ms.StoreMessageInfo(mi)
        }
        return ms
    }
    return mi.MessageOf(x)
}

// Deprecated: Use EnumerateLicensedUsersResponse.ProtoReflect.Descriptor instead.
func (*EnumerateLicensedUsersResponse) Descriptor() ([]byte, []int) {
    return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
[]int{10}
}

func (x *EnumerateLicensedUsersResponse) GetLicensedUsers() []*LicensedUser {
    if x != nil {
        return x.LicensedUsers
    }
    return nil
}

func (x *EnumerateLicensedUsersResponse) GetNextPageToken() string {
    if x != nil {
        return x.NextPageToken
    }
    return ""
}

// Allow manual assignments triggered by administrative operations only.
type AssignmentProtocol_ManualAssignmentType
struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields
}

func (x *AssignmentProtocol_ManualAssignmentType) Reset() {
    *x = AssignmentProtocol_ManualAssignmentType{}
    mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[11]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    ms.StoreMessageInfo(mi)
}

```

```

}

func (x *AssignmentProtocol_ManualAssignmentType) String() string {
    return protoimpl.X.MessageStringOf(x)
}

func (*AssignmentProtocol_ManualAssignmentType) ProtoMessage() {}

func (x *AssignmentProtocol_ManualAssignmentType) ProtoReflect() protoreflect.Message {
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[11]
    if x != nil {
        ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
        if ms.LoadMessageInfo() == nil {
            ms.StoreMessageInfo(mi)
        }
        return ms
    }
    return mi.MessageOf(x)
}

// Deprecated:
// Use AssignmentProtocol_ManualAssignmentType.ProtoReflect.Descriptor instead.
func (*AssignmentProtocol_ManualAssignmentType) Descriptor() ([]byte, []int) {
    return
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
    []int{0, 0}
}

// Configuration for automatic assignments handled by data plane operations.
type AssignmentProtocol_AutoAssignmentType struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields

    // Optional. The time to live for an inactive license. After this time has
    // passed, the license will be automatically unassigned from the user. Must
    // be at least 7 days, if set. If unset, the license will never expire.
    InactiveLicenseTtl *durationpb.Duration
    `protobuf:"bytes,1,opt,name=inactive_license_ttl,json=inactiveLicenseTtl,proto3"
    json:"inactive_license_ttl,omitempty"`
}

func (x *AssignmentProtocol_AutoAssignmentType) Reset() {
    *x = AssignmentProtocol_AutoAssignmentType{}
    mi
    := &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[12]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))

```

```

ms.StoreMessageInfo(mi)
}

func (x *AssignmentProtocol_AutoAssignmentType) String() string {
    return protoimpl.X.MessageStringOf(x)
}

func (*AssignmentProtocol_AutoAssignmentType) ProtoMessage() {}

func (x *AssignmentProtocol_AutoAssignmentType) ProtoReflect() protoreflect.Message {
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[12]
    if x != nil {
        ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
        if ms.LoadMessageInfo() == nil {
            ms.StoreMessageInfo(mi)
        }
        return ms
    }
    return mi.MessageOf(x)
}

// Deprecated: Use AssignmentProtocol_AutoAssignmentType.ProtoReflect.Descriptor instead.
func (*AssignmentProtocol_AutoAssignmentType) Descriptor() ([]byte, []int) {
    return
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
    []int{0, 1}
}

func (x *AssignmentProtocol_AutoAssignmentType) GetInactiveLicenseTtl() *durationpb.Duration {
    if x != nil {
        return x.InactiveLicenseTtl
    }
    return nil
}

var File_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto
    protoreflect.FileDescriptor

var file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDesc =
    []byte{
        0x0a, 0x4e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x63, 0x6c, 0x6f, 0x75, 0x64, 0x2f, 0x63,
        0x6f, 0x6d, 0x6d, 0x65, 0x72, 0x63, 0x65, 0x2f, 0x63, 0x6f, 0x6e, 0x73, 0x75, 0x6d, 0x65, 0x72,
        0x2f, 0x70, 0x72, 0x6f, 0x63, 0x75, 0x72, 0x65, 0x6d, 0x65, 0x6e, 0x74, 0x2f, 0x76, 0x31, 0x2f,
        0x6c, 0x69, 0x63, 0x65, 0x6e, 0x73, 0x65, 0x5f, 0x6d, 0x61, 0x6e, 0x61, 0x67, 0x65, 0x6d, 0x65,
        0x6e, 0x74, 0x5f, 0x73, 0x65, 0x72, 0x76, 0x69, 0x63, 0x65, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f,
        0x12, 0x2d, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x63, 0x6c, 0x6f, 0x75, 0x64, 0x2e, 0x63,
        0x6f,
    }

```

0x6d, 0x6d, 0x65, 0x72, 0x63, 0x65, 0x2e, 0x63, 0x6f, 0x6e, 0x73, 0x75, 0x6d, 0x65, 0x72,
0x2e, 0x70, 0x72, 0x6f, 0x63, 0x75, 0x72, 0x65, 0x6d, 0x65, 0x6e, 0x74, 0x2e, 0x76, 0x31, 0x1a,
0x1c, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x2f, 0x61, 0x6e, 0x6e, 0x6f,
0x74, 0x61, 0x74, 0x69, 0x6f, 0x6e, 0x73, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x1a, 0x17, 0x67,
0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x2f, 0x63, 0x6c, 0x69, 0x65, 0x6e, 0x74,
0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x1a, 0x1f, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61,
0x70, 0x69, 0x2f, 0x66, 0x69, 0x65, 0x6c, 0x64, 0x5f, 0x62, 0x65, 0x68, 0x61, 0x76, 0x69, 0x6f,
0x72, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x1a, 0x19, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f,
0x61, 0x70, 0x69, 0x2f, 0x72, 0x65, 0x73, 0x6f, 0x75, 0x72, 0x63, 0x65, 0x2e, 0x70, 0x72, 0x6f,
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0x75, 0x72, 0x61, 0x74, 0x69, 0x6f, 0x6e, 0x2e, 0x70, 0x72, 0x6f,
0x74, 0x6f, 0x1a, 0x20, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x70, 0x72, 0x6f, 0x74, 0x6f,
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0x74, 0x6f, 0x62, 0x75, 0x66, 0x2f, 0x74, 0x69, 0x6d, 0x65, 0x73, 0x74, 0x61, 0x6d, 0x70, 0x2e,
0x70, 0x72, 0x6f, 0x74, 0x6f, 0x22, 0xc3, 0x03, 0x0a, 0x12, 0x41, 0x73, 0x73, 0x69, 0x67, 0x6e,
0x6d, 0x65, 0x6e, 0x74, 0x50, 0x72, 0x6f, 0x74, 0x6f, 0x63, 0x6f, 0x6c, 0x12, 0x8e, 0x01, 0x0a,
0x16, 0x6d, 0x61, 0x6e, 0x75, 0x61, 0x6c, 0x5f, 0x61, 0x73, 0x73, 0x69, 0x67, 0x6e, 0x6d, 0x65,
0x6e, 0x74, 0x5f, 0x74, 0x79, 0x70, 0x65, 0x18, 0x02, 0x20, 0x01, 0x28, 0x0b, 0x32, 0x56, 0x2e,
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0x6d, 0x65, 0x72, 0x63, 0x65, 0x2e, 0x63, 0x6f, 0x6e, 0x73,
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0x31, 0x2e, 0x41, 0x73, 0x73, 0x69, 0x67,
0x6e, 0x6d, 0x65, 0x6e, 0x74, 0x50, 0x72, 0x6f, 0x74, 0x6f, 0x63, 0x6f, 0x6c, 0x42, 0x03, 0xe0,
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0x73, 0x65, 0x5f, 0x63, 0x6f, 0x75, 0x6e, 0x74, 0x18, 0x03, 0x20, 0x01, 0x28, 0x05, 0x42, 0x03,
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0x74, 0x2e, 0x76, 0x31, 0x2e, 0x45, 0x6e, 0x75, 0x6d, 0x65, 0x72, 0x61, 0x74, 0x65, 0x4c, 0x69,
0x63, 0x65, 0x6e, 0x73, 0x65, 0x64, 0x55, 0x73, 0x65, 0x72, 0x73, 0x52, 0x65, 0x71, 0x75, 0x65,
0x73, 0x74, 0x1a, 0x4d, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x63, 0x6c, 0x6f, 0x75,
0x64, 0x2e, 0x63, 0x6f, 0x6d, 0x6d, 0x65, 0x72, 0x63, 0x65, 0x2e, 0x63, 0x6f, 0x6e, 0x73, 0x75,
0x6d, 0x65, 0x72, 0x2e, 0x70, 0x72, 0x6f, 0x63, 0x75, 0x72, 0x65, 0x6d, 0x65, 0x6e, 0x74, 0x2e,
0x76, 0x31, 0x2e, 0x45, 0x6e, 0x75, 0x6d, 0x65, 0x72, 0x61, 0x74, 0x65, 0x4c, 0x69, 0x63, 0x65,
0x6e, 0x73, 0x65, 0x64, 0x55, 0x73, 0x65, 0x72, 0x73, 0x52, 0x65, 0x73, 0x70, 0x6f, 0x6e, 0x73,
0x65, 0x22, 0x5b, 0xda, 0x41, 0x06, 0x70, 0x61, 0x72, 0x65, 0x6e, 0x74, 0x82, 0xd3, 0xe4, 0x93,
0x02, 0x4c, 0x12, 0x4a, 0x2f, 0x76, 0x31, 0x2f, 0x7b, 0x70, 0x61, 0x72, 0x65, 0x6e, 0x74, 0x3d,
0x62, 0x69, 0x6c, 0x6c, 0x69, 0x6e, 0x67, 0x41, 0x63, 0x63, 0x6f, 0x75, 0x6e, 0x74, 0x73, 0x2f,
0x2a, 0x2f, 0x6f,
0x72, 0x64, 0x65, 0x72, 0x73, 0x2f, 0x2a, 0x2f, 0x6c, 0x69, 0x63, 0x65, 0x6e,
0x73, 0x65, 0x50, 0x6f, 0x6f, 0x6c, 0x7d, 0x3a, 0x65, 0x6e, 0x75, 0x6d, 0x65, 0x72, 0x61, 0x74,
0x65, 0x4c, 0x69, 0x63, 0x65, 0x6e, 0x73, 0x65, 0x64, 0x55, 0x73, 0x65, 0x72, 0x73, 0x1a, 0x63,
0xca, 0x41, 0x2f, 0x63, 0x6c, 0x6f, 0x75, 0x64, 0x63, 0x6f, 0x6d, 0x6d, 0x65, 0x72, 0x63, 0x65,
0x63, 0x6f, 0x6e, 0x73, 0x75, 0x6d, 0x65, 0x72, 0x70, 0x72, 0x6f, 0x63, 0x75, 0x72, 0x65, 0x6d,
0x65, 0x6e, 0x74, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x61, 0x70, 0x69, 0x73, 0x2e, 0x63,
0x6f, 0x6d, 0xd2, 0x41, 0x2e, 0x68, 0x74, 0x74, 0x70, 0x73, 0x3a, 0x2f, 0x2f, 0x77, 0x77, 0x77,
0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x61, 0x70, 0x69, 0x73, 0x2e, 0x63, 0x6f, 0x6d, 0x2f,
0x61, 0x75, 0x74, 0x68, 0x2f, 0x63, 0x6c, 0x6f, 0x75, 0x64, 0x2d, 0x70, 0x6c, 0x61, 0x74, 0x66,
0x6f, 0x72, 0x6d, 0x42, 0xbe, 0x02, 0x0a, 0x31, 0x63, 0x6f, 0x6d, 0x2e, 0x67, 0x6f, 0x6f, 0x67,
0x6c, 0x65, 0x2e, 0x63, 0x6c, 0x6f, 0x75, 0x64,
0x2e, 0x63, 0x6f, 0x6d, 0x6d, 0x65, 0x72, 0x63,
0x65, 0x2e, 0x63, 0x6f, 0x6e, 0x73, 0x75, 0x6d, 0x65, 0x72, 0x2e, 0x70, 0x72, 0x6f, 0x63, 0x75,
0x72, 0x65, 0x6d, 0x65, 0x6e, 0x74, 0x2e, 0x76, 0x31, 0x42, 0x1d, 0x4c, 0x69, 0x63, 0x65, 0x6e,

```

0x73, 0x65, 0x4d, 0x61, 0x6e, 0x61, 0x67, 0x65, 0x6d, 0x65, 0x6e, 0x74, 0x53, 0x65, 0x72, 0x76,
0x69, 0x63, 0x65, 0x50, 0x72, 0x6f, 0x74, 0x6f, 0x50, 0x01, 0x5a, 0x53, 0x63, 0x6c, 0x6f, 0x75,
0x64, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x63, 0x6f, 0x6d, 0x2f, 0x67, 0x6f, 0x2f,
0x63, 0x6f, 0x6d, 0x6d, 0x65, 0x72, 0x63, 0x65, 0x2f, 0x63, 0x6f, 0x6e, 0x73, 0x75, 0x6d, 0x65,
0x72, 0x2f, 0x70, 0x72, 0x6f, 0x63, 0x75, 0x72, 0x65, 0x6d, 0x65, 0x6e, 0x74, 0x2f, 0x61, 0x70,
0x69, 0x76, 0x31, 0x2f, 0x70, 0x72, 0x6f, 0x63, 0x75, 0x72, 0x65, 0x6d, 0x65, 0x6e, 0x74, 0x70,
0x62, 0x3b, 0x70, 0x72, 0x6f, 0x63, 0x75, 0x72, 0x65, 0x6d, 0x65, 0x6e, 0x74, 0x70, 0x62, 0xaa,
0x02, 0x2d, 0x47, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x43, 0x6c, 0x6f, 0x75,
0x64, 0x2e, 0x43,
0x6f, 0x6d, 0x6d, 0x65, 0x72, 0x63, 0x65, 0x2e, 0x43, 0x6f, 0x6e, 0x73, 0x75, 0x6d, 0x65, 0x72,
0x2e, 0x50, 0x72, 0x6f, 0x63, 0x75, 0x72, 0x65, 0x6d, 0x65, 0x6e, 0x74, 0x2e, 0x56, 0x31, 0xca,
0x02, 0x2d, 0x47, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x5c, 0x43, 0x6c, 0x6f, 0x75, 0x64, 0x5c, 0x43,
0x6f, 0x6d, 0x6d, 0x65, 0x72, 0x63, 0x65, 0x5c, 0x43, 0x6f, 0x6e, 0x73, 0x75, 0x6d, 0x65, 0x72,
0x5c, 0x50, 0x72, 0x6f, 0x63, 0x75, 0x72, 0x65, 0x6d, 0x65, 0x6e, 0x74, 0x5c, 0x56, 0x31, 0xea,
0x02, 0x32, 0x47, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x3a, 0x3a, 0x43, 0x6c, 0x6f, 0x75, 0x64, 0x3a,
0x3a, 0x43, 0x6f, 0x6d, 0x6d, 0x65, 0x72, 0x63, 0x65, 0x3a, 0x3a, 0x43, 0x6f, 0x6e, 0x73, 0x75,
0x6d, 0x65, 0x72, 0x3a, 0x3a, 0x50, 0x72, 0x6f, 0x63, 0x75, 0x72, 0x65, 0x6d, 0x65, 0x6e, 0x74,
0x3a, 0x3a, 0x56, 0x31, 0x62, 0x06, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x33,
}

var (
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescOnce
sync.Once
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescData
= file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDesc
)

func
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP()
[]byte {
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescOnce.Do(f
unc() {
        file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescData =
protoimpl.X.CompressGZIP(file_google_cloud_commerce_consumer_procurement_v1_license_management_servi
ce_proto_rawDescData)
    })
    return file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescData
}

var file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes =
make([]protoimpl.MessageInfo, 13)
var file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_goTypes =
[]any{
    (*AssignmentProtocol)(nil),
        // 0: google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol
    (*LicensePool)(nil),
        // 1: google.cloud.commerce.consumer.procurement.v1.LicensePool
    (*GetLicensePoolRequest)(nil),
        // 2:
    google.cloud.commerce.consumer.procurement.v1.GetLicensePoolRequest
}

```

```

(*UpdateLicensePoolRequest)(nil),          // 3:
google.cloud.commerce.consumer.procurement.v1.UpdateLicensePoolRequest
(*AssignRequest)(nil),                     // 4: google.cloud.commerce.consumer.procurement.v1.AssignRequest
(*AssignResponse)(nil),                   // 5: google.cloud.commerce.consumer.procurement.v1.AssignResponse
(*UnassignRequest)(nil),                 // 6: google.cloud.commerce.consumer.procurement.v1.UnassignRequest
(*UnassignResponse)(nil),               // 7: google.cloud.commerce.consumer.procurement.v1.UnassignResponse
(*EnumerateLicensedUsersRequest)(nil),    // 8:
google.cloud.commerce.consumer.procurement.v1.EnumerateLicensedUsersRequest
(*LicensedUser)(nil),
    // 9: google.cloud.commerce.consumer.procurement.v1.LicensedUser
(*EnumerateLicensedUsersResponse)(nil),    // 10:
google.cloud.commerce.consumer.procurement.v1.EnumerateLicensedUsersResponse
(*AssignmentProtocol_ManualAssignmentType)(nil), // 11:
google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol.ManualAssignmentType
(*AssignmentProtocol_AutoAssignmentType)(nil), // 12:
google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol.AutoAssignmentType
(*fieldmaskpb.FieldMask)(nil),           // 13: google.protobuf.FieldMask
(*timestamppb.Timestamp)(nil),           // 14: google.protobuf.Timestamp
(*durationpb.Duration)(nil),             // 15: google.protobuf.Duration
}
var file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_depIdxs =
[]int32{
    11, // 0:
    google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol.manual_assignment_type:type_name
    -> google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol.ManualAssignmentType
    12, // 1: google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol.auto_assignment_type:type_name -
    > google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol.AutoAssignmentType
    0, // 2: google.cloud.commerce.consumer.procurement.v1.LicensePool.license_assignment_protocol:type_name ->
    google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol
    1, // 3: google.cloud.commerce.consumer.procurement.v1.UpdateLicensePoolRequest.license_pool:type_name ->
    google.cloud.commerce.consumer.procurement.v1.LicensePool
    13, // 4: google.cloud.commerce.consumer.procurement.v1.UpdateLicensePoolRequest.update_mask:type_name ->
    google.protobuf.FieldMask
    14, // 5: google.cloud.commerce.consumer.procurement.v1.LicensedUser.assign_time:type_name ->
    google.protobuf.Timestamp
    14, // 6: google.cloud.commerce.consumer.procurement.v1.LicensedUser.recent_usage_time:type_name
    -> google.protobuf.Timestamp
    9, // 7:
    google.cloud.commerce.consumer.procurement.v1.EnumerateLicensedUsersResponse.licensed_users:type_name ->
    google.cloud.commerce.consumer.procurement.v1.LicensedUser
    15, // 8:
    google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol.AutoAssignmentType.inactive_license_ttl:t
    ype_name -> google.protobuf.Duration
    2, // 9: google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.GetLicensePool:input_type -
    > google.cloud.commerce.consumer.procurement.v1.GetLicensePoolRequest
    3, // 10:
    google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.UpdateLicensePool:input_type ->
    google.cloud.commerce.consumer.procurement.v1.UpdateLicensePoolRequest

```

```

4, // 11: google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.Assign:input_type ->
google.cloud.commerce.consumer.procurement.v1.AssignRequest
6, // 12: google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.Unassign:input_type
-> google.cloud.commerce.consumer.procurement.v1.UnassignRequest
8, // 13:
google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.EnumerateLicensedUsers:input_type
-> google.cloud.commerce.consumer.procurement.v1.EnumerateLicensedUsersRequest
1, // 14:
google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.GetLicensePool:output_type ->
google.cloud.commerce.consumer.procurement.v1.LicensePool
1, // 15:
google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.UpdateLicensePool:output_type ->
google.cloud.commerce.consumer.procurement.v1.LicensePool
5, // 16: google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.Assign:output_type ->
google.cloud.commerce.consumer.procurement.v1.AssignResponse
7, // 17: google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.Unassign:output_type ->
google.cloud.commerce.consumer.procurement.v1.UnassignResponse
10, // 18:
google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.EnumerateLicensedUsers:output_type
-> google.cloud.commerce.consumer.procurement.v1.EnumerateLicensedUsersResponse
14, // [14:19] is the sub-list for method output_type
9, // [9:14] is the sub-list for method input_type
9, // [9:9] is the sub-list for extension type_name
9, // [9:9] is the sub-list for extension extendee
0, // [0:9] is the sub-list for field type_name
}

```

```

func init() {
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_init()
}
func file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_init() {
    if File_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto != nil {
        return
    }
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[0].Oneof
    Wrappers = []any{
        (*AssignmentProtocol_ManualAssignmentType_)(nil),
        (*AssignmentProtocol_AutoAssignmentType_)(nil),
    }
    type x struct{}
    out := protoimpl.TypeBuilder{
        File:
        protoimpl.DescBuilder{
            GoPackagePath: reflect.TypeOf(x{}).PkgPath(),
            RawDescriptor:
            file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDesc,
            NumEnums:    0,

```

```

    NumMessages: 13,
    NumExtensions: 0,
    NumServices: 1,
  },
  GoTypes:
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_goTypes,
  DependencyIndexes:
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_depIdxs,
  MessageInfos:
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes,
  }.Build()
File_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto = out.File
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDesc = nil
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_goTypes = nil
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_depIdxs
= nil
}

// Reference imports to suppress errors if they are not otherwise used.
var _ context.Context
var _ grpc.ClientConnInterface

// This is a compile-time assertion to ensure that this generated file
// is compatible with the grpc package it is being compiled against.
const _ = grpc.SupportPackageIsVersion6

// LicenseManagementServiceClient is the client API for LicenseManagementService service.
//
// For semantics around ctx use and closing/ending streaming RPCs, please refer to
https://godoc.org/google.golang.org/grpc#ClientConn.NewStream.
type LicenseManagementServiceClient interface {
  // Gets the license pool.
  GetLicensePool(ctx context.Context, in *GetLicensePoolRequest, opts ...grpc.CallOption) (*LicensePool, error)
  // Updates the license pool if one exists for this Order.
  UpdateLicensePool(ctx context.Context, in *UpdateLicensePoolRequest, opts ...grpc.CallOption) (*LicensePool,
  error)
  // Assigns a license to a user.
  Assign(ctx
  context.Context, in *AssignRequest, opts ...grpc.CallOption) (*AssignResponse, error)
  // Unassigns a license from a user.
  Unassign(ctx context.Context, in *UnassignRequest, opts ...grpc.CallOption) (*UnassignResponse, error)
  // Enumerates all users assigned a license.
  EnumerateLicensedUsers(ctx context.Context, in *EnumerateLicensedUsersRequest, opts ...grpc.CallOption)
  (*EnumerateLicensedUsersResponse, error)
}

type licenseManagementServiceClient struct {
  cc grpc.ClientConnInterface

```

```

}

func NewLicenseManagementServiceClient(cc grpc.ClientConnInterface) LicenseManagementServiceClient {
    return &licenseManagementServiceClient{cc}
}

func (c *licenseManagementServiceClient) GetLicensePool(ctx context.Context, in *GetLicensePoolRequest, opts
...grpc.CallOption) (*LicensePool, error) {
    out := new(LicensePool)
    err := c.cc.Invoke(ctx,
"/google.cloud.commerce.consumer.procurement.v1.LicenseManagementService/GetLicensePool", in, out, opts...)
    if err != nil {
        return nil, err
    }
    return
    out, nil
}

func (c *licenseManagementServiceClient) UpdateLicensePool(ctx context.Context, in
*UpdateLicensePoolRequest, opts ...grpc.CallOption) (*LicensePool, error) {
    out := new(LicensePool)
    err := c.cc.Invoke(ctx,
"/google.cloud.commerce.consumer.procurement.v1.LicenseManagementService/UpdateLicensePool", in, out,
opts...)
    if err != nil {
        return nil, err
    }
    return out, nil
}

func (c *licenseManagementServiceClient) Assign(ctx context.Context, in *AssignRequest, opts ...grpc.CallOption)
(*AssignResponse, error) {
    out := new(AssignResponse)
    err := c.cc.Invoke(ctx, "/google.cloud.commerce.consumer.procurement.v1.LicenseManagementService/Assign", in,
out, opts...)
    if err != nil {
        return nil, err
    }
    return out, nil
}

func (c *licenseManagementServiceClient) Unassign(ctx context.Context, in *UnassignRequest, opts
...grpc.CallOption) (*UnassignResponse, error) {
    out := new(UnassignResponse)
    err := c.cc.Invoke(ctx, "/google.cloud.commerce.consumer.procurement.v1.LicenseManagementService/Unassign",
in, out, opts...)
    if err != nil {
        return nil, err
    }

```

```

}
return out, nil
}

func (c *licenseManagementServiceClient) EnumerateLicensedUsers(ctx context.Context, in
*EnumerateLicensedUsersRequest, opts ...grpc.CallOption) (*EnumerateLicensedUsersResponse, error) {
    out := new(EnumerateLicensedUsersResponse)
    err := c.cc.Invoke(ctx,
"/google.cloud.commerce.consumer.prourement.v1.LicenseManagementService/EnumerateLicensedUsers", in, out,
opts...)
    if err != nil {
        return nil, err
    }
    return out, nil
}

// LicenseManagementServiceServer is the server API for LicenseManagementService service.
type LicenseManagementServiceServer interface {
    // Gets the license pool.
    GetLicensePool(context.Context, *GetLicensePoolRequest) (*LicensePool, error)
    // Updates the license pool if one exists for this Order.
    UpdateLicensePool(context.Context, *UpdateLicensePoolRequest) (*LicensePool, error)
    // Assigns a license to a user.
    Assign(context.Context, *AssignRequest)
    (*AssignResponse, error)
    // Unassigns a license from a user.
    Unassign(context.Context, *UnassignRequest) (*UnassignResponse, error)
    // Enumerates all users assigned a license.
    EnumerateLicensedUsers(context.Context, *EnumerateLicensedUsersRequest)
    (*EnumerateLicensedUsersResponse, error)
}

// UnimplementedLicenseManagementServiceServer can be embedded to have forward compatible
implementations.
type UnimplementedLicenseManagementServiceServer struct {
}

func (*UnimplementedLicenseManagementServiceServer) GetLicensePool(context.Context,
*GetLicensePoolRequest) (*LicensePool, error) {
    return nil, status.Errorf(codes.Unimplemented, "method GetLicensePool not implemented")
}
func (*UnimplementedLicenseManagementServiceServer) UpdateLicensePool(context.Context,
*UpdateLicensePoolRequest) (*LicensePool, error) {
    return nil, status.Errorf(codes.Unimplemented, "method UpdateLicensePool not implemented")
}
func (*UnimplementedLicenseManagementServiceServer) Assign(context.Context, *AssignRequest)
(*AssignResponse, error) {
    return nil, status.Errorf(codes.Unimplemented, "method Assign not implemented")
}

```



```

}

func (*UnimplementedLicenseManagementServiceServer) Unassign(context.Context, *UnassignRequest)
(*UnassignResponse, error) {
    return nil, status.Errorf(codes.Unimplemented, "method Unassign not implemented")
}

func (*UnimplementedLicenseManagementServiceServer) EnumerateLicensedUsers(context.Context,
*EnumerateLicensedUsersRequest) (*EnumerateLicensedUsersResponse, error) {
    return nil, status.Errorf(codes.Unimplemented, "method EnumerateLicensedUsers not implemented")
}

func RegisterLicenseManagementServiceServer(s *grpc.Server, srv LicenseManagementServiceServer) {
    s.RegisterService(&_LicenseManagementService_serviceDesc, srv)
}

func _LicenseManagementService_GetLicensePool_Handler(srv interface{}, ctx context.Context, dec
func(interface{}) error, interceptor grpc.UnaryServerInterceptor) (interface{}, error) {
    in := new(GetLicensePoolRequest)
    if err := dec(in);
    err != nil {
        return nil, err
    }
    if interceptor == nil {
        return srv.(LicenseManagementServiceServer).GetLicensePool(ctx, in)
    }
    info := &grpc.UnaryServerInfo{
        Server:    srv,
        FullMethod: "/google.cloud.commerce.consumer.procurement.v1.LicenseManagementService/GetLicensePool",
    }
    handler := func(ctx context.Context, req interface{}) (interface{}, error) {
        return srv.(LicenseManagementServiceServer).GetLicensePool(ctx, req.(*GetLicensePoolRequest))
    }
    return interceptor(ctx, in, info, handler)
}

func _LicenseManagementService_UpdateLicensePool_Handler(srv interface{}, ctx context.Context, dec
func(interface{}) error, interceptor grpc.UnaryServerInterceptor) (interface{}, error) {
    in := new(UpdateLicensePoolRequest)
    if err := dec(in); err != nil {
        return nil, err
    }
    if interceptor == nil {
        return srv.(LicenseManagementServiceServer).UpdateLicensePool(ctx, in)
    }
    info := &grpc.UnaryServerInfo{
        Server:    srv,
        FullMethod: "/google.cloud.commerce.consumer.procurement.v1.LicenseManagementService/UpdateLicensePool",
    }
    handler

```

```

:= func(ctx context.Context, req interface{}) (interface{}, error) {
    return srv.(LicenseManagementServiceServer).UpdateLicensePool(ctx, req.(*UpdateLicensePoolRequest))
}
return interceptor(ctx, in, info, handler)
}

func _LicenseManagementService_Assign_Handler(srv interface{}, ctx context.Context, dec func(interface{})
error, interceptor grpc.UnaryServerInterceptor) (interface{}, error) {
    in := new(AssignRequest)
    if err := dec(in); err != nil {
        return nil, err
    }
    if interceptor == nil {
        return srv.(LicenseManagementServiceServer).Assign(ctx, in)
    }
    info := &grpc.UnaryServerInfo{
        Server:    srv,
        FullMethod: "/google.cloud.commerce.consumer.prourement.v1.LicenseManagementService/Assign",
    }
    handler := func(ctx context.Context, req interface{}) (interface{}, error) {
        return srv.(LicenseManagementServiceServer).Assign(ctx, req.(*AssignRequest))
    }
    return interceptor(ctx, in, info, handler)
}

func _LicenseManagementService_Unassign_Handler(srv
interface{}, ctx context.Context, dec func(interface{}) error, interceptor grpc.UnaryServerInterceptor) (interface{},
error) {
    in := new(UnassignRequest)
    if err := dec(in); err != nil {
        return nil, err
    }
    if interceptor == nil {
        return srv.(LicenseManagementServiceServer).Unassign(ctx, in)
    }
    info := &grpc.UnaryServerInfo{
        Server:    srv,
        FullMethod: "/google.cloud.commerce.consumer.prourement.v1.LicenseManagementService/Unassign",
    }
    handler := func(ctx context.Context, req interface{}) (interface{}, error) {
        return srv.(LicenseManagementServiceServer).Unassign(ctx, req.(*UnassignRequest))
    }
    return interceptor(ctx, in, info, handler)
}

func _LicenseManagementService_EnumerateLicensedUsers_Handler(srv interface{}, ctx context.Context, dec
func(interface{}) error, interceptor grpc.UnaryServerInterceptor) (interface{}, error) {
    in := new(EnumerateLicensedUsersRequest)

```

```

if err := dec(in); err != nil {
    return nil, err
}
if
interceptor == nil {
    return srv.(LicenseManagementServiceServer).EnumerateLicensedUsers(ctx, in)
}
info := &grpc.UnaryServerInfo{
    Server:    srv,
    FullMethod:
"/google.cloud.commerce.consumer.procurement.v1.LicenseManagementService/EnumerateLicensedUsers",
}
handler := func(ctx context.Context, req interface{}) (interface{}, error) {
    return srv.(LicenseManagementServiceServer).EnumerateLicensedUsers(ctx,
req.(*EnumerateLicensedUsersRequest))
}
return interceptor(ctx, in, info, handler)
}

var _LicenseManagementService_serviceDesc = grpc.ServiceDesc{
    ServiceName: "google.cloud.commerce.consumer.procurement.v1.LicenseManagementService",
    HandlerType: (*LicenseManagementServiceServer)(nil),
    Methods: []grpc.MethodDesc{
        {
            MethodName: "GetLicensePool",
            Handler:    _LicenseManagementService_GetLicensePool_Handler,
        },
        {
            MethodName: "UpdateLicensePool",
            Handler:    _LicenseManagementService_UpdateLicensePool_Handler,
        },
        {
            MethodName: "Assign",
            Handler:    _LicenseManagementService_Assign_Handler,
        },
        {
            MethodName: "Unassign",
            Handler:    _LicenseManagementService_Unassign_Handler,
        },
        {
            MethodName: "EnumerateLicensedUsers",
            Handler:    _LicenseManagementService_EnumerateLicensedUsers_Handler,
        },
    },
    Streams: []grpc.StreamDesc{},
    Metadata: "google/cloud/commerce/consumer/procurement/v1/license_management_service.proto",
}

```

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// Code generated by protoc-gen-go. DO NOT EDIT.

// versions:

// protoc-gen-go v1.35.2

// protoc v4.25.3

// source: google/ai/generativelanguage/v1beta/permission.proto

package generativelanguagepb

import (

reflect "reflect"

sync "sync"

_ "google.golang.org/genproto/googleapis/api/annotations"

protorelect "google.golang.org/protobuf/reflect/protorelect"

protoimpl "google.golang.org/protobuf/runtime/protoimpl"

)


```

const
(
    // Verify that this generated code is sufficiently up-to-date.
    _ = protoimpl.EnforceVersion(20 - protoimpl.MinVersion)
    // Verify that runtime/protoimpl is sufficiently up-to-date.
    _ = protoimpl.EnforceVersion(protoimpl.MaxVersion - 20)
)

// Defines types of the grantee of this permission.
type Permission_GranteeType int32

const (
    // The default value. This value is unused.
    Permission_GRANTEE_TYPE_UNSPECIFIED Permission_GranteeType = 0
    // Represents a user. When set, you must provide email_address for the user.
    Permission_USER Permission_GranteeType = 1
    // Represents a group. When set, you must provide email_address for the
    // group.
    Permission_GROUP Permission_GranteeType = 2
    // Represents access to everyone. No extra information is required.
    Permission_EVERYONE Permission_GranteeType = 3
)

// Enum value maps for Permission_GranteeType.
var (
    Permission_GranteeType_name = map[int32]string{
        0: "GRANTEE_TYPE_UNSPECIFIED",
        1: "USER",
        2:
        "GROUP",
        3: "EVERYONE",
    }
    Permission_GranteeType_value = map[string]int32{
        "GRANTEE_TYPE_UNSPECIFIED": 0,
        "USER":                     1,
        "GROUP":                    2,
        "EVERYONE":                 3,
    }
)

func (x Permission_GranteeType) Enum() *Permission_GranteeType {
    p := new(Permission_GranteeType)
    *p = x
    return p
}

func (x Permission_GranteeType) String() string {

```

```

return protoimpl.X.EnumStringOf(x.Descriptor(), protorelect.EnumNumber(x))
}

func (Permission_GrantType) Descriptor() protorelect.EnumDescriptor {
return file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[0].Descriptor()
}

func (Permission_GrantType) Type() protorelect.EnumType {
return &file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[0]
}

func (x Permission_GrantType) Number() protorelect.EnumNumber {
return protorelect.EnumNumber(x)
}

// Deprecated: Use Permission_GrantType.Descriptor instead.
func (Permission_GrantType) EnumDescriptor() ([]byte,
[int]) {
return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP(), []int{0, 0}
}

// Defines the role granted by this permission.
type Permission_Role int32

const (
// The default value. This value is unused.
Permission_ROLE_UNSPECIFIED Permission_Role = 0
// Owner can use, update, share and delete the resource.
Permission_OWNER Permission_Role = 1
// Writer can use, update and share the resource.
Permission_WRITER Permission_Role = 2
// Reader can use the resource.
Permission_READER Permission_Role = 3
)

// Enum value maps for Permission_Role.
var (
Permission_Role_name = map[int32]string{
0: "ROLE_UNSPECIFIED",
1: "OWNER",
2: "WRITER",
3: "READER",
}
Permission_Role_value = map[string]int32{
"ROLE_UNSPECIFIED": 0,
"OWNER":           1,
"WRITER":          2,
"READER":          3,
}

```

```

}
)

func (x Permission_Role) Enum() *Permission_Role {
    p := new(Permission_Role)
    *p = x
    return p
}

func (x Permission_Role) String() string {
    return
    protoimpl.X.EnumStringOf(x.Descriptor(), protoreflect.EnumNumber(x))
}

func (Permission_Role) Descriptor() protoreflect.EnumDescriptor {
    return file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[1].Descriptor()
}

func (Permission_Role) Type() protoreflect.EnumType {
    return &file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[1]
}

func (x Permission_Role) Number() protoreflect.EnumNumber {
    return protoreflect.EnumNumber(x)
}

// Deprecated: Use Permission_Role.Descriptor instead.
func (Permission_Role) EnumDescriptor() ([]byte, []int) {
    return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP(), []int{0, 1}
}

// Permission resource grants user, group or the rest of the world access to the
// PaLM API resource (e.g. a tuned model, corpus).
//
// A role is a collection of permitted operations that allows users to perform
// specific actions on PaLM API resources. To make them available to users,
// groups, or service accounts,
// you assign roles. When you assign a role, you
// grant permissions that the role contains.
//
// There are three concentric roles. Each role is a superset of the previous
// role's permitted operations:
//
// - reader can use the resource (e.g. tuned model, corpus) for inference
// - writer has reader's permissions and additionally can edit and share
// - owner has writer's permissions and additionally can delete
type Permission struct {
    state      protoimpl.MessageState

```

```

sizeCache    protoimpl.SizeCache
unknownFields protoimpl.UnknownFields

// Output only. Identifier. The permission name. A unique name will be
// generated on create. Examples:
//
// tunedModels/{tuned_model}/permissions/{permission}
// corpora/{corpus}/permissions/{permission}
//
// Output only.
Name string `protobuf:"bytes,1,opt,name=name,proto3" json:"name,omitempty"`
// Optional. Immutable. The type of the grantee.
GranteeType *Permission_GranteeType
`protobuf:"varint,2,opt,name=grantee_type,json=granteeType,proto3,enum=google.ai.generativelanguage.v1beta.Permission_GranteeType,oneof"
json:"grantee_type,omitempty"`
// Optional. Immutable. The email address of the user of group which this
// permission refers. Field is not set when permission's grantee type is
// EVERYONE.
EmailAddress *string `protobuf:"bytes,3,opt,name=email_address,json=emailAddress,proto3,oneof"
json:"email_address,omitempty"`
// Required. The role granted by this permission.
Role *Permission_Role
`protobuf:"varint,4,opt,name=role,proto3,enum=google.ai.generativelanguage.v1beta.Permission_Role,oneof"
json:"role,omitempty"`
}

func (x *Permission) Reset() {
    *x = Permission{}
    mi := &file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    ms.StoreMessageInfo(mi)
}

func (x *Permission) String() string {
    return protoimpl.X.MessageStringOf(x)
}

func (*Permission) ProtoMessage() {}

func (x *Permission) ProtoReflect() protoreflect.Message
{
    mi := &file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0]
    if x != nil {
        ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
        if ms.LoadMessageInfo() == nil {
            ms.StoreMessageInfo(mi)
        }
    }
}

```

```

    return ms
}
return mi.MessageOf(x)
}

// Deprecated: Use Permission.ProtoReflect.Descriptor instead.
func (*Permission) Descriptor() ([]byte, []int) {
    return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP(), []int{0}
}

func (x *Permission) GetName() string {
    if x != nil {
        return x.Name
    }
    return ""
}

func (x *Permission) GetGranteeType() Permission_GranteeType {
    if x != nil && x.GranteeType != nil {
        return *x.GranteeType
    }
    return Permission_GRANTEE_TYPE_UNSPECIFIED
}

func (x *Permission) GetEmailAddress() string {
    if x != nil && x.EmailAddress != nil {
        return *x.EmailAddress
    }
    return ""
}

func (x *Permission) GetRole() Permission_Role {
    if x != nil && x.Role != nil {
        return *x.Role
    }
    return Permission_ROLE_UNSPECIFIED
}

var
    File_google_ai_generativelanguage_v1beta_permission_proto protoreflect.FileDescriptor

var file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc = []byte{
    0x0a, 0x34, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x69, 0x2f, 0x67, 0x65, 0x6e, 0x65,
    0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2f, 0x76,
    0x31, 0x62, 0x65, 0x74, 0x61, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e,
    0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x12, 0x23, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x61,
    0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67,
    0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x62, 0x65, 0x74, 0x61, 0x1a, 0x1f, 0x67, 0x6f, 0x6f,

```

0x67, 0x6c, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x2f, 0x66, 0x69, 0x65, 0x6c, 0x64, 0x5f, 0x62, 0x65,
0x68, 0x61, 0x76, 0x69, 0x6f, 0x72, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x1a, 0x19, 0x67, 0x6f,
0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x70, 0x69,
0x2f, 0x72, 0x65, 0x73, 0x6f, 0x75, 0x72, 0x63,
0x65, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x22, 0x85, 0x05, 0x0a, 0x0a, 0x50, 0x65, 0x72, 0x6d,
0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x12, 0x1a, 0x0a, 0x04, 0x6e, 0x61, 0x6d, 0x65, 0x18, 0x01,
0x20, 0x01, 0x28, 0x09, 0x42, 0x06, 0xe0, 0x41, 0x03, 0xe0, 0x41, 0x08, 0x52, 0x04, 0x6e, 0x61,
0x6d, 0x65, 0x12, 0x6b, 0x0a, 0x0c, 0x67, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x5f, 0x74, 0x79,
0x70, 0x65, 0x18, 0x02, 0x20, 0x01, 0x28, 0x0e, 0x32, 0x3b, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c,
0x65, 0x2e, 0x61, 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c,
0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x62, 0x65, 0x74, 0x61, 0x2e, 0x50,
0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x2e, 0x47, 0x72, 0x61, 0x6e, 0x74, 0x65,
0x65, 0x54, 0x79, 0x70, 0x65, 0x42, 0x06, 0xe0, 0x41, 0x01, 0xe0, 0x41, 0x05, 0x48, 0x00, 0x52,
0x0b, 0x67, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x54, 0x79, 0x70, 0x65, 0x88,
0x01, 0x01, 0x12,
0x30, 0x0a, 0x0d, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x5f, 0x61, 0x64, 0x64, 0x72, 0x65, 0x73, 0x73,
0x18, 0x03, 0x20, 0x01, 0x28, 0x09, 0x42, 0x06, 0xe0, 0x41, 0x01, 0xe0, 0x41, 0x05, 0x48, 0x01,
0x52, 0x0c, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x41, 0x64, 0x64, 0x72, 0x65, 0x73, 0x73, 0x88, 0x01,
0x01, 0x12, 0x52, 0x0a, 0x04, 0x72, 0x6f, 0x6c, 0x65, 0x18, 0x04, 0x20, 0x01, 0x28, 0x0e, 0x32,
0x34, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x61, 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65,
0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76,
0x31, 0x62, 0x65, 0x74, 0x61, 0x2e, 0x50, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e,
0x2e, 0x52, 0x6f, 0x6c, 0x65, 0x42, 0x03, 0xe0, 0x41, 0x02, 0x48, 0x02, 0x52, 0x04, 0x72, 0x6f,
0x6c, 0x65, 0x88, 0x01, 0x01, 0x22, 0x4e, 0x0a, 0x0b, 0x47, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65,
0x54, 0x79, 0x70, 0x65, 0x12, 0x1c, 0x0a, 0x18, 0x47, 0x52, 0x41, 0x4e, 0x54, 0x45, 0x45, 0x5f,
0x54,
0x59, 0x50, 0x45, 0x5f, 0x55, 0x4e, 0x53, 0x50, 0x45, 0x43, 0x49, 0x46, 0x49, 0x45, 0x44,
0x10, 0x00, 0x12, 0x08, 0x0a, 0x04, 0x55, 0x53, 0x45, 0x52, 0x10, 0x01, 0x12, 0x09, 0x0a, 0x05,
0x47, 0x52, 0x4f, 0x55, 0x50, 0x10, 0x02, 0x12, 0x0c, 0x0a, 0x08, 0x45, 0x56, 0x45, 0x52, 0x59,
0x4f, 0x4e, 0x45, 0x10, 0x03, 0x22, 0x3f, 0x0a, 0x04, 0x52, 0x6f, 0x6c, 0x65, 0x12, 0x14, 0x0a,
0x10, 0x52, 0x4f, 0x4c, 0x45, 0x5f, 0x55, 0x4e, 0x53, 0x50, 0x45, 0x43, 0x49, 0x46, 0x49, 0x45,
0x44, 0x10, 0x00, 0x12, 0x09, 0x0a, 0x05, 0x4f, 0x57, 0x4e, 0x45, 0x52, 0x10, 0x01, 0x12, 0x0a,
0x0a, 0x06, 0x57, 0x52, 0x49, 0x54, 0x45, 0x52, 0x10, 0x02, 0x12, 0x0a, 0x0a, 0x06, 0x52, 0x45,
0x41, 0x44, 0x45, 0x52, 0x10, 0x03, 0x3a, 0xaa, 0x01, 0xea, 0x41, 0xa6, 0x01, 0x0a, 0x2c, 0x67,
0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67,
0x65, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x61, 0x70, 0x69, 0x73, 0x2e, 0x63, 0x6f, 0x6d,
0x2f, 0x50, 0x65, 0x72, 0x6d, 0x69,
0x73, 0x73, 0x69, 0x6f, 0x6e, 0x12, 0x32, 0x74, 0x75, 0x6e,
0x65, 0x64, 0x4d, 0x6f, 0x64, 0x65, 0x6c, 0x73, 0x2f, 0x7b, 0x74, 0x75, 0x6e, 0x65, 0x64, 0x5f,
0x6d, 0x6f, 0x64, 0x65, 0x6c, 0x7d, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f,
0x6e, 0x73, 0x2f, 0x7b, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x7d, 0x12,
0x29, 0x63, 0x6f, 0x72, 0x70, 0x6f, 0x72, 0x61, 0x2f, 0x7b, 0x63, 0x6f, 0x72, 0x70, 0x75, 0x73,
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0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x7d, 0x2a, 0x0b, 0x70, 0x65, 0x72, 0x6d,
0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x73, 0x32, 0x0a, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73,
0x69, 0x6f, 0x6e, 0x42, 0x0f, 0x0a, 0x0d, 0x5f, 0x67, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x5f,
0x74, 0x79, 0x70, 0x65, 0x42, 0x10, 0x0a, 0x0e, 0x5f, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x5f, 0x61,
0x64, 0x64, 0x72, 0x65, 0x73, 0x73, 0x42, 0x07, 0x0a, 0x05, 0x5f,

```

0x72, 0x6f, 0x6c, 0x65, 0x42,
0x9b, 0x01, 0x0a, 0x27, 0x63, 0x6f, 0x6d, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x61,
0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67,
0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x62, 0x65, 0x74, 0x61, 0x42, 0x0f, 0x50, 0x65, 0x72,
0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x50, 0x72, 0x6f, 0x74, 0x6f, 0x50, 0x01, 0x5a, 0x5d,
0x63, 0x6c, 0x6f, 0x75, 0x64, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x63, 0x6f, 0x6d,
0x2f, 0x67, 0x6f, 0x2f, 0x61, 0x69, 0x2f, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76,
0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x76, 0x31, 0x62,
0x65, 0x74, 0x61, 0x2f, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61,
0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x70, 0x62, 0x3b, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74,
0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x70, 0x62, 0x62, 0x06, 0x70,
0x72,
0x6f, 0x74, 0x6f, 0x33,
}

```

```

var (
    file_google_ai_generativelanguage_v1beta_permission_proto_rawDescOnce sync.Once
    file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData =
    file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc
)

```

```

func file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP() []byte {
    file_google_ai_generativelanguage_v1beta_permission_proto_rawDescOnce.Do(func() {
        file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData =
        protoimpl.X.CompressGZIP(file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData)
    })
    return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData
}

```

```

var file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes = make([]protoimpl.EnumInfo, 2)
var file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes = make([]protoimpl.MessageInfo, 1)
var file_google_ai_generativelanguage_v1beta_permission_proto_goTypes = []any{
    (Permission_GranteeType)(0),
    // 0: google.ai.generativelanguage.v1beta.Permission.GranteeType
    (Permission_Role)(0), // 1: google.ai.generativelanguage.v1beta.Permission.Role
    (*Permission)(nil), // 2: google.ai.generativelanguage.v1beta.Permission
}
var file_google_ai_generativelanguage_v1beta_permission_proto_depIdxs = []int32{
    0, // 0: google.ai.generativelanguage.v1beta.Permission.grantee_type:type_name ->
    google.ai.generativelanguage.v1beta.Permission.GranteeType
    1, // 1: google.ai.generativelanguage.v1beta.Permission.role:type_name ->
    google.ai.generativelanguage.v1beta.Permission.Role
    2, // [2:2] is the sub-list for method output_type
    2, // [2:2] is the sub-list for method input_type
    2, // [2:2] is the sub-list for extension type_name
    2, // [2:2] is the sub-list for extension extendee
    0, // [0:2] is the sub-list for field type_name
}

```

```

func init() { file_google_ai_generativelanguage_v1beta_permission_proto_init() }
func file_google_ai_generativelanguage_v1beta_permission_proto_init()
{
if File_google_ai_generativelanguage_v1beta_permission_proto != nil {
return
}
file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0].OneofWrappers = []any{}
type x struct{}
out := protoimpl.TypeBuilder{
File: protoimpl.DescBuilder{
GoPackagePath: reflect.TypeOf(x{}).PkgPath(),
RawDescriptor: file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc,
NumEnums: 2,
NumMessages: 1,
NumExtensions: 0,
NumServices: 0,
},
GoTypes: file_google_ai_generativelanguage_v1beta_permission_proto_goTypes,
DependencyIndexes: file_google_ai_generativelanguage_v1beta_permission_proto_depIdxs,
EnumInfos: file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes,
MessageInfos: file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes,
}.Build()
File_google_ai_generativelanguage_v1beta_permission_proto = out.File
file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc = nil
file_google_ai_generativelanguage_v1beta_permission_proto_goTypes
= nil
file_google_ai_generativelanguage_v1beta_permission_proto_depIdxs = nil
}

```

1.531 proto-otlp 0.15.0

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lib/erl/src/Makefile.am

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For the aclocal/ax_boost_base.m4 and contrib/fb303/aclocal/ax_boost_base.m4 components:

```
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#
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```

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```
/*
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  2015-05-02
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  */
(By Douglas Crockford <douglas@crockford.com>)
```

For lib/cpp/src/thrift/windows/SocketPair.cpp

```
/* socketpair.c
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 */
```

For lib/py/compat/win32/stdint.h

```
// ISO C9x compliant stdint.h for Microsoft Visual Studio
// Based on ISO/IEC 9899:TC2 Committee draft (May 6, 2005) WG14/N1124
//
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1.534 azure-sdk-for-go-sdk-keyvault-azkeys

0.4.0

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A

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1.535 eagle 0.0.2

1.535.1 Available under license :

language: node_js

node_js:

- '0.12'

- '0.10'

before_install:

- npm install -g grunt-cli

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```
{
  "bitwise":    true,
  "camelcase":  true,
  "curly":      true,
  "eqeqeq":     true,
  "forin":      true,
  "freeze":     true,
  "funcscope":  true,
  "futurehostile": true,
  "globalstrict": true,
  "iterator":   true,
  "latedef":    true,
  "noarg":      true,
  "nocomma":    true,
  "nonbsp":     true,
  "nonew":      true,
  "notypeof":   true,
  "shadow":     true,
  "singleGroups": true,
  "undef":      true,
  "unused":     true,

  "maxdepth":   3,
  "maxparams":  5,
  "maxcomplexity": 10,
  "maxstatements": 0,

  "asi":        false,
  "boss":       false,
  "debug":      false,
  "elision":    false,
  "eqnull":     false,
  "esnext":     true,
  "evil":       false,
  "expr":       false,
  "lastsemic":  false,
  "loopfunc":   false,
  "noyield":    false,
  "plusplus":   false,
  "proto":      false,
  "scripturl":  false,
```



```

"strict":    false,
"supernew":
false,
"validthis": false,
"withstmt":  false,

"node":      true,
"phantom":   true
}
{
"excludeFiles": ["node_modules/**"],
"fileExtensions": [".js"],

"esnext": true,

"disallowEmptyBlocks": true,
"disallowImplicitTypeConversion": [
  "numeric",
  "binary",
  "string"
],
"disallowKeywords": [
  "with"
],
"disallowMixedSpacesAndTabs": true,
"disallowMultipleLineStrings": true,
"disallowMultipleVarDecl": true,
"disallowNewlineBeforeBlockStatements": true,
"disallowSpaceAfterObjectKeys": true,
"disallowSpaceAfterPrefixUnaryOperators": true,
"disallowSpaceBeforePostfixUnaryOperators": true,
"disallowSpacesInCallExpression": true,
"disallowSpacesInNamedFunctionExpression": {
  "beforeOpeningRoundBrace": true
},
"disallowSpacesInFunctionDeclaration": {
  "beforeOpeningRoundBrace": true
},
"disallowSpacesInsideArrayBrackets": true,
"disallowSpacesInsideObjectBrackets": true,
"disallowSpacesInsideParentheses": true,
"disallowTrailingComma": true,
"disallowTrailingWhitespace": true,
"disallowYodaConditions": true,

"requireBlocksOnNewline": true,
"requireCamelCaseOrUpperCaseIdentifiers": "ignoreProperties",
"requireCapitalizedComments": true,

```

```

"requireCapitalizedConstructors": true,
"requireCommaBeforeLineBreak": true,
"requireCurlyBraces": [
  "if",
  "else",
  "for",
  "while",
  "do",
  "try",
  "catch"
],
"requireDollarBeforejQueryAssignment": true,
"requireKeywordsOnNewLine": [
  "else"
],
"requireLineFeedAtFileEnd": true,
"requireOperatorBeforeLineBreak": true,
"requireParenthesesAroundIIFE": true,
"requireSemicolons": true,
"requireSpaceAfterBinaryOperators": true,
"requireSpaceAfterKeywords": [
  "do",
  "for",
  "if",
  "else",
  "switch",
  "case",
  "try",
  "catch",
  "void",
  "while",
  "with",
  "return",
  "typeof",
  "function"
],
"requireSpaceAfterLineComment": true,
"requireSpaceBeforeBinaryOperators": true,
"requireSpaceBeforeBlockStatements": true,
"requireSpaceBeforeObjectValues": true,
"requireSpaceBetweenArguments":
true,
"requireSpacesInConditionalExpression": true,
"requireSpacesInForStatement": true,
"requireSpacesInFunction": {
  "beforeOpeningCurlyBrace": true
},
"requireSpacesInNamedFunctionExpression": {

```

```

    "beforeOpeningCurlyBrace": true
  },

  "maximumLineLength": 100,
  "validateIndentation": 2,
  "validateLineBreaks": "LF",
  "validateParameterSeparator": ", ",
  "validateQuoteMarks": "\"",

  "safeContextKeyword": ["that"]
}
# Deep

```

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```

<% if (root.sourceText) { %><%= root.sourceText %><% } %><% if (dependencies && dependencies.length > 0)
{ %><% if (root.sourceText) { %>

```

```

<% } %>This application bundles third-party packages in accordance with the following
licenses:

```

```

<% _.each(dependencies, function (dependency) { %>

```

```

<% if (dependency.name) { %>

```

```

Package: <%= dependency.name %><% } %><% if (dependency.repository) { %>

```

```

Repository: <%= dependency.repository %><% } %><% if (dependency.license) { %>

```

```

License: <%= dependency.license %><% } %><% if (dependency.source) { %>

```

```

License Source: <%= dependency.source %><% } %><% if (dependency.sourceText) { %>

```

```

Source Text:

```

```
<%= dependency.sourceText %><% } %>
<% }); %><% } %>
# grunt-legal-eagle [![Version](https://img.shields.io/npm/v/grunt-legal-
eagle.svg)](https://www.npmjs.com/package/grunt-legal-eagle) [![Build
Status](https://img.shields.io/travis/unindented/grunt-legal-eagle.svg)](http://travis-ci.org/unindented/grunt-legal-
eagle) [![Dependency Status](https://img.shields.io/gemnasium/unindented/grunt-legal-
eagle.svg)](https://gemnasium.com/unindented/grunt-legal-eagle)
```

> Generate a `LICENSE` file with all the licenses for your dependencies, extracted using [`legal-eagle`](https://github.com/atom/legal-eagle).

Getting Started

This plugin requires Grunt `~0.4.0`

If you haven't used [Grunt](http://gruntjs.com/) before, be sure to check out the [Getting Started](http://gruntjs.com/getting-started) guide, as it explains how to create a [Gruntfile](http://gruntjs.com/sample-gruntfile) as well as install and use Grunt plugins. Once you're familiar with that process, you may install this plugin with this command:

```
```shell
npm install grunt-legal-eagle
--save-dev
```
```

Once the plugin has been installed, it may be enabled inside your Gruntfile with this line of JavaScript:

```
```js
grunt.loadNpmTasks('grunt-legal-eagle');
```
```

This plugin was designed to work with Grunt 0.4.x. If you're still using grunt v0.3.x it's strongly recommended that [you upgrade](http://gruntjs.com/upgrading-from-0.3-to-0.4), but in case you can't please use [v0.3.2](https://github.com/gruntjs/grunt-contrib-copy/tree/grunt-0.3-stable).

Legal Eagle task

Run this task with the `grunt legal-eagle` command.

Task targets, files and options may be specified according to the grunt [Configuring tasks](http://gruntjs.com/configuring-tasks) guide.

Usage

To generate a `LICENSE` file starting from a particular directory:

```

```js
'legal-eagle': {
 app: {
 src: 'path/to/app/'
 dest: 'path/to/dist/LICENSE'
 }
}
```

```

You can also provide overrides for certain dependencies:

```

```js
'legal-eagle': {
 options: {
 overrides: {
 'aws-sign@0.3.0':
 {
 repository: 'https://github.com/mikeal/aws-sign',
 license: 'MIT',
 source: 'index.js'
 }
 }
},
baz: {
 src: 'path/to/baz/'
 dest: 'path/to/dist/LICENSE-BAZ'
},
qux: {
 src: 'path/to/qux/'
 dest: 'path/to/dist/LICENSE-QUX'
}
}
```

```

Options

src

Type: `String`

Path to the folder that needs to be scanned.

dest

Type: `String`

Path to the file that will be written with the summary.

options.safeLicenses

Type: `Array[String]`
Default: `['Apache', 'BSD', 'CC-BY', 'ISC', 'MIT', 'Unlicense', 'WTF']`

List of licenses that are considered **safe** for your project.

options.failOnUnknown
Type: `Boolean`
Default: `true`

Fail the build if there are dependencies with an unknown license.

options.failOnUnsafe
Type: `Boolean`
Default: `true`

Fail the build if there are dependencies with an **unsafe** license (not listed in `safeLicenses`).

options.omitSafe
Type: `Boolean`
Default: `false`

Omit **safe** licenses in
the summary, showing only unknown and unsafe ones.

options.omitSourceText
Type: `Boolean`
Default: `false`

Omit license source text in the summary.

options.overrides
Type: `Object`
Default: `{}`

If you know the license of a given dependency but `legal-eagle` can't automatically determine it, pass an `overrides` hash with its `name@version` as the key, and the `license`, `source` and `sourceText` you want to use in the summary.

Meta

* Code: `git clone git://github.com/unindented/grunt-legal-eagle.git`
* Home: `<https://github.com/unindented/grunt-legal-eagle/>`

Contributors

* Daniel Perez Alvarez (unindented@gmail.com)

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```
{
  "preset": "default",

  "lineBreak": {
    "before": {
      "ElseIfStatement": 1,
      "ElseStatement": 1
    }
  },

  "whiteSpace": {
    "after": {
      "FunctionReservedWord": 1
    }
  }
}

# Shallow
```

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1.536 otel-trace 1.6.3

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lib/erl/src/Makefile.am

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```
# Copyright (c) 2007 Thomas Porschberg <thomas@randspringer.de>
#
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```

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```
/*
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  2015-05-02
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  */
(By Douglas Crockford <douglas@crockford.com>)
```

For lib/cpp/src/thrift/windows/SocketPair.cpp

```
/* socketpair.c
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 */
```

For lib/py/compat/win32/stdint.h

```
// ISO C9x compliantstdint.h for Microsoft Visual Studio
// Based on ISO/IEC 9899:TC2 Committee draft (May 6, 2005) WG14/N1124
//
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Codegen template
in t_html_generator.h

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*
* Designed and built with all the love in the world @twitter by @mdo and @fat.

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For t_cl_generator.cc

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1.537 collector 0.31.0

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A

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lib/erl/src/Makefile.am

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components:

```
# Copyright (c) 2007 Thomas Porschberg <thomas@randspringer.de>
#
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# the copyright notice and this notice are preserved.
```

For the lib/nodejs/lib/thrift/json_parse.js:

```
/*
  json_parse.js
  2015-05-02
  Public Domain.
  NO WARRANTY EXPRESSED OR IMPLIED. USE AT YOUR OWN RISK.

  */
```


(By Douglas Crockford <douglas@crockford.com>)

For lib/cpp/src/thrift/windows/SocketPair.cpp

```
/* socketpair.c
 * Copyright 2007 by Nathan C. Myers <ncm@cantrip.org>; some rights reserved.
 * This code is Free Software. It may be copied freely, in original or
 * modified form, subject only to the restrictions that (1) the author is
 * relieved from all responsibilities for any use for any purpose, and (2)
 * this copyright notice must
 * be retained, unchanged, in its entirety. If
 * for any reason the author might be held responsible for any consequences
 * of copying or use, license is withheld.
 */
```

For lib/py/compat/win32/stdint.h

```
// ISO C9x compliantstdint.h for Microsoft Visual Studio
// Based on ISO/IEC 9899:TC2 Committee draft (May 6, 2005) WG14/N1124
//
// Copyright (c) 2006-2008 Alexander Chemeris
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```

```
//
```

```
////////////////////////////////////
```

```
-----  
Codegen template
```

```
in t_html_generator.h
```

```
* Bootstrap v2.0.3
```

```
*
```

```
* Copyright 2012 Twitter, Inc
```

```
* Licensed under the Apache License v2.0
```

```
* http://www.apache.org/licenses/LICENSE-2.0
```

```
*
```

```
* Designed and built with all the love in the world @twitter by @mdo and @fat.
```

```
-----  
For t_cl_generator.cc
```

```
* Copyright (c) 2008- Patrick Collison <patrick@collison.ie>
```

```
* Copyright (c) 2006- Facebook
```

1.540 line-protocol 0.0.0-20210311194329-9aa0e372d097

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1.541 contrib-instrumentation- google.golang.org-grpc-otelgrpc 0.31.0

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1.542 otel-exporters-otlp-otlptrace-otlptracegrpc 1.6.3

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lib/erl/src/Makefile.am

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For the aclocal/ax_boost_base.m4 and contrib/fb303/aclocal/ax_boost_base.m4

components:

```
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#
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```

For the lib/nodejs/lib/thrift/json_parse.js:

```
/*
  json_parse.js
  2015-05-02
  Public Domain.
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  */
(By Douglas Crockford <douglas@crockford.com>)
```

For lib/cpp/src/thrift/windows/SocketPair.cpp

```
/* socketpair.c
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 * be retained, unchanged, in its entirety. If
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 */
```

For lib/py/compat/win32/stdint.h

```
// ISO C9x compliantstdint.h for Microsoft Visual Studio
// Based on ISO/IEC 9899:TC2 Committee draft (May 6, 2005) WG14/N1124
//
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//
////////////////////////////////////
```

Codegen template
in t_html_generator.h

```
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*
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* http://www.apache.org/licenses/LICENSE-2.0
*
* Designed and built with all the love in the world @twitter by @mdo and @fat.
```

For t_cl_generator.cc

```
* Copyright (c) 2008- Patrick Collison <patrick@collison.ie>
* Copyright (c) 2006- Facebook
```

1.543 kin-openapi 0.94.0

1.543.1 Available under license :

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A

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package spec

import (
    "encoding/json"
    "testing"

    "github.com/stretchr/testify/assert"
)

var license = License{
    LicenseProps: LicenseProps{Name: "the name", URL: "the url"},
    VendorExtensible: VendorExtensible{Extensions: map[string]interface{}{"x-license": "custom term"}}}

const licenseJSON = `{
    "name": "the name",
    "url": "the url",
    "x-license": "custom term"
}`

func TestIntegrationLicense(t
    *testing.T) {

    // const licenseYAML = "name: the name\nurl: the url\n"

    b, err := json.MarshalIndent(license, "", "\t")
    if assert.NoError(t, err) {
        assert.Equal(t, licenseJSON, string(b))
    }

    actual := License{}
    err = json.Unmarshal([]byte(licenseJSON), &actual)
    if assert.NoError(t, err) {
        assert.EqualValues(t, license, actual)
    }
}

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package spec

```
import (
    "encoding/json"

    "github.com/go-openapi/swag"
)

// License information for the exposed API.
//
// For more information: http://goo.gl/8us55a#licenseObject
type License struct {
    LicenseProps
    VendorExtensible
}

// LicenseProps holds the properties of a License object
type LicenseProps struct {
    Name string `json:"name,omitempty"`
    URL  string `json:"url,omitempty"`
}

// UnmarshalJSON
hydrates License from json
func (l *License) UnmarshalJSON(data []byte) error {
    if err := json.Unmarshal(data, &l.LicenseProps); err != nil {
        return err
    }
    return json.Unmarshal(data, &l.VendorExtensible)
}

// MarshalJSON produces License as json
func (l License) MarshalJSON() ([]byte, error) {
    b1, err := json.Marshal(l.LicenseProps)
    if err != nil {
        return nil, err
    }
    b2, err := json.Marshal(l.VendorExtensible)
```

```
if err != nil {  
    return nil, err  
}  
return swag.ConcatJSON(b1, b2), nil  
}
```

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lib/erl/src/Makefile.am

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For the aclocal/ax_boost_base.m4 and contrib/fb303/aclocal/ax_boost_base.m4 components:

```
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```

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```
/*
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  2015-05-02
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*/
(By Douglas Crockford <douglas@crockford.com>)
```

For lib/cpp/src/thrift/windows/SocketPair.cpp

```
/* socketpair.c
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*/

For lib/py/compat/win32/stdint.h

```
// ISO C9x compliant stdint.h for Microsoft Visual Studio
// Based on ISO/IEC 9899:TC2 Committee draft (May 6, 2005) WG14/N1124
//
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in t_html_generator.h

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*

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1.550 azure-sdk-for-go-sdk-keyvault-internal

0.2.1

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A

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1.551 Idap 3.1.0

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1.552 google-cloud-go-iam 0.3.0

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// Code generated by protoc-gen-go. DO NOT EDIT.
// versions:
// protoc-gen-go v1.35.2
// protoc v4.25.3
// source: google/ai/generativelanguage/v1alpha/permission.proto

package generativelanguagepb

import (
    reflect "reflect"
    sync "sync"

    _ "google.golang.org/genproto/googleapis/api/annotations"
    protorelect "google.golang.org/protobuf/reflect/protorelect"
    protoimpl "google.golang.org/protobuf/runtime/protoimpl"
)

const (
    // Verify that this generated code is sufficiently up-to-date.
    _ = protoimpl.EnforceVersion(20 - protoimpl.MinVersion)
    // Verify that runtime/protoimpl is sufficiently up-to-date.
    _ = protoimpl.EnforceVersion(protoimpl.MaxVersion - 20)
}
```

```

)

// Defines types of the grantee of this permission.
type Permission_GrantType int32

const (
    // The default value. This value is unused.
    Permission_GRANTEE_TYPE_UNSPECIFIED Permission_GrantType = 0
    // Represents a user. When set, you must provide email_address for the user.
    Permission_USER Permission_GrantType = 1
    // Represents a group. When set, you must provide email_address for the
    // group.
    Permission_GROUP Permission_GrantType = 2
    // Represents access to everyone. No extra information is required.
    Permission_EVERYONE Permission_GrantType = 3
)

// Enum value maps for Permission_GrantType.
var (
    Permission_GrantType_name = map[int32]string{
        0: "GRANTEE_TYPE_UNSPECIFIED",
        1: "USER",
        2:
        "GROUP",
        3: "EVERYONE",
    }
    Permission_GrantType_value = map[string]int32{
        "GRANTEE_TYPE_UNSPECIFIED": 0,
        "USER":                    1,
        "GROUP":                   2,
        "EVERYONE":                3,
    }
)

func (x Permission_GrantType) Enum() *Permission_GrantType {
    p := new(Permission_GrantType)
    *p = x
    return p
}

func (x Permission_GrantType) String() string {
    return protoimpl.X.EnumStringOf(x.Descriptor(), protoreflect.EnumNumber(x))
}

func (Permission_GrantType) Descriptor() protoreflect.EnumDescriptor {
    return file_google_ai_generativelanguage_v1alpha_permission_proto_enumTypes[0].Descriptor()
}

```

```

func (Permission_GrantType) Type() protoreflect.EnumType {
    return &file_google_ai_generativelanguage_v1alpha_permission_proto_enumTypes[0]
}

func (x Permission_GrantType) Number() protoreflect.EnumNumber {
    return protoreflect.EnumNumber(x)
}

// Deprecated: Use Permission_GrantType.Descriptor instead.
func (Permission_GrantType) EnumDescriptor() ([]byte,
    []int) {
    return file_google_ai_generativelanguage_v1alpha_permission_proto_rawDescGZIP(), []int{0, 0}
}

// Defines the role granted by this permission.
type Permission_Role int32

const (
    // The default value. This value is unused.
    Permission_ROLE_UNSPECIFIED Permission_Role = 0
    // Owner can use, update, share and delete the resource.
    Permission_OWNER Permission_Role = 1
    // Writer can use, update and share the resource.
    Permission_WRITER Permission_Role = 2
    // Reader can use the resource.
    Permission_READER Permission_Role = 3
)

// Enum value maps for Permission_Role.
var (
    Permission_Role_name = map[int32]string{
        0: "ROLE_UNSPECIFIED",
        1: "OWNER",
        2: "WRITER",
        3: "READER",
    }
    Permission_Role_value = map[string]int32{
        "ROLE_UNSPECIFIED": 0,
        "OWNER":            1,
        "WRITER":            2,
        "READER":            3,
    }
)

func (x Permission_Role) Enum() *Permission_Role {
    p := new(Permission_Role)
    *p = x
    return p
}

```

```

}

func (x Permission_Role) String() string
{
return protoimpl.X.EnumStringOf(x.Descriptor(), protoreflect.EnumNumber(x))
}

func (Permission_Role) Descriptor() protoreflect.EnumDescriptor {
return file_google_ai_generativelanguage_v1alpha_permission_proto_enumTypes[1].Descriptor()
}

func (Permission_Role) Type() protoreflect.EnumType {
return &file_google_ai_generativelanguage_v1alpha_permission_proto_enumTypes[1]
}

func (x Permission_Role) Number() protoreflect.EnumNumber {
return protoreflect.EnumNumber(x)
}

// Deprecated: Use Permission_Role.Descriptor instead.
func (Permission_Role) EnumDescriptor() ([]byte, []int) {
return file_google_ai_generativelanguage_v1alpha_permission_proto_rawDescGZIP(), []int{0, 1}
}

// Permission resource grants user, group or the rest of the world access to the
// PaLM API resource (e.g. a tuned model, corpus).
//
// A role is a collection of permitted operations that allows users to perform
// specific actions on PaLM API resources. To make them available to users,
// groups, or service
// accounts, you assign roles. When you assign a role, you
// grant permissions that the role contains.
//
// There are three concentric roles. Each role is a superset of the previous
// role's permitted operations:
//
// - reader can use the resource (e.g. tuned model, corpus) for inference
// - writer has reader's permissions and additionally can edit and share
// - owner has writer's permissions and additionally can delete
type Permission struct {
state      protoimpl.MessageState
sizeCache  protoimpl.SizeCache
unknownFields protoimpl.UnknownFields

// Output only. Identifier. The permission name. A unique name will be
// generated on create. Examples:
//
// tunedModels/{tuned_model}/permissions/{permission}

```

```

// corpora/{corpus}/permissions/{permission}
//
// Output only.
Name string `protobuf:"bytes,1,opt,name=name,proto3" json:"name,omitempty"`
// Optional. Immutable. The type of the grantee.
GranteeType *Permission_GranteeType
`protobuf:"varint,2,opt,name=grantee_type,json=granteeType,proto3,enum=google.ai.generativelanguage.v1alpha.Permission_GranteeType,oneof"
json:"grantee_type,omitempty"`
// Optional. Immutable. The email address of the user of group which this
// permission refers. Field is not set when permission's grantee type is
// EVERYONE.
EmailAddress *string `protobuf:"bytes,3,opt,name=email_address,json=emailAddress,proto3,oneof"
json:"email_address,omitempty"`
// Required. The role granted by this permission.
Role *Permission_Role
`protobuf:"varint,4,opt,name=role,proto3,enum=google.ai.generativelanguage.v1alpha.Permission_Role,oneof"
json:"role,omitempty"`
}

func (x *Permission) Reset() {
*x = Permission{}
mi := &file_google_ai_generativelanguage_v1alpha_permission_proto_msgTypes[0]
ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
ms.StoreMessageInfo(mi)
}

func (x *Permission) String() string {
return protoimpl.X.MessageStringOf(x)
}

func (*Permission) ProtoMessage() {}

func (x *Permission) ProtoReflect() protoreflect.Message
{
mi := &file_google_ai_generativelanguage_v1alpha_permission_proto_msgTypes[0]
if x != nil {
ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
if ms.LoadMessageInfo() == nil {
ms.StoreMessageInfo(mi)
}
return ms
}
return mi.MessageOf(x)
}

// Deprecated: Use Permission.ProtoReflect.Descriptor instead.
func (*Permission) Descriptor() ([]byte, []int) {

```

```

return file_google_ai_generativelanguage_v1alpha_permission_proto_rawDescGZIP(), []int{0}
}

func (x *Permission) GetName() string {
    if x != nil {
        return x.Name
    }
    return ""
}

func (x *Permission) GetGranteeType() Permission_GranteeType {
    if x != nil && x.GranteeType != nil {
        return *x.GranteeType
    }
    return Permission_GRANTEE_TYPE_UNSPECIFIED
}

func (x *Permission) GetEmailAddress() string {
    if x != nil && x.EmailAddress != nil {
        return *x.EmailAddress
    }
    return ""
}

func (x *Permission) GetRole() Permission_Role {
    if x != nil && x.Role != nil {
        return *x.Role
    }
    return Permission_ROLE_UNSPECIFIED
}

var
File_google_ai_generativelanguage_v1alpha_permission_proto protoreflect.FileDescriptor

var file_google_ai_generativelanguage_v1alpha_permission_proto_rawDesc = []byte{
    0x0a, 0x35, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x69, 0x2f, 0x67, 0x65, 0x6e, 0x65,
    0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2f, 0x76,
    0x31, 0x61, 0x6c, 0x70, 0x68, 0x61, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f,
    0x6e, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x12, 0x24, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e,
    0x61, 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e,
    0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x61, 0x6c, 0x70, 0x68, 0x61, 0x1a, 0x1f, 0x67,
    0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x2f, 0x66, 0x69, 0x65, 0x6c, 0x64, 0x5f,
    0x62, 0x65, 0x68, 0x61, 0x76, 0x69, 0x6f, 0x72, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x1a, 0x19,
    0x67, 0x6f, 0x6f, 0x67, 0x6c,
    0x65, 0x2f, 0x61, 0x70, 0x69, 0x2f, 0x72, 0x65, 0x73, 0x6f, 0x75,
    0x72, 0x63, 0x65, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x22, 0x87, 0x05, 0x0a, 0x0a, 0x50, 0x65,
    0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x12, 0x1a, 0x0a, 0x04, 0x6e, 0x61, 0x6d, 0x65,
    0x18, 0x01, 0x20, 0x01, 0x28, 0x09, 0x42, 0x06, 0xe0, 0x41, 0x03, 0xe0, 0x41, 0x08, 0x52, 0x04,

```

0x6e, 0x61, 0x6d, 0x65, 0x12, 0x6c, 0x0a, 0x0c, 0x67, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x5f,
0x74, 0x79, 0x70, 0x65, 0x18, 0x02, 0x20, 0x01, 0x28, 0x0e, 0x32, 0x3c, 0x2e, 0x67, 0x6f, 0x6f,
0x67, 0x6c, 0x65, 0x2e, 0x61, 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76,
0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x61, 0x6c, 0x70, 0x68,
0x61, 0x2e, 0x50, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x2e, 0x47, 0x72, 0x61,
0x6e, 0x74, 0x65, 0x65, 0x54, 0x79, 0x70, 0x65, 0x42, 0x06, 0xe0, 0x41, 0x01, 0xe0, 0x41, 0x05,
0x48, 0x00, 0x52, 0x0b, 0x67, 0x72, 0x61, 0x6e, 0x74, 0x65,
0x65, 0x54, 0x79, 0x70, 0x65, 0x88,
0x01, 0x01, 0x12, 0x30, 0x0a, 0x0d, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x5f, 0x61, 0x64, 0x64, 0x72,
0x65, 0x73, 0x73, 0x18, 0x03, 0x20, 0x01, 0x28, 0x09, 0x42, 0x06, 0xe0, 0x41, 0x01, 0xe0, 0x41,
0x05, 0x48, 0x01, 0x52, 0x0c, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x41, 0x64, 0x64, 0x72, 0x65, 0x73,
0x73, 0x88, 0x01, 0x01, 0x12, 0x53, 0x0a, 0x04, 0x72, 0x6f, 0x6c, 0x65, 0x18, 0x04, 0x20, 0x01,
0x28, 0x0e, 0x32, 0x35, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x61, 0x69, 0x2e, 0x67,
0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67,
0x65, 0x2e, 0x76, 0x31, 0x61, 0x6c, 0x70, 0x68, 0x61, 0x2e, 0x50, 0x65, 0x72, 0x6d, 0x69, 0x73,
0x73, 0x69, 0x6f, 0x6e, 0x2e, 0x52, 0x6f, 0x6c, 0x65, 0x42, 0x03, 0xe0, 0x41, 0x02, 0x48, 0x02,
0x52, 0x04, 0x72, 0x6f, 0x6c, 0x65, 0x88, 0x01, 0x01, 0x22, 0x4e, 0x0a, 0x0b, 0x47, 0x72, 0x61,
0x6e, 0x74, 0x65, 0x65, 0x54, 0x79, 0x70, 0x65, 0x12, 0x1c, 0x0a, 0x18, 0x47, 0x52, 0x41,
0x4e,
0x54, 0x45, 0x45, 0x5f, 0x54, 0x59, 0x50, 0x45, 0x5f, 0x55, 0x4e, 0x53, 0x50, 0x45, 0x43, 0x49,
0x46, 0x49, 0x45, 0x44, 0x10, 0x00, 0x12, 0x08, 0x0a, 0x04, 0x55, 0x53, 0x45, 0x52, 0x10, 0x01,
0x12, 0x09, 0x0a, 0x05, 0x47, 0x52, 0x4f, 0x55, 0x50, 0x10, 0x02, 0x12, 0x0c, 0x0a, 0x08, 0x45,
0x56, 0x45, 0x52, 0x59, 0x4f, 0x4e, 0x45, 0x10, 0x03, 0x22, 0x3f, 0x0a, 0x04, 0x52, 0x6f, 0x6c,
0x65, 0x12, 0x14, 0x0a, 0x10, 0x52, 0x4f, 0x4c, 0x45, 0x5f, 0x55, 0x4e, 0x53, 0x50, 0x45, 0x43,
0x49, 0x46, 0x49, 0x45, 0x44, 0x10, 0x00, 0x12, 0x09, 0x0a, 0x05, 0x4f, 0x57, 0x4e, 0x45, 0x52,
0x10, 0x01, 0x12, 0x0a, 0x0a, 0x06, 0x57, 0x52, 0x49, 0x54, 0x45, 0x52, 0x10, 0x02, 0x12, 0x0a,
0x0a, 0x06, 0x52, 0x45, 0x41, 0x44, 0x45, 0x52, 0x10, 0x03, 0x3a, 0xaa, 0x01, 0xea, 0x41, 0xa6,
0x01, 0x0a, 0x2c, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e,
0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x61, 0x70, 0x69, 0x73,
0x2e, 0x63, 0x6f, 0x6d,
0x2f, 0x50, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x12,
0x32, 0x74, 0x75, 0x6e, 0x65, 0x64, 0x4d, 0x6f, 0x64, 0x65, 0x6c, 0x73, 0x2f, 0x7b, 0x74, 0x75,
0x6e, 0x65, 0x64, 0x5f, 0x6d, 0x6f, 0x64, 0x65, 0x6c, 0x7d, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69,
0x73, 0x73, 0x69, 0x6f, 0x6e, 0x73, 0x2f, 0x7b, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69,
0x6f, 0x6e, 0x7d, 0x12, 0x29, 0x63, 0x6f, 0x72, 0x70, 0x6f, 0x72, 0x61, 0x2f, 0x7b, 0x63, 0x6f,
0x72, 0x70, 0x75, 0x73, 0x7d, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e,
0x73, 0x2f, 0x7b, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x7d, 0x2a, 0x0b,
0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x73, 0x32, 0x0a, 0x70, 0x65, 0x72,
0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x42, 0x0f, 0x0a, 0x0d, 0x5f, 0x67, 0x72, 0x61, 0x6e,
0x74, 0x65, 0x65, 0x5f, 0x74, 0x79, 0x70, 0x65, 0x42, 0x10, 0x0a, 0x0e, 0x5f, 0x65, 0x6d, 0x61,
0x69, 0x6c, 0x5f, 0x61, 0x64, 0x64, 0x72, 0x65, 0x73,
0x73, 0x42, 0x07, 0x0a, 0x05, 0x5f, 0x72,
0x6f, 0x6c, 0x65, 0x42, 0x9d, 0x01, 0x0a, 0x28, 0x63, 0x6f, 0x6d, 0x2e, 0x67, 0x6f, 0x6f, 0x67,
0x6c, 0x65, 0x2e, 0x61, 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65,
0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x61, 0x6c, 0x70, 0x68, 0x61,
0x42, 0x0f, 0x50, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x50, 0x72, 0x6f, 0x74,
0x6f, 0x50, 0x01, 0x5a, 0x5e, 0x63, 0x6c, 0x6f, 0x75, 0x64, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c,
0x65, 0x2e, 0x63, 0x6f, 0x6d, 0x2f, 0x67, 0x6f, 0x2f, 0x61, 0x69, 0x2f, 0x67, 0x65, 0x6e, 0x65,

```

0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2f, 0x61,
0x70, 0x69, 0x76, 0x31, 0x61, 0x6c, 0x70, 0x68, 0x61, 0x2f, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61,
0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x70, 0x62, 0x3b, 0x67,
0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75,
0x61, 0x67,
0x65, 0x70, 0x62, 0x62, 0x06, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x33,
}

var (
    file_google_ai_generativelanguage_v1alpha_permission_proto_rawDescOnce sync.Once
    file_google_ai_generativelanguage_v1alpha_permission_proto_rawDescData =
    file_google_ai_generativelanguage_v1alpha_permission_proto_rawDesc
)

func file_google_ai_generativelanguage_v1alpha_permission_proto_rawDescGZIP() []byte {
    file_google_ai_generativelanguage_v1alpha_permission_proto_rawDescOnce.Do(func() {
        file_google_ai_generativelanguage_v1alpha_permission_proto_rawDescData =
        protoimpl.X.CompressGZIP(file_google_ai_generativelanguage_v1alpha_permission_proto_rawDescData)
    })
    return file_google_ai_generativelanguage_v1alpha_permission_proto_rawDescData
}

var file_google_ai_generativelanguage_v1alpha_permission_proto_enumTypes = make([]protoimpl.EnumInfo, 2)
var file_google_ai_generativelanguage_v1alpha_permission_proto_msgTypes = make([]protoimpl.MessageInfo, 1)
var file_google_ai_generativelanguage_v1alpha_permission_proto_goTypes
= []any{
    (Permission_GrantType)(0), // 0: google.ai.generativelanguage.v1alpha.Permission.GrantType
    (Permission_Role)(0),      // 1: google.ai.generativelanguage.v1alpha.Permission.Role
    (*Permission)(nil),        // 2: google.ai.generativelanguage.v1alpha.Permission
}
var file_google_ai_generativelanguage_v1alpha_permission_proto_depIdxs = []int32{
    0, // 0: google.ai.generativelanguage.v1alpha.Permission.grantee_type:type_name ->
    google.ai.generativelanguage.v1alpha.Permission.GrantType
    1, // 1: google.ai.generativelanguage.v1alpha.Permission.role:type_name ->
    google.ai.generativelanguage.v1alpha.Permission.Role
    2, // [2:2] is the sub-list for method output_type
    2, // [2:2] is the sub-list for method input_type
    2, // [2:2] is the sub-list for extension type_name
    2, // [2:2] is the sub-list for extension extendee
    0, // [0:2] is the sub-list for field type_name
}

func init() { file_google_ai_generativelanguage_v1alpha_permission_proto_init()
}
func file_google_ai_generativelanguage_v1alpha_permission_proto_init() {
    if File_google_ai_generativelanguage_v1alpha_permission_proto != nil {
        return
    }
}

```



```

file_google_ai_generativelanguage_v1alpha_permission_proto_msgTypes[0].OneofWrappers = []any{}
type x struct{}
out := protoimpl.TypeBuilder{
  File: protoimpl.DescBuilder{
    GoPackagePath: reflect.TypeOf(x{}).PkgPath(),
    RawDescriptor: file_google_ai_generativelanguage_v1alpha_permission_proto_rawDesc,
    NumEnums: 2,
    NumMessages: 1,
    NumExtensions: 0,
    NumServices: 0,
  },
  GoTypes: file_google_ai_generativelanguage_v1alpha_permission_proto_goTypes,
  DependencyIndexes: file_google_ai_generativelanguage_v1alpha_permission_proto_depIdxs,
  EnumInfos: file_google_ai_generativelanguage_v1alpha_permission_proto_enumTypes,
  MessageInfos: file_google_ai_generativelanguage_v1alpha_permission_proto_msgTypes,
}.Build()
File_google_ai_generativelanguage_v1alpha_permission_proto = out.File
file_google_ai_generativelanguage_v1alpha_permission_proto_rawDesc
= nil
file_google_ai_generativelanguage_v1alpha_permission_proto_goTypes = nil
file_google_ai_generativelanguage_v1alpha_permission_proto_depIdxs = nil
}
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```

```

// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

//go:build go1.23

package compute_test

import (
    "context"

    compute "cloud.google.com/go/compute/apiv1"
    computepb "cloud.google.com/go/compute/apiv1/computepb"
)

func ExampleLicensesClient_List_all() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications
    to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.ListLicensesRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#ListLicensesRequest.
    }
    for resp, err := range c.List(ctx, req).All() {
        if err != nil {
            // TODO: Handle error and break/return/continue. Iteration will stop after any error.
        }
        // TODO: Use resp.
        _ = resp
    }
}

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//

```

```

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// limitations under the License.

// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

package procurement_test

import (
    "context"

    procurement "cloud.google.com/go/commerce/consumer/procurement/apiv1"
    procurementpb "cloud.google.com/go/commerce/consumer/procurement/apiv1/procurementpb"
    longrunningpb "cloud.google.com/go/longrunning/autogen/longrunningpb"
    "google.golang.org/api/iterator"
)

func ExampleNewLicenseManagementClient() {
    ctx
    := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := procurement.NewLicenseManagementClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    // TODO: Use client.
    _ = c
}

func ExampleNewLicenseManagementRESTClient() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c,
    err := procurement.NewLicenseManagementRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
}

```

```

}
defer c.Close()

// TODO: Use client.
_ = c
}

func ExampleLicenseManagementClient_Assign() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := procurement.NewLicenseManagementClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &procurementpb.AssignRequest{
        // TODO: Fill request struct fields.
        // See
        https://pkg.go.dev/cloud.google.com/go/commerce/consumer/procurement/apiv1/procurementpb#AssignRequest.
    }
    resp, err := c.Assign(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    //
    // TODO: Use resp.
    _ = resp
}

func ExampleLicenseManagementClient_EnumerateLicensedUsers() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := procurement.NewLicenseManagementClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &procurementpb.EnumerateLicensedUsersRequest{

```

```

// TODO: Fill request struct fields.
// See
https://pkg.go.dev/cloud.google.com/go/commerce/consumer/procurement/apiv1/procurementpb#EnumerateLicensedUsersRequest.
}
it := c.EnumerateLicensedUsers(ctx, req)
for {
    resp, err := it.Next()
    if err == iterator.Done {
        break
    }
    if err != nil {
        // TODO: Handle error.
    }
    //
    // TODO: Use resp.
    _ = resp

    // If you need to access the underlying RPC response,
    // you can do so by casting the `Response` as below.
    // Otherwise, remove this line. Only populated after
    // first call to Next(). Not safe for concurrent access.
    _ = it.Response.(*procurementpb.EnumerateLicensedUsersResponse)
}
}

func ExampleLicenseManagementClient_GetLicensePool() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client\_Options
    c, err := procurement.NewLicenseManagementClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &procurementpb.GetLicensePoolRequest{
        // TODO: Fill request struct fields.
        //
        // See
        https://pkg.go.dev/cloud.google.com/go/commerce/consumer/procurement/apiv1/procurementpb#GetLicensePoolRequest.
    }
    resp, err := c.GetLicensePool(ctx, req)
    if err != nil {

```

```

// TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}

func ExampleLicenseManagementClient_Unassign() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := procurement.NewLicenseManagementClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &procurementpb.UnassignRequest{
        // TODO: Fill request struct fields.
        // See
        https://pkg.go.dev/cloud.google.com/go/commerce/consumer/procurement/apiv1/procurementpb#UnassignRequest.
    }
    resp,
    err := c.Unassign(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _ = resp
}

func ExampleLicenseManagementClient_UpdateLicensePool() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := procurement.NewLicenseManagementClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &procurementpb.UpdateLicensePoolRequest{
        // TODO: Fill request struct fields.

```

```

// See
https://pkg.go.dev/cloud.google.com/go/commerce/consumer/procurement/apiv1/procurementpb#UpdateLicensePoolRequest.
}
resp, err := c.UpdateLicensePool(ctx, req)
if err != nil {
    // TODO: Handle error.
}
//
TODO: Use resp.
_ = resp
}

func ExampleLicenseManagementClient_GetOperation() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client\_Options
    c, err := procurement.NewLicenseManagementClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &longrunningpb.GetOperationRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/cloud.google.com/go/longrunning/autogen/longrunningpb#GetOperationRequest.
    }
    resp, err := c.GetOperation(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _ = resp
}
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```

```
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// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

package compute_test

import (
    "context"

    compute "cloud.google.com/go/compute/apiv1"
    computepb "cloud.google.com/go/compute/apiv1/computepb"
    "google.golang.org/api/iterator"
)

func ExampleNewLicensesRESTClient() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will
    require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    // TODO: Use client.
    _ = c
}

func ExampleLicensesClient_Delete() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.DeleteLicenseRequest{
        //

```



```

TODO: Fill request struct fields.
// See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/compute#DeleteLicenseRequest.
}
op, err := c.Delete(ctx, req)
if err != nil {
    // TODO: Handle error.
}

err = op.Wait(ctx)
if err != nil {
    // TODO: Handle error.
}
}

func ExampleLicensesClient_Get() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.GetLicenseRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/compute#GetLicenseRequest.
    }
    resp,
    err := c.Get(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _ = resp
}

func ExampleLicensesClient_GetIamPolicy() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := compute.NewLicensesRESTClient(ctx)

```

```

if err != nil {
    // TODO: Handle error.
}
defer c.Close()

req := &computepb.GetIamPolicyLicenseRequest{
    // TODO: Fill request struct fields.
    // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#GetIamPolicyLicenseRequest.
}
resp, err := c.GetIamPolicy(ctx, req)
if err != nil {
    // TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}

```

```

func ExampleLicensesClient_Insert()
{
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

```

```

    req := &computepb.InsertLicenseRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#InsertLicenseRequest.
    }
    op, err := c.Insert(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }

```

```

    err = op.Wait(ctx)
    if err != nil {
        // TODO: Handle error.
    }
}

```

```

func ExampleLicensesClient_List() {
    ctx := context.Background()

```

```

// This snippet has been automatically generated and should be regarded as a code template
only.
// It will require modifications to work:
// - It may require correct/in-range values for request initialization.
// - It may require specifying regional endpoints when creating the service client as shown in:
//   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
c, err := compute.NewLicensesRESTClient(ctx)
if err != nil {
    // TODO: Handle error.
}
defer c.Close()

req := &computepb.ListLicensesRequest{
    // TODO: Fill request struct fields.
    // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#ListLicensesRequest.
}
it := c.List(ctx, req)
for {
    resp, err := it.Next()
    if err == iterator.Done {
        break
    }
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _ = resp

    // If you need to access the underlying RPC response,
    // you can do so by casting the `Response` as below.
    // Otherwise, remove this line. Only populated after
    // first call to Next(). Not safe for concurrent access.
    _ = it.Response.(*computepb.LicensesListResponse)
}

func
ExampleLicensesClient_SetIamPolicy() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
}

```

```
defer c.Close()
```

```
req := &computepb.SetIamPolicyLicenseRequest{
    // TODO: Fill request struct fields.
    // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/compute#SetIamPolicyLicenseRequest.
}
resp, err := c.SetIamPolicy(ctx, req)
if err != nil {
    // TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}
```

```
func ExampleLicensesClient_TestIamPermissions() {
    ctx := context.Background()
    // This snippet has been automatically
    // generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()
}
```

```
req := &computepb.TestIamPermissionsLicenseRequest{
    // TODO: Fill request struct fields.
    // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/compute#TestIamPermissionsLicenseRequest.
}
resp, err := c.TestIamPermissions(ctx, req)
if err != nil {
    // TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}
```

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```
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```

```
// Code generated by protoc-gen-go_gapic. DO NOT EDIT.
```

```
package compute
```

```
import (
    "bytes"
    "context"
    "fmt"
    "log/slog"
    "math"
    "net/http"
    "net/url"
    "time"

    computepb "cloud.google.com/go/compute/apiv1/computepb"
    gax "github.com/googleapis/gax-go/v2"
    "google.golang.org/api/iterator"
    "google.golang.org/api/option"
    "google.golang.org/api/option/internaloption"
    httptransport "google.golang.org/api/transport/http"
    "google.golang.org/grpc"
    "google.golang.org/protobuf/encoding/protojson"
    "google.golang.org/protobuf/proto"
)
```

```
var
    newLicensesClientHook clientHook
```

```
// LicensesCallOptions contains the retry settings for each method of LicensesClient.
```

```
type LicensesCallOptions struct {
    Delete      []gax.CallOption
    Get         []gax.CallOption
    GetIamPolicy []gax.CallOption
    Insert      []gax.CallOption
    List        []gax.CallOption
    SetIamPolicy []gax.CallOption
    TestIamPermissions []gax.CallOption
}
```

```
func defaultLicensesRESTCallOptions() *LicensesCallOptions {
    return &LicensesCallOptions{
        Delete: []gax.CallOption{
            gax.WithTimeout(600000 * time.Millisecond),
        },
        Get: []gax.CallOption{
```

```

gax.WithTimeout(600000 * time.Millisecond),
gax.WithRetry(func() gax.Retryer {
    return gax.OnHTTPCodes(gax.Backoff{
        Initial: 100 * time.Millisecond,
        Max:     60000 * time.Millisecond,
        Multiplier: 1.30,
    },
        http.StatusGatewayTimeout,
        http.StatusServiceUnavailable)
    )),
},
GetIamPolicy:
[]gax.CallOption{
    gax.WithTimeout(600000 * time.Millisecond),
    gax.WithRetry(func() gax.Retryer {
        return gax.OnHTTPCodes(gax.Backoff{
            Initial: 100 * time.Millisecond,
            Max:     60000 * time.Millisecond,
            Multiplier: 1.30,
        },
            http.StatusGatewayTimeout,
            http.StatusServiceUnavailable)
        )),
},
Insert: []gax.CallOption{
    gax.WithTimeout(600000 * time.Millisecond),
},
List: []gax.CallOption{
    gax.WithTimeout(600000 * time.Millisecond),
    gax.WithRetry(func() gax.Retryer {
        return gax.OnHTTPCodes(gax.Backoff{
            Initial: 100 * time.Millisecond,
            Max:     60000 * time.Millisecond,
            Multiplier: 1.30,
        },
            http.StatusGatewayTimeout,
            http.StatusServiceUnavailable)
        )),
},
SetIamPolicy: []gax.CallOption{
    gax.WithTimeout(600000 * time.Millisecond),
},
TestIamPermissions: []gax.CallOption{
    gax.WithTimeout(600000 * time.Millisecond),
},
}
}

```

```

//
internalLicensesClient is an interface that defines the methods available from Google Compute Engine API.
type internalLicensesClient interface {
    Close() error
    setGoogleClientInfo(...string)
    Connection() *grpc.ClientConn
    Delete(context.Context, *computepb.DeleteLicenseRequest, ...gax.CallOption) (*Operation, error)
    Get(context.Context, *computepb.GetLicenseRequest, ...gax.CallOption) (*computepb.License, error)
    GetIamPolicy(context.Context, *computepb.GetIamPolicyLicenseRequest, ...gax.CallOption) (*computepb.Policy,
    error)
    Insert(context.Context, *computepb.InsertLicenseRequest, ...gax.CallOption) (*Operation, error)
    List(context.Context, *computepb.ListLicensesRequest, ...gax.CallOption) *LicenseIterator
    SetIamPolicy(context.Context, *computepb.SetIamPolicyLicenseRequest, ...gax.CallOption) (*computepb.Policy,
    error)
    TestIamPermissions(context.Context, *computepb.TestIamPermissionsLicenseRequest, ...gax.CallOption)
    (*computepb.TestPermissionsResponse,
    error)
}

// LicensesClient is a client for interacting with Google Compute Engine API.
// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with
// method calls.
//
// The Licenses API.
type LicensesClient struct {
    // The internal transport-dependent client.
    internalClient internalLicensesClient

    // The call options for this service.
    CallOptions *LicensesCallOptions
}

// Wrapper methods routed to the internal client.

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *LicensesClient) Close() error {
    return c.internalClient.Close()
}

// setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *LicensesClient) setGoogleClientInfo(keyval ...string) {
    c.internalClient.setGoogleClientInfo(keyval...)
}

// Connection returns a connection

```

```

to the API service.
//
// Deprecated: Connections are now pooled so this method does not always
// return the same resource.
func (c *LicensesClient) Connection() *grpc.ClientConn {
    return c.internalClient.Connection()
}

// Delete deletes the specified license. Caution This resource is intended for use only by third-party partners who are
// creating Cloud Marketplace images.
func (c *LicensesClient) Delete(ctx context.Context, req *computepb.DeleteLicenseRequest, opts ...gax.CallOption)
(*Operation, error) {
    return c.internalClient.Delete(ctx, req, opts...)
}

// Get returns the specified License resource. Caution This resource is intended for use only by third-party partners
// who are creating Cloud Marketplace images.
func (c *LicensesClient) Get(ctx context.Context, req *computepb.GetLicenseRequest, opts ...gax.CallOption)
(*computepb.License, error) {
    return c.internalClient.Get(ctx, req, opts...)
}

// GetIamPolicy gets the access control policy for a resource. May be empty
// if no such policy or resource exists. Caution This resource is intended for use only by third-party partners who are
// creating Cloud Marketplace images.
func (c *LicensesClient) GetIamPolicy(ctx context.Context, req *computepb.GetIamPolicyLicenseRequest, opts
...gax.CallOption) (*computepb.Policy, error) {
    return c.internalClient.GetIamPolicy(ctx, req, opts...)
}

// Insert create a License resource in the specified project. Caution This resource is intended for use only by third-
// party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) Insert(ctx context.Context, req *computepb.InsertLicenseRequest, opts ...gax.CallOption)
(*Operation, error) {
    return c.internalClient.Insert(ctx, req, opts...)
}

// List retrieves the list of licenses available in the specified project. This method does not get any licenses that
// belong to other projects, including licenses attached to publicly-available images, like Debian 9. If you want to get a
// list of publicly-available licenses,
// use this method to make a request to the respective image project, such as debian-cloud or windows-cloud. Caution
// This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) List(ctx context.Context, req *computepb.ListLicensesRequest, opts ...gax.CallOption)
*LicenseIterator {
    return c.internalClient.List(ctx, req, opts...)
}

// SetIamPolicy sets the access control policy on the specified resource. Replaces any existing policy. Caution This

```

```

resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) SetIamPolicy(ctx context.Context, req *computepb.SetIamPolicyLicenseRequest, opts
...gax.CallOption) (*computepb.Policy, error) {
    return c.internalClient.SetIamPolicy(ctx, req, opts...)
}

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is
intended for use only by third-party partners
who are creating Cloud Marketplace images.
func (c *LicensesClient) TestIamPermissions(ctx context.Context, req
*computepb.TestIamPermissionsLicenseRequest, opts ...gax.CallOption) (*computepb.TestPermissionsResponse,
error) {
    return c.internalClient.TestIamPermissions(ctx, req, opts...)
}

// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with
method calls.
type licensesRESTClient struct {
    // The http endpoint to connect to.
    endpoint string

    // The http client.
    httpClient *http.Client

    // operationClient is used to call the operation-specific management service.
    operationClient *GlobalOperationsClient

    // The x-goog-* headers to be sent with each request.
    xGoogHeaders []string

    // Points back to the CallOptions field of the containing LicensesClient
    CallOptions **LicensesCallOptions

    logger *slog.Logger
}

// NewLicensesRESTClient creates a new licenses rest client.
//
// The Licenses API.
func NewLicensesRESTClient(ctx
context.Context, opts ...option.ClientOption) (*LicensesClient, error) {
    clientOpts := append(defaultLicensesRESTClientOptions(), opts...)
    httpClient, endpoint, err := httptransport.NewClient(ctx, clientOpts...)
    if err != nil {
        return nil, err
    }

    callOpts := defaultLicensesRESTCallOptions()

```

```

c := &licensesRESTClient{
    endpoint: endpoint,
    httpClient: httpClient,
    CallOptions: &callOpts,
    logger: internaloption.GetLogger(opts),
}
c.setGoogleClientInfo()

o := []option.ClientOption{
    option.WithHTTPClient(httpClient),
    option.WithEndpoint(endpoint),
}
opC, err := NewGlobalOperationsRESTClient(ctx, o...)
if err != nil {
    return nil, err
}
c.operationClient = opC

return &LicensesClient{internalClient: c, CallOptions: callOpts}, nil
}

func defaultLicensesRESTClientOptions() []option.ClientOption {
    return []option.ClientOption{
        internaloption.WithDefaultEndpoint("https://compute.googleapis.com"),
        internaloption.WithDefaultEndpointTemplate("https://compute.UNIVERSE_DOMAIN"),
        internaloption.WithDefaultMTLSEndpoint("https://compute.mtls.googleapis.com"),
        internaloption.WithDefaultUniverseDomain("googleapis.com"),
        internaloption.WithDefaultAudience("https://compute.googleapis.com/"),
        internaloption.WithDefaultScopes(DefaultAuthScopes()),
        internaloption.EnableNewAuthLibrary(),
    }
}

//
// setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *licensesRESTClient) setGoogleClientInfo(keyval ...string) {
    kv := append([]string{"gl-go", gax.GoVersion}, keyval...)
    kv = append(kv, "gapic", getVersionClient(), "gax", gax.Version, "rest", "UNKNOWN")
    c.xGoogHeaders = []string{
        "x-goog-api-client", gax.XGoogHeader(kv...),
    }
}

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *licensesRESTClient) Close() error {

```

```

// Replace httpClient
with nil to force cleanup.
c.httpClient = nil
if err := c.operationClient.Close(); err != nil {
    return err
}
return nil
}

// Connection returns a connection to the API service.
//
// Deprecated: This method always returns nil.
func (c *licensesRESTClient) Connection() *grpc.ClientConn {
    return nil
}

// Delete deletes the specified license. Caution This resource is intended for use only by third-party partners who are
// creating Cloud Marketplace images.
func (c *licensesRESTClient) Delete(ctx context.Context, req *computepb.DeleteLicenseRequest, opts
...gax.CallOption) (*Operation, error) {
    baseUrl, err := url.Parse(c.endpoint)
    if err != nil {
        return nil, err
    }
    baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v", req.GetProject(), req.GetLicense())

    params := url.Values{}
    if req != nil && req.RequestId != nil {
        params.Add("requestId", fmt.Sprintf("%v", req.GetRequestId()))
    }

    baseUrl.RawQuery = params.Encode()

    // Build HTTP headers from client
    and context metadata.
    hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()), "license", url.QueryEscape(req.GetLicense()))}

    hds = append(c.xGoogHeaders, hds...)
    hds = append(hds, "Content-Type", "application/json")
    headers := gax.BuildHeaders(ctx, hds...)
    opts = append((*c.CallOptions).Delete[0:len((*c.CallOptions).Delete):len((*c.CallOptions).Delete)], opts...)
    unmarshalOptions := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
    resp := &computepb.Operation{}
    e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
        if settings.Path != "" {
            baseUrl.Path = settings.Path
        }
    })

```



```

httpReq, err := http.NewRequest("DELETE", baseUrl.String(), nil)
if err != nil {
    return err
}
httpReq = httpReq.WithContext(ctx)
httpReq.Header = headers

buf, err := executeHTTPRequest(ctx, c.httpClient, httpReq, c.logger, nil, "Delete")
if err != nil {
    return err
}

if err := unmarshal(buf,
resp); err != nil {
    return err
}

return nil
}, opts...)
if e != nil {
    return nil, e
}
}
op := &Operation{
    &globalOperationsHandle{
        c:    c.operationClient,
        proto: resp,
        project: req.GetProject(),
    },
}
return op, nil
}

// Get returns the specified License resource. Caution This resource is intended for use only by third-party partners
// who are creating Cloud Marketplace images.
func (c *licensesRESTClient) Get(ctx context.Context, req *computepb.GetLicenseRequest, opts ...gax.CallOption)
(*computepb.License, error) {
    baseUrl, err := url.Parse(c.endpoint)
    if err != nil {
        return nil, err
    }
    baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v", req.GetProject(), req.GetLicense())

    // Build HTTP headers from client and context metadata.
    hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()), "license", url.QueryEscape(req.GetLicense()))}

    hds = append(c.xGoogHeaders,

```

```

hds...)
hds = append(hds, "Content-Type", "application/json")
headers := gax.BuildHeaders(ctx, hds...)
opts = append((*c.CallOptions).Get[0:len((*c.CallOptions).Get):len((*c.CallOptions).Get)], opts...)
unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
resp := &computepb.License{}
e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
    if settings.Path != "" {
        baseUrl.Path = settings.Path
    }
    httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
    if err != nil {
        return err
    }
    httpReq = httpReq.WithContext(ctx)
    httpReq.Header = headers

    buf, err := executeHTTPRequest(ctx, c.httpClient, httpReq, c.logger, nil, "Get")
    if err != nil {
        return err
    }

    if err := unm.Unmarshal(buf, resp); err != nil {
        return err
    }

    return nil
}, opts...)
if e != nil {
    return nil, e
}
return resp, nil
}

// GetIamPolicy gets the access control policy for a resource. May be empty if no such policy or resource
// exists. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace
// images.
func (c *licensesRESTClient) GetIamPolicy(ctx context.Context, req *computepb.GetIamPolicyLicenseRequest,
opts ...gax.CallOption) (*computepb.Policy, error) {
    baseUrl, err := url.Parse(c.endpoint)
    if err != nil {
        return nil, err
    }
    baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/getIamPolicy", req.GetProject(),
req.GetResource())

    params := url.Values{}
    if req != nil && req.OptionsRequestedPolicyVersion != nil {

```

```

params.Add("optionsRequestedPolicyVersion", fmt.Sprintf("%v", req.GetOptionsRequestedPolicyVersion()))
}

baseUrl.RawQuery = params.Encode()

// Build HTTP headers from client and context metadata.
hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()), "resource", url.QueryEscape(req.GetResource()))}

hds = append(c.xGoogHeaders, hds...)
hds = append(hds,
"Content-Type", "application/json")
headers := gax.BuildHeaders(ctx, hds...)
opts =
append((*c.CallOptions).GetIamPolicy[0:len((*c.CallOptions).GetIamPolicy):len((*c.CallOptions).GetIamPolicy)],
opts...)
unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
resp := &computepb.Policy{}
e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
if settings.Path != "" {
baseUrl.Path = settings.Path
}
httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
if err != nil {
return err
}
httpReq = httpReq.WithContext(ctx)
httpReq.Header = headers

buf, err := executeHTTPRequest(ctx, c.httpClient, httpReq, c.logger, nil, "GetIamPolicy")
if err != nil {
return err
}

if err := unm.Unmarshal(buf, resp); err != nil {
return err
}

return nil
}, opts...)
if e != nil {
return nil, e
}
return resp, nil
}

// Insert create a License resource in the specified project. Caution This resource is intended

```

```

for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) Insert(ctx context.Context, req *computepb.InsertLicenseRequest, opts
...gax.CallOption) (*Operation, error) {
    m := protojson.MarshalOptions{AllowPartial: true}
    body := req.GetLicenseResource()
    jsonReq, err := m.Marshal(body)
    if err != nil {
        return nil, err
    }

    baseUrl, err := url.Parse(c.endpoint)
    if err != nil {
        return nil, err
    }
    baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses", req.GetProject())

    params := url.Values{}
    if req != nil && req.RequestId != nil {
        params.Add("requestId", fmt.Sprintf("%v", req.GetRequestId()))
    }

    baseUrl.RawQuery = params.Encode()

    // Build HTTP headers from client and context metadata.
    hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v", "project", url.QueryEscape(req.GetProject()))}

    hds = append(c.xGoogHeaders, hds...)
    hds = append(hds, "Content-Type", "application/json")
    headers := gax.BuildHeaders(ctx,
    hds...)
    opts = append((*c.CallOptions).Insert[0:len((*c.CallOptions).Insert):len((*c.CallOptions).Insert)], opts...)
    unmarshalOptions := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
    resp := &computepb.Operation{}
    e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
        if settings.Path != "" {
            baseUrl.Path = settings.Path
        }
        httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
        if err != nil {
            return err
        }
        httpReq = httpReq.WithContext(ctx)
        httpReq.Header = headers

        buf, err := executeHTTPRequest(ctx, c.httpClient, httpReq, c.logger, jsonReq, "Insert")
        if err != nil {
            return err
        }
    })
}

```

```

if err := unm.Unmarshal(buf, resp); err != nil {
    return err
}

```

```

return nil
}, opts...)
if e != nil {
    return nil, e
}
op := &Operation{
    &globalOperationsHandle{
        c:    c.operationClient,
        proto: resp,
        project: req.GetProject(),
    },
}
return op, nil
}

```

// List retrieves the

list of licenses available in the specified project. This method does not get any licenses that belong to other projects, including licenses attached to publicly-available images, like Debian 9. If you want to get a list of publicly-available licenses, use this method to make a request to the respective image project, such as debian-cloud or windows-cloud. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.

func (c *licensesRESTClient) List(ctx context.Context, req *computepb.ListLicensesRequest, opts

...gax.CallOption) *LicenseIterator {

```

it := &LicenseIterator{}

```

```

req = proto.Clone(req).(*computepb.ListLicensesRequest)

```

```

unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}

```

```

it.InternalFetch = func(pageSize int, pageToken string) ([]*computepb.License, string, error) {

```

```

    resp := &computepb.LicensesListResponse{}

```

```

    if pageToken != "" {

```

```

        req.PageToken = proto.String(pageToken)
    }

```

```

}

```

```

    if pageSize > math.MaxInt32

```

```

    {

```

```

        req.MaxResults = proto.Uint32(uint32(math.MaxInt32))
    } else if pageSize != 0 {

```

```

        req.MaxResults = proto.Uint32(uint32(pageSize))
    }

```

```

}

```

```

}

```

```

baseUrl, err := url.Parse(c.endpoint)

```

```

if err != nil {

```

```

    return nil, "", err
}

```

```

}

```

```

baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses", req.GetProject())

```

```

params := url.Values{}

```

```

if req != nil && req.Filter != nil {
    params.Add("filter", fmt.Sprintf("%v", req.GetFilter()))
}
if req != nil && req.MaxResults != nil {
    params.Add("maxResults", fmt.Sprintf("%v", req.GetMaxResults()))
}
if req != nil && req.OrderBy != nil {
    params.Add("orderBy", fmt.Sprintf("%v", req.GetOrderBy()))
}
if req != nil && req.PageToken != nil {
    params.Add("pageToken", fmt.Sprintf("%v", req.GetPageToken()))
}
if req != nil && req.ReturnPartialSuccess != nil {
    params.Add("returnPartialSuccess", fmt.Sprintf("%v", req.GetReturnPartialSuccess()))
}

baseUrl.RawQuery = params.Encode()

// Build HTTP headers from
client and context metadata.
hds := append(c.xGoogHeaders, "Content-Type", "application/json")
headers := gax.BuildHeaders(ctx, hds...)
e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
    if settings.Path != "" {
        baseUrl.Path = settings.Path
    }
    httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
    if err != nil {
        return err
    }
    httpReq.Header = headers

    buf, err := executeHTTPRequest(ctx, c.httpClient, httpReq, c.logger, nil, "List")
    if err != nil {
        return err
    }
    if err := unmarshal(buf, resp); err != nil {
        return err
    }

    return nil
}, opts...)
if e != nil {
    return nil, "", e
}
it.Response = resp
return resp.GetItems(), resp.GetNextPageToken(), nil
}

```

```

fetch := func(pageSize int, pageToken string) (string, error) {
    items, nextPageToken, err := it.InternalFetch(pageSize, pageToken)
    if err != nil {
        return "", err
    }
    it.items = append(it.items, items...)
    return nextPageToken,
    nil
}

it.pageInfo, it.nextFunc = iterator.NewPageInfo(fetch, it.bufLen, it.takeBuf)
it.pageInfo.MaxSize = int(req.GetMaxResults())
it.pageInfo.Token = req.GetPageToken()

return it
}

// SetIamPolicy sets the access control policy on the specified resource. Replaces any existing policy. Caution This
resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) SetIamPolicy(ctx context.Context, req *computepb.SetIamPolicyLicenseRequest,
opts ...gax.CallOption) (*computepb.Policy, error) {
    m := protojson.MarshalOptions{AllowPartial: true}
    body := req.GetGlobalSetPolicyRequestResource()
    jsonReq, err := m.Marshal(body)
    if err != nil {
        return nil, err
    }

    baseUrl, err := url.Parse(c.endpoint)
    if err != nil {
        return nil, err
    }
    baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/setIamPolicy", req.GetProject(),
req.GetResource())

    // Build HTTP headers from client and context metadata.
    hds
    := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project", url.QueryEscape(req.GetProject()),
"resource", url.QueryEscape(req.GetResource()))}

    hds = append(c.xGoogHeaders, hds...)
    hds = append(hds, "Content-Type", "application/json")
    headers := gax.BuildHeaders(ctx, hds...)
    opts =
    append((*c.CallOptions).SetIamPolicy[0:len((*c.CallOptions).SetIamPolicy):len((*c.CallOptions).SetIamPolicy)],
    opts...)
    unmarshalOptions := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}

```

```

resp := &computepb.Policy{}
e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
    if settings.Path != "" {
        baseUrl.Path = settings.Path
    }
    httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
    if err != nil {
        return err
    }
    httpReq = httpReq.WithContext(ctx)
    httpReq.Header = headers

    buf, err := executeHTTPRequest(ctx, c.httpClient, httpReq, c.logger, jsonReq, "SetIamPolicy")
    if err != nil {
        return err
    }

    if
err := unmarshal(buf, resp); err != nil {
    return err
}

    return nil
}, opts...)
if e != nil {
    return nil, e
}
return resp, nil
}

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is
// intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) TestIamPermissions(ctx context.Context, req
*computepb.TestIamPermissionsLicenseRequest, opts ...gax.CallOption) (*computepb.TestPermissionsResponse,
error) {
    m := protojson.MarshalOptions{AllowPartial: true}
    body := req.GetTestPermissionsRequestResource()
    jsonReq, err := m.Marshal(body)
    if err != nil {
        return nil, err
    }

    baseUrl, err := url.Parse(c.endpoint)
    if err != nil {
        return nil, err
    }
    baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/testIamPermissions", req.GetProject(),
req.GetResource())

```



```

// Build HTTP headers from client and context metadata.
hds := []string{"x-goog-request-params",
fmt.Sprintf("%s=%v&%s=%v", "project", url.QueryEscape(req.GetProject()), "resource",
url.QueryEscape(req.GetResource()))}

hds = append(c.xGoogHeaders, hds...)
hds = append(hds, "Content-Type", "application/json")
headers := gax.BuildHeaders(ctx, hds...)
opts =
append((*c.CallOptions).TestIamPermissions[0:len((*c.CallOptions).TestIamPermissions):len((*c.CallOptions).TestIamPermissions)], opts...)
unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
resp := &computepb.TestPermissionsResponse{}
e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
if settings.Path != "" {
baseUrl.Path = settings.Path
}
httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
if err != nil {
return err
}
httpReq = httpReq.WithContext(ctx)
httpReq.Header = headers

buf, err := executeHTTPRequest(ctx, c.httpClient, httpReq, c.logger, jsonReq, "TestIamPermissions")
if err !=
nil {
return err
}

if err := unm.Unmarshal(buf, resp); err != nil {
return err
}

return nil
}, opts...)
if e != nil {
return nil, e
}
return resp, nil
}
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// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

//go:build go1.23

package compute_test

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// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

package compute_test

import (
    "context"

    compute "cloud.google.com/go/compute/apiv1"
    computepb "cloud.google.com/go/compute/apiv1/compute_pb"
)

func ExampleNewLicenseCodesRESTClient() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    //
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    // https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := compute.NewLicenseCodesRESTClient(ctx)
    if err != nil {
```

```

// TODO: Handle error.
}
defer c.Close()

// TODO: Use client.
_ = c
}

func ExampleLicenseCodesClient_Get() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := compute.NewLicenseCodesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.GetLicenseCodeRequest{
        // TODO: Fill request
        struct fields.
        // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#GetLicenseCodeRequest.
    }
    resp, err := c.Get(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _ = resp
}

func ExampleLicenseCodesClient_TestIamPermissions() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := compute.NewLicenseCodesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.TestIamPermissionsLicenseCodeRequest{

```

```

// TODO: Fill request struct fields.
// See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#TestIamPermissionsLicenseCodeRequest.
}
resp,
err := c.TestIamPermissions(ctx, req)
if err != nil {
    // TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}
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// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

//go:build go1.23

package procurement_test

import (
    "context"

    procurement "cloud.google.com/go/commerce/consumer/procurement/apiv1"
    procurementpb "cloud.google.com/go/commerce/consumer/procurement/apiv1/procurementpb"
)

func ExampleLicenseManagementClient_EnumerateLicensedUsers_all() {
    ctx := context.Background()
    // This snippet has been automatically
    // generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := procurement.NewLicenseManagementClient(ctx)
    if err != nil {

```

```

// TODO: Handle error.
}
defer c.Close()

req := &procurementpb.EnumerateLicensedUsersRequest{
// TODO: Fill request struct fields.
// See
https://pkg.go.dev/cloud.google.com/go/commerce/consumer/procurement/apiv1/procurementpb#EnumerateLicensedUsersRequest.
}
for resp, err := range c.EnumerateLicensedUsers(ctx, req).All() {
if err != nil {
// TODO: Handle error and break/return/continue. Iteration will stop after any error.
}
// TODO: Use resp.
_ = resp
}
}

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// Code generated by protoc-gen-go. DO NOT EDIT.
// versions:

```

```

// protoc-gen-go v1.35.2
// protoc      v4.25.3
// source: google/cloud/commerce/consumer/procurement/v1/license_management_service.proto

package procurementpb

import (
    context "context"
    reflect "reflect"
    sync "sync"

    _ "google.golang.org/genproto/googleapis/api/annotations"
    grpc "google.golang.org/grpc"
    codes "google.golang.org/grpc/codes"
    status
        "google.golang.org/grpc/status"
    protoreflect "google.golang.org/protobuf/reflect/protoreflect"
    protoimpl "google.golang.org/protobuf/runtime/protoimpl"
    durationpb "google.golang.org/protobuf/types/known/durationpb"
    fieldmaskpb "google.golang.org/protobuf/types/known/fieldmaskpb"
    timestamppb "google.golang.org/protobuf/types/known/timestamppb"
)

const (
    // Verify that this generated code is sufficiently up-to-date.
    _ = protoimpl.EnforceVersion(20 - protoimpl.MinVersion)
    // Verify that runtime/protoimpl is sufficiently up-to-date.
    _ = protoimpl.EnforceVersion(protoimpl.MaxVersion - 20)
)

// Assignment protocol for a license pool.
type AssignmentProtocol struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields

    // The type of assignment protocol.
    //
    // Types that are assignable to AssignmentType:
    //
    // *AssignmentProtocol_ManualAssignmentType_
    // *AssignmentProtocol_AutoAssignmentType_
    AssignmentType
    isAssignmentProtocol_AssignmentType `protobuf_oneof:"assignment_type"`
}

func (x *AssignmentProtocol) Reset() {
    *x = AssignmentProtocol{}
}

```

```

mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[0]
ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
ms.StoreMessageInfo(mi)
}

func (x *AssignmentProtocol) String() string {
return protoimpl.X.MessageStringOf(x)
}

func (*AssignmentProtocol) ProtoMessage() {}

func (x *AssignmentProtocol) ProtoReflect() protoreflect.Message {
mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[0]
if x != nil {
ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
if ms.LoadMessageInfo() == nil {
ms.StoreMessageInfo(mi)
}
return ms
}
return mi.MessageOf(x)
}

// Deprecated: Use AssignmentProtocol.ProtoReflect.Descriptor instead.
func (*AssignmentProtocol) Descriptor() ([]byte, []int) {
return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
[]int{0}
}

func (m *AssignmentProtocol) GetAssignmentType() isAssignmentProtocol_AssignmentType {
if m != nil {
return m.AssignmentType
}
return nil
}

func (x *AssignmentProtocol) GetManualAssignmentType() *AssignmentProtocol_ManualAssignmentType {
if x, ok := x.GetAssignmentType().(*AssignmentProtocol_ManualAssignmentType_); ok {
return x.ManualAssignmentType
}
return nil
}

func (x *AssignmentProtocol) GetAutoAssignmentType() *AssignmentProtocol_AutoAssignmentType {
if x, ok := x.GetAssignmentType().(*AssignmentProtocol_AutoAssignmentType_); ok {

```

```

    return x.AutoAssignmentType
}
return nil
}

type isAssignmentProtocol_AssignmentType interface {
    isAssignmentProtocol_AssignmentType()
}

type AssignmentProtocol_ManualAssignmentType_struct {
    // Allow manual assignments triggered by administrative operations only.
    ManualAssignmentType *AssignmentProtocol_ManualAssignmentType
    `protobuf:"bytes,2,opt,name=manual_assignment_type,json=manualAssignmentType,proto3,oneof"`
}

type
    AssignmentProtocol_AutoAssignmentType_struct {
    // Allow automatic assignments triggered by data plane operations.
    AutoAssignmentType *AssignmentProtocol_AutoAssignmentType
    `protobuf:"bytes,3,opt,name=auto_assignment_type,json=autoAssignmentType,proto3,oneof"`
    }

func (*AssignmentProtocol_ManualAssignmentType_) isAssignmentProtocol_AssignmentType() {}

func (*AssignmentProtocol_AutoAssignmentType_) isAssignmentProtocol_AssignmentType() {}

// A license pool represents a pool of licenses that can be assigned to users.
type LicensePool struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields

    // Identifier. Format:
    // `billingAccounts/{billing_account}/orders/{order}/licensePool`
    Name string `protobuf:"bytes,1,opt,name=name,proto3" json:"name,omitempty"`
    // Required. Assignment protocol for the license pool.
    LicenseAssignmentProtocol *AssignmentProtocol
    `protobuf:"bytes,2,opt,name=license_assignment_protocol,json=licenseAssignmentProtocol,proto3"
    json:"license_assignment_protocol,omitempty"`
    // Output only. Licenses count that are available to be assigned.
    AvailableLicenseCount int32
    `protobuf:"varint,3,opt,name=available_license_count,json=availableLicenseCount,proto3"
    json:"available_license_count,omitempty"`
    // Output only. Total number of licenses in the pool.
    TotalLicenseCount int32 `protobuf:"varint,4,opt,name=total_license_count,json=totalLicenseCount,proto3"
    json:"total_license_count,omitempty"`
}

```



```

func (x *LicensePool) Reset() {
    *x = LicensePool{}
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[1]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    ms.StoreMessageInfo(mi)
}

func (x *LicensePool) String() string {
    return protoimpl.X.MessageStringOf(x)
}

func (*LicensePool) ProtoMessage() {}

func (x *LicensePool) ProtoReflect() protoreflect.Message {
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[1]
    if
    x != nil {
        ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
        if ms.LoadMessageInfo() == nil {
            ms.StoreMessageInfo(mi)
        }
        return ms
    }
    return mi.MessageOf(x)
}

// Deprecated: Use LicensePool.ProtoReflect.Descriptor instead.
func (*LicensePool) Descriptor() ([]byte, []int) {
    return
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
    []int{1}
}

func (x *LicensePool) GetName() string {
    if x != nil {
        return x.Name
    }
    return ""
}

func (x *LicensePool) GetLicenseAssignmentProtocol() *AssignmentProtocol {
    if x != nil {
        return x.LicenseAssignmentProtocol
    }
    return nil
}

```

```

func (x *LicensePool) GetAvailableLicenseCount() int32 {
    if x != nil {
        return x.AvailableLicenseCount
    }
    return 0
}

func (x *LicensePool) GetTotalLicenseCount() int32 {
    if x != nil {
        return x.TotalLicenseCount
    }
    return 0
}

// Request message for getting a
// license pool.
type GetLicensePoolRequest struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields

    // Required. The name of the license pool to get.
    // Format: `billingAccounts/{billing_account}/orders/{order}/licensePool`
    Name string `protobuf:"bytes,1,opt,name=name,proto3" json:"name,omitempty"`
}

func (x *GetLicensePoolRequest) Reset() {
    *x = GetLicensePoolRequest{}
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[2]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    ms.StoreMessageInfo(mi)
}

func (x *GetLicensePoolRequest) String() string {
    return protoimpl.X.MessageStringOf(x)
}

func (*GetLicensePoolRequest) ProtoMessage() {}

func (x *GetLicensePoolRequest) ProtoReflect() protoreflect.Message {
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[2]
    if x != nil {
        ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
        if

```

```

ms.LoadMessageInfo() == nil {
    ms.StoreMessageInfo(mi)
}
return ms
}
return mi.MessageOf(x)
}

// Deprecated: Use GetLicensePoolRequest.ProtoReflect.Descriptor instead.
func (*GetLicensePoolRequest) Descriptor() ([]byte, []int) {
    return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
[]int{2}
}

func (x *GetLicensePoolRequest) GetName() string {
    if x != nil {
        return x.Name
    }
    return ""
}

// Request message for updating a license pool.
type UpdateLicensePoolRequest struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields

    // Required. The license pool to update.
    //
    // The license pool's name field is used to identify the license pool to
    // update. Format:
    // `billingAccounts/{billing_account}/orders/{order}/licensePool`.
    LicensePool *LicensePool `protobuf:"bytes,1,opt,name=license_pool,json=licensePool,proto3"
    json:"license_pool,omitempty"`
    //
    // Required. The list of fields to update.
    UpdateMask *fieldmaskpb.FieldMask `protobuf:"bytes,2,opt,name=update_mask,json=updateMask,proto3"
    json:"update_mask,omitempty"`
}

func (x *UpdateLicensePoolRequest) Reset() {
    *x = UpdateLicensePoolRequest{}
    mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[3]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    ms.StoreMessageInfo(mi)
}

```

```

func (x *UpdateLicensePoolRequest) String() string {
    return protoimpl.X.MessageStringOf(x)
}

func (*UpdateLicensePoolRequest) ProtoMessage() {}

func (x *UpdateLicensePoolRequest) ProtoReflect() protoreflect.Message {
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[3]
    if x != nil {
        ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
        if ms.LoadMessageInfo() == nil {
            ms.StoreMessageInfo(mi)
        }
        return ms
    }
    return mi.MessageOf(x)
}

// Deprecated: Use UpdateLicensePoolRequest.ProtoReflect.Descriptor
// instead.
func (*UpdateLicensePoolRequest) Descriptor() ([]byte, []int) {
    return
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
    []int{3}
}

func (x *UpdateLicensePoolRequest) GetLicensePool() *LicensePool {
    if x != nil {
        return x.LicensePool
    }
    return nil
}

func (x *UpdateLicensePoolRequest) GetUpdateMask() *fieldmaskpb.FieldMask {
    if x != nil {
        return x.UpdateMask
    }
    return nil
}

// Request message for
//
// [LicenseManagementService.Assign][google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.Assign].
type AssignRequest struct {
    state      protoimpl.MessageState

```

```

sizeCache    protoimpl.SizeCache
unknownFields protoimpl.UnknownFields

// Required. License pool name.
Parent string `protobuf:"bytes,1,opt,name=parent,proto3" json:"parent,omitempty"`
// Required. Username.
// Format: `name@domain.com`.
Usernames []string `protobuf:"bytes,2,rep,name=usernames,proto3" json:"usernames,omitempty"`
}

func
(x *AssignRequest) Reset() {
*x = AssignRequest{}
mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[4]
ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
ms.StoreMessageInfo(mi)
}

func (x *AssignRequest) String() string {
return protoimpl.X.MessageStringOf(x)
}

func (*AssignRequest) ProtoMessage() {}

func (x *AssignRequest) ProtoReflect() protoreflect.Message {
mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[4]
if x != nil {
ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
if ms.LoadMessageInfo() == nil {
ms.StoreMessageInfo(mi)
}
return ms
}
return mi.MessageOf(x)
}

// Deprecated: Use AssignRequest.ProtoReflect.Descriptor instead.
func (*AssignRequest) Descriptor() ([]byte, []int) {
return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
[]int{4}
}

func (x *AssignRequest) GetParent()
string {
if x != nil {

```

```

    return x.Parent
}
return ""
}

func (x *AssignRequest) GetUsernames() []string {
    if x != nil {
        return x.Usernames
    }
    return nil
}

// Response message for
//
[LicenseManagementService.Assign][google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.Assign].
type AssignResponse struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields
}

func (x *AssignResponse) Reset() {
    *x = AssignResponse{}
    mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[5]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    ms.StoreMessageInfo(mi)
}

func (x *AssignResponse) String() string {
    return protoimpl.X.MessageStringOf(x)
}

func (*AssignResponse) ProtoMessage() {}

func (x *AssignResponse) ProtoReflect() protoreflect.Message {
    mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[5]
    if x
    != nil {
        ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
        if ms.LoadMessageInfo() == nil {
            ms.StoreMessageInfo(mi)
        }
        return ms
    }
    return mi.MessageOf(x)
}

```

```

}

// Deprecated: Use AssignResponse.ProtoReflect.Descriptor instead.
func (*AssignResponse) Descriptor() ([]byte, []int) {
    return
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
    []int{5}
}

// Request message for
//
// [LicenseManagementService.Unassign][google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.Unassign].
type UnassignRequest struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields

    // Required. License pool name.
    Parent string `protobuf:"bytes,1,opt,name=parent,proto3" json:"parent,omitempty"`
    // Required. Username.
    // Format: `name@domain.com`.
    Usernames []string `protobuf:"bytes,2,rep,name=usernames,proto3" json:"usernames,omitempty"`
}

func (x *UnassignRequest) Reset()
{
    *x = UnassignRequest{}
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[6]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    ms.StoreMessageInfo(mi)
}

func (x *UnassignRequest) String() string {
    return protoimpl.X.MessageStringOf(x)
}

func (*UnassignRequest) ProtoMessage() {}

func (x *UnassignRequest) ProtoReflect() protoreflect.Message {
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[6]
    if x != nil {
        ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
        if ms.LoadMessageInfo() == nil {
            ms.StoreMessageInfo(mi)
        }
    }
}

```

```

    return ms
}
return mi.MessageOf(x)
}

// Deprecated: Use UnassignRequest.ProtoReflect.Descriptor instead.
func (*UnassignRequest) Descriptor() ([]byte, []int) {
    return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
[]int{6}
}

func (x *UnassignRequest) GetParent() string {
    if x != nil {
        return
x.Parent
    }
    return ""
}

func (x *UnassignRequest) GetUsernames() []string {
    if x != nil {
        return x.Usernames
    }
    return nil
}

// Response message for
//
[LicenseManagementService.Unassign][google.cloud.commerce.consumer.procurement.v1.LicenseManagementSer
vice.Unassign].
type UnassignResponse struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields
}

func (x *UnassignResponse) Reset() {
    *x = UnassignResponse{}
    mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[7]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    ms.StoreMessageInfo(mi)
}

func (x *UnassignResponse) String() string {
    return protoimpl.X.MessageStringOf(x)
}

```



```

func (*UnassignResponse) ProtoMessage() {}

func (x *UnassignResponse) ProtoReflect() protoreflect.Message {
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[7]
    if x != nil {
        ms
    := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    if ms.LoadMessageInfo() == nil {
        ms.StoreMessageInfo(mi)
    }
    return ms
    }
    return mi.MessageOf(x)
}

// Deprecated: Use UnassignResponse.ProtoReflect.Descriptor instead.
func (*UnassignResponse) Descriptor() ([]byte, []int) {
    return
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
    []int{7}
}

// Request message for
//
// [LicenseManagementService.EnumerateLicensedUsers][google.cloud.commerce.consumer.procurement.v1.License
// ManagementService.EnumerateLicensedUsers].
type EnumerateLicensedUsersRequest struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields

    // Required. License pool name.
    Parent string `protobuf:"bytes,1,opt,name=parent,proto3" json:"parent,omitempty"`
    // Optional. The maximum number of users to return. The service may return
    // fewer than this value.
    PageSize int32 `protobuf:"varint,2,opt,name=page_size,json=pageSize,proto3"
    json:"page_size,omitempty"`
    // Optional. A page token, received from a previous `EnumerateLicensedUsers`
    // call. Provide this to retrieve the subsequent page.
    PageToken string `protobuf:"bytes,3,opt,name=page_token,json=pageToken,proto3" json:"page_token,omitempty"`
}

func (x *EnumerateLicensedUsersRequest) Reset() {
    *x = EnumerateLicensedUsersRequest{}
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[8]

```

```

ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
ms.StoreMessageInfo(mi)
}

func (x *EnumerateLicensedUsersRequest) String() string {
    return protoimpl.X.MessageStringOf(x)
}

func (*EnumerateLicensedUsersRequest) ProtoMessage() {}

func (x *EnumerateLicensedUsersRequest) ProtoReflect() protoreflect.Message {
    mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[8]
    if x != nil {
        ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
        if ms.LoadMessageInfo()
        == nil {
            ms.StoreMessageInfo(mi)
        }
        return ms
    }
    return mi.MessageOf(x)
}

// Deprecated: Use EnumerateLicensedUsersRequest.ProtoReflect.Descriptor instead.
func (*EnumerateLicensedUsersRequest) Descriptor() ([]byte, []int) {
    return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
[]int{8}
}

func (x *EnumerateLicensedUsersRequest) GetParent() string {
    if x != nil {
        return x.Parent
    }
    return ""
}

func (x *EnumerateLicensedUsersRequest) GetPageSize() int32 {
    if x != nil {
        return x.PageSize
    }
    return 0
}

func (x *EnumerateLicensedUsersRequest) GetPageToken() string {
    if x != nil {
        return x.PageToken
    }

```

```

}
return ""
}

// A licensed user.
type LicensedUser struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields

    // Username.
    // Format: `name@domain.com`.
    Username string `protobuf:"bytes,1,opt,name=username,proto3" json:"username,omitempty"`
    //
    // Output only. Timestamp when the license was assigned.
    AssignTime *timestamppb.Timestamp `protobuf:"bytes,2,opt,name=assign_time,json=assignTime,proto3"
    json:"assign_time,omitempty"`
    // Output only. Timestamp when the license was recently used. This may not be
    // the most recent usage time, and will be updated regularly (within 24
    // hours).
    RecentUsageTime *timestamppb.Timestamp
    `protobuf:"bytes,3,opt,name=recent_usage_time,json=recentUsageTime,proto3"
    json:"recent_usage_time,omitempty"`
}

func (x *LicensedUser) Reset() {
    *x = LicensedUser{}
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[9]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    ms.StoreMessageInfo(mi)
}

func (x *LicensedUser) String() string {
    return protoimpl.X.MessageStringOf(x)
}

func (*LicensedUser) ProtoMessage() {}

func (x *LicensedUser) ProtoReflect() protoreflect.Message {
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[9]
    if
    x != nil {
        ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
        if ms.LoadMessageInfo() == nil {
            ms.StoreMessageInfo(mi)
        }
    }
}

```

```

    return ms
}
return mi.MessageOf(x)
}

// Deprecated: Use LicensedUser.ProtoReflect.Descriptor instead.
func (*LicensedUser) Descriptor() ([]byte, []int) {
    return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
[]int{9}
}

func (x *LicensedUser) GetUsername() string {
    if x != nil {
        return x.Username
    }
    return ""
}

func (x *LicensedUser) GetAssignTime() *timestamppb.Timestamp {
    if x != nil {
        return x.AssignTime
    }
    return nil
}

func (x *LicensedUser) GetRecentUsageTime() *timestamppb.Timestamp {
    if x != nil {
        return x.RecentUsageTime
    }
    return nil
}

// Response message for
//
[LicenseManagementService.EnumerateLicensedUsers][google.cloud.commerce.consumer.procurement.v1.License
ManagementService.EnumerateLicensedUsers].
type EnumerateLicensedUsersResponse
struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields

    // The list of licensed users.
    LicensedUsers []*LicensedUser `protobuf:"bytes,1,rep,name=licensed_users,json=licensedUsers,proto3"
json:"licensed_users,omitempty"`
    // A token that can be sent as `page_token` to retrieve the next page.
    // If this field is omitted, there are no subsequent pages.

```

```

NextPageToken string `protobuf:"bytes,2,opt,name=next_page_token,json=nextPageToken,proto3"
json:"next_page_token,omitempty"`
}

func (x *EnumerateLicensedUsersResponse) Reset() {
*x = EnumerateLicensedUsersResponse{}
mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[10]
ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
ms.StoreMessageInfo(mi)
}

func (x *EnumerateLicensedUsersResponse) String() string {
return protoimpl.X.MessageStringOf(x)
}

func (*EnumerateLicensedUsersResponse) ProtoMessage() {}

func
(x *EnumerateLicensedUsersResponse) ProtoReflect() protoreflect.Message {
mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[10]
if x != nil {
ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
if ms.LoadMessageInfo() == nil {
ms.StoreMessageInfo(mi)
}
return ms
}
return mi.MessageOf(x)
}

// Deprecated: Use EnumerateLicensedUsersResponse.ProtoReflect.Descriptor instead.
func (*EnumerateLicensedUsersResponse) Descriptor() ([]byte, []int) {
return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
[]int{10}
}

func (x *EnumerateLicensedUsersResponse) GetLicensedUsers() []*LicensedUser {
if x != nil {
return x.LicensedUsers
}
return nil
}

func (x *EnumerateLicensedUsersResponse) GetNextPageToken() string {
if x != nil {

```

```

    return x.NextPageToken
}
return ""
}

// Allow manual assignments triggered by administrative operations only.
type AssignmentProtocol_ManualAssignmentType
struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields
}

func (x *AssignmentProtocol_ManualAssignmentType) Reset() {
    *x = AssignmentProtocol_ManualAssignmentType{}
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[11]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    ms.StoreMessageInfo(mi)
}

func (x *AssignmentProtocol_ManualAssignmentType) String() string {
    return protoimpl.X.MessageStringOf(x)
}

func (*AssignmentProtocol_ManualAssignmentType) ProtoMessage() {}

func (x *AssignmentProtocol_ManualAssignmentType) ProtoReflect() protoreflect.Message {
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[11]
    if x != nil {
        ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
        if ms.LoadMessageInfo() == nil {
            ms.StoreMessageInfo(mi)
        }
        return ms
    }
    return mi.MessageOf(x)
}

// Deprecated:
// Use AssignmentProtocol_ManualAssignmentType.ProtoReflect.Descriptor instead.
func (*AssignmentProtocol_ManualAssignmentType) Descriptor() ([]byte, []int) {
    return
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
    []int{0, 0}
}

```

```

// Configuration for automatic assignments handled by data plane operations.
type AssignmentProtocol_AutoAssignmentType struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields

    // Optional. The time to live for an inactive license. After this time has
    // passed, the license will be automatically unassigned from the user. Must
    // be at least 7 days, if set. If unset, the license will never expire.
    InactiveLicenseTtl *durationpb.Duration
    `protobuf:"bytes,1,opt,name=inactive_license_ttl,json=inactiveLicenseTtl,proto3"
    json:"inactive_license_ttl,omitempty"`
}

func (x *AssignmentProtocol_AutoAssignmentType) Reset() {
    *x = AssignmentProtocol_AutoAssignmentType{}
    mi
    := &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[12]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    ms.StoreMessageInfo(mi)
}

func (x *AssignmentProtocol_AutoAssignmentType) String() string {
    return protoimpl.X.MessageStringOf(x)
}

func (*AssignmentProtocol_AutoAssignmentType) ProtoMessage() {}

func (x *AssignmentProtocol_AutoAssignmentType) ProtoReflect() protoreflect.Message {
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[12]
    if x != nil {
        ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
        if ms.LoadMessageInfo() == nil {
            ms.StoreMessageInfo(mi)
        }
        return ms
    }
    return mi.MessageOf(x)
}

// Deprecated: Use AssignmentProtocol_AutoAssignmentType.ProtoReflect.Descriptor instead.
func (*AssignmentProtocol_AutoAssignmentType) Descriptor() ([]byte, []int) {
    return
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
    []int{0, 1}
}

```

```

func (x *AssignmentProtocol_AutoAssignmentType) GetInactiveLicenseTtl() *durationpb.Duration {
    if x != nil {
        return x.InactiveLicenseTtl
    }
    return nil
}

```

```

var File_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto
protorelect.FileDescriptor

```

```

var file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDesc =
[]byte{

```

```

    0x0a, 0x4e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x63, 0x6c, 0x6f, 0x75, 0x64, 0x2f, 0x63,
    0x6f, 0x6d, 0x6d, 0x65, 0x72, 0x63, 0x65, 0x2f, 0x63, 0x6f, 0x6e, 0x73, 0x75, 0x6d, 0x65, 0x72,
    0x2f, 0x70, 0x72, 0x6f, 0x63, 0x75, 0x72, 0x65, 0x6d, 0x65, 0x6e, 0x74, 0x2f, 0x76, 0x31, 0x2f,
    0x6c, 0x69, 0x63, 0x65, 0x6e, 0x73, 0x65, 0x5f, 0x6d, 0x61, 0x6e, 0x61, 0x67, 0x65, 0x6d, 0x65,
    0x6e, 0x74, 0x5f, 0x73, 0x65, 0x72, 0x76, 0x69, 0x63, 0x65, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f,
    0x12, 0x2d, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x63, 0x6c, 0x6f, 0x75, 0x64, 0x2e, 0x63,
    0x6f,
    0x6d, 0x6d, 0x65, 0x72, 0x63, 0x65, 0x2e, 0x63, 0x6f, 0x6e, 0x73, 0x75, 0x6d, 0x65, 0x72,
    0x2e, 0x70, 0x72, 0x6f, 0x63, 0x75, 0x72, 0x65, 0x6d, 0x65, 0x6e, 0x74, 0x2e, 0x76, 0x31, 0x1a,
    0x1c, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x2f, 0x61, 0x6e, 0x6e, 0x6f,
    0x74, 0x61, 0x74, 0x69, 0x6f, 0x6e, 0x73, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x1a, 0x17, 0x67,
    0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x2f, 0x63, 0x6c, 0x69, 0x65, 0x6e, 0x74,
    0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x1a, 0x1f, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61,
    0x70, 0x69, 0x2f, 0x66, 0x69, 0x65, 0x6c, 0x64, 0x5f, 0x62, 0x65, 0x68, 0x61, 0x76, 0x69, 0x6f,
    0x72, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x1a, 0x19, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f,
    0x61, 0x70, 0x69, 0x2f, 0x72, 0x65, 0x73, 0x6f, 0x75, 0x72, 0x63, 0x65, 0x2e, 0x70, 0x72, 0x6f,
    0x74, 0x6f, 0x1a, 0x1e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x70, 0x72, 0x6f, 0x74, 0x6f,
    0x62, 0x75, 0x66, 0x2f, 0x64,
    0x75, 0x72, 0x61, 0x74, 0x69, 0x6f, 0x6e, 0x2e, 0x70, 0x72, 0x6f,
    0x74, 0x6f, 0x1a, 0x20, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x70, 0x72, 0x6f, 0x74, 0x6f,
    0x62, 0x75, 0x66, 0x2f, 0x66, 0x69, 0x65, 0x6c, 0x64, 0x5f, 0x6d, 0x61, 0x73, 0x6b, 0x2e, 0x70,
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sync.Once
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescData
= file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDesc
)

```

```
func
```

```

file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP()
[]byte {
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescOnce.Do(f
unc() {
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescData =
protoimpl.X.CompressGZIP(file_google_cloud_commerce_consumer_procurement_v1_license_management_servi
ce_proto_rawDescData)
})
return file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescData
}

var file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes =
make([]protoimpl.MessageInfo, 13)
var file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_goTypes =
[]any{
    (*AssignmentProtocol)(nil),
        // 0: google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol
    (*LicensePool)(nil),
        // 1: google.cloud.commerce.consumer.procurement.v1.LicensePool
    (*GetLicensePoolRequest)(nil),
        // 2:
    google.cloud.commerce.consumer.procurement.v1.GetLicensePoolRequest
    (*UpdateLicensePoolRequest)(nil),
        // 3:
    google.cloud.commerce.consumer.procurement.v1.UpdateLicensePoolRequest
    (*AssignRequest)(nil),
        // 4: google.cloud.commerce.consumer.procurement.v1.AssignRequest
    (*AssignResponse)(nil),
        // 5: google.cloud.commerce.consumer.procurement.v1.AssignResponse
    (*UnassignRequest)(nil),
        // 6: google.cloud.commerce.consumer.procurement.v1.UnassignRequest
    (*UnassignResponse)(nil),
        // 7: google.cloud.commerce.consumer.procurement.v1.UnassignResponse
    (*EnumerateLicensedUsersRequest)(nil),
        // 8:
    google.cloud.commerce.consumer.procurement.v1.EnumerateLicensedUsersRequest
    (*LicensedUser)(nil),
        // 9: google.cloud.commerce.consumer.procurement.v1.LicensedUser
    (*EnumerateLicensedUsersResponse)(nil),
        // 10:
    google.cloud.commerce.consumer.procurement.v1.EnumerateLicensedUsersResponse
    (*AssignmentProtocol_ManualAssignmentType)(nil), // 11:
    google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol.ManualAssignmentType
    (*AssignmentProtocol_AutoAssignmentType)(nil), // 12:
    google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol.AutoAssignmentType
    (*fieldmaskpb.FieldMask)(nil),
        // 13: google.protobuf.FieldMask
    (*timestamppb.Timestamp)(nil),
        // 14: google.protobuf.Timestamp
    (*durationpb.Duration)(nil),
        // 15: google.protobuf.Duration
}
var file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_depIdxs =
[]int32{
    11, // 0:
    google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol.manual_assignment_type:type_name
-> google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol.ManualAssignmentType
    12, // 1: google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol.auto_assignment_type:type_name -
> google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol.AutoAssignmentType
    0, // 2: google.cloud.commerce.consumer.procurement.v1.LicensePool.license_assignment_protocol:type_name ->

```

```

google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol
1, // 3: google.cloud.commerce.consumer.procurement.v1.UpdateLicensePoolRequest.license_pool:type_name ->
google.cloud.commerce.consumer.procurement.v1.LicensePool
13, // 4: google.cloud.commerce.consumer.procurement.v1.UpdateLicensePoolRequest.update_mask:type_name ->
google.protobuf.FieldMask
14, // 5: google.cloud.commerce.consumer.procurement.v1.LicensedUser.assign_time:type_name ->
google.protobuf.Timestamp
14, // 6: google.cloud.commerce.consumer.procurement.v1.LicensedUser.recent_usage_time:type_name
-> google.protobuf.Timestamp
9, // 7:
google.cloud.commerce.consumer.procurement.v1.EnumerateLicensedUsersResponse.licensed_users:type_name ->
google.cloud.commerce.consumer.procurement.v1.LicensedUser
15, // 8:
google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol.AutoAssignmentType.inactive_license_ttl:t
ype_name -> google.protobuf.Duration
2, // 9: google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.GetLicensePool:input_type -
> google.cloud.commerce.consumer.procurement.v1.GetLicensePoolRequest
3, // 10:
google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.UpdateLicensePool:input_type ->
google.cloud.commerce.consumer.procurement.v1.UpdateLicensePoolRequest
4, // 11: google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.Assign:input_type ->
google.cloud.commerce.consumer.procurement.v1.AssignRequest
6, // 12: google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.Unassign:input_type
-> google.cloud.commerce.consumer.procurement.v1.UnassignRequest
8, // 13:
google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.EnumerateLicensedUsers:input_ty
pe -> google.cloud.commerce.consumer.procurement.v1.EnumerateLicensedUsersRequest
1, // 14:
google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.GetLicensePool:output_type ->
google.cloud.commerce.consumer.procurement.v1.LicensePool
1, // 15:
google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.UpdateLicensePool:output_type ->
google.cloud.commerce.consumer.procurement.v1.LicensePool
5, // 16: google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.Assign:output_type ->
google.cloud.commerce.consumer.procurement.v1.AssignResponse
7, // 17: google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.Unassign:output_type ->
google.cloud.commerce.consumer.procurement.v1.UnassignResponse
10, // 18:
google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.EnumerateLicensedUsers:output_ty
pe
-> google.cloud.commerce.consumer.procurement.v1.EnumerateLicensedUsersResponse
14, // [14:19] is the sub-list for method output_type
9, // [9:14] is the sub-list for method input_type
9, // [9:9] is the sub-list for extension type_name
9, // [9:9] is the sub-list for extension extendee
0, // [0:9] is the sub-list for field type_name
}

```

```

func init() {
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_init()
}

func file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_init() {
    if File_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto != nil {
        return
    }
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[0].Oneof
    Wrappers = []any{
        (*AssignmentProtocol_ManualAssignmentType_)(nil),
        (*AssignmentProtocol_AutoAssignmentType_)(nil),
    }
    type x struct{}
    out := protoimpl.TypeBuilder{
        File:
        protoimpl.DescBuilder{
            GoPackagePath: reflect.TypeOf(x{}).PkgPath(),
            RawDescriptor:
            file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDesc,
            NumEnums: 0,
            NumMessages: 13,
            NumExtensions: 0,
            NumServices: 1,
        },
        GoTypes:
            file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_goTypes,
        DependencyIndexes:
            file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_depIdxs,
        MessageInfos:
            file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes,
    }.Build()
    File_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto = out.File
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDesc = nil
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_goTypes = nil
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_depIdxs
    = nil
}

// Reference imports to suppress errors if they are not otherwise used.
var _ context.Context
var _ grpc.ClientConnInterface

// This is a compile-time assertion to ensure that this generated file
// is compatible with the grpc package it is being compiled against.
const _ = grpc.SupportPackageIsVersion6

// LicenseManagementServiceClient is the client API for LicenseManagementService service.
//

```



```

// For semantics around ctx use and closing/ending streaming RPCs, please refer to
https://godoc.org/google.golang.org/grpc#ClientConn.NewStream.
type LicenseManagementServiceClient interface {
    // Gets the license pool.
    GetLicensePool(ctx context.Context, in *GetLicensePoolRequest, opts ...grpc.CallOption) (*LicensePool, error)
    // Updates the license pool if one exists for this Order.
    UpdateLicensePool(ctx context.Context, in *UpdateLicensePoolRequest, opts ...grpc.CallOption) (*LicensePool,
    error)
    // Assigns a license to a user.
    Assign(ctx
    context.Context, in *AssignRequest, opts ...grpc.CallOption) (*AssignResponse, error)
    // Unassigns a license from a user.
    Unassign(ctx context.Context, in *UnassignRequest, opts ...grpc.CallOption) (*UnassignResponse, error)
    // Enumerates all users assigned a license.
    EnumerateLicensedUsers(ctx context.Context, in *EnumerateLicensedUsersRequest, opts ...grpc.CallOption)
    (*EnumerateLicensedUsersResponse, error)
}

type licenseManagementServiceClient struct {
    cc grpc.ClientConnInterface
}

func NewLicenseManagementServiceClient(cc grpc.ClientConnInterface) LicenseManagementServiceClient {
    return &licenseManagementServiceClient{cc}
}

func (c *licenseManagementServiceClient) GetLicensePool(ctx context.Context, in *GetLicensePoolRequest, opts
...grpc.CallOption) (*LicensePool, error) {
    out := new(LicensePool)
    err := c.cc.Invoke(ctx,
    "/google.cloud.commerce.consumer.procurement.v1.LicenseManagementService/GetLicensePool", in, out, opts...)
    if err != nil {
        return nil, err
    }
    return
    out, nil
}

func (c *licenseManagementServiceClient) UpdateLicensePool(ctx context.Context, in
*UpdateLicensePoolRequest, opts ...grpc.CallOption) (*LicensePool, error) {
    out := new(LicensePool)
    err := c.cc.Invoke(ctx,
    "/google.cloud.commerce.consumer.procurement.v1.LicenseManagementService/UpdateLicensePool", in, out,
    opts...)
    if err != nil {
        return nil, err
    }
    return out, nil
}

```

```

}

func (c *licenseManagementServiceClient) Assign(ctx context.Context, in *AssignRequest, opts ...grpc.CallOption) (*AssignResponse, error) {
    out := new(AssignResponse)
    err := c.cc.Invoke(ctx, "/google.cloud.commerce.consumer.prourement.v1.LicenseManagementService/Assign", in, out, opts...)
    if err != nil {
        return nil, err
    }
    return out, nil
}

```

```

func (c *licenseManagementServiceClient) Unassign(ctx context.Context, in *UnassignRequest, opts ...grpc.CallOption) (*UnassignResponse, error) {
    out := new(UnassignResponse)
    err := c.cc.Invoke(ctx, "/google.cloud.commerce.consumer.prourement.v1.LicenseManagementService/Unassign", in, out, opts...)
    if err != nil {
        return nil, err
    }
    return out, nil
}

```

```

func (c *licenseManagementServiceClient) EnumerateLicensedUsers(ctx context.Context, in *EnumerateLicensedUsersRequest, opts ...grpc.CallOption) (*EnumerateLicensedUsersResponse, error) {
    out := new(EnumerateLicensedUsersResponse)
    err := c.cc.Invoke(ctx,
"/google.cloud.commerce.consumer.prourement.v1.LicenseManagementService/EnumerateLicensedUsers", in, out,
opts...)
    if err != nil {
        return nil, err
    }
    return out, nil
}

```

// LicenseManagementServiceServer is the server API for LicenseManagementService service.

```

type LicenseManagementServiceServer interface {
    // Gets the license pool.
    GetLicensePool(context.Context, *GetLicensePoolRequest) (*LicensePool, error)
    // Updates the license pool if one exists for this Order.
    UpdateLicensePool(context.Context, *UpdateLicensePoolRequest) (*LicensePool, error)
    // Assigns a license to a user.
    Assign(context.Context, *AssignRequest) (*AssignResponse, error)
    // Unassigns a license from a user.
    Unassign(context.Context, *UnassignRequest) (*UnassignResponse, error)
    // Enumerates all users assigned a license.

```

```

EnumerateLicensedUsers(context.Context, *EnumerateLicensedUsersRequest)
(*EnumerateLicensedUsersResponse, error)
}

// UnimplementedLicenseManagementServiceServer can be embedded to have forward compatible
implementations.
type UnimplementedLicenseManagementServiceServer struct {
}

func (*UnimplementedLicenseManagementServiceServer) GetLicensePool(context.Context,
*GetLicensePoolRequest) (*LicensePool, error) {
    return nil, status.Errorf(codes.Unimplemented, "method GetLicensePool not implemented")
}
func (*UnimplementedLicenseManagementServiceServer) UpdateLicensePool(context.Context,
*UpdateLicensePoolRequest) (*LicensePool, error) {
    return nil, status.Errorf(codes.Unimplemented, "method UpdateLicensePool not implemented")
}
func (*UnimplementedLicenseManagementServiceServer) Assign(context.Context, *AssignRequest)
(*AssignResponse, error) {
    return nil, status.Errorf(codes.Unimplemented, "method Assign not implemented")
}
func (*UnimplementedLicenseManagementServiceServer) Unassign(context.Context, *UnassignRequest)
(*UnassignResponse, error) {
    return nil, status.Errorf(codes.Unimplemented, "method Unassign not implemented")
}
func (*UnimplementedLicenseManagementServiceServer) EnumerateLicensedUsers(context.Context,
*EnumerateLicensedUsersRequest) (*EnumerateLicensedUsersResponse, error) {
    return nil, status.Errorf(codes.Unimplemented, "method EnumerateLicensedUsers not implemented")
}

func RegisterLicenseManagementServiceServer(s *grpc.Server, srv LicenseManagementServiceServer) {
    s.RegisterService(&_LicenseManagementService_serviceDesc, srv)
}

func _LicenseManagementService_GetLicensePool_Handler(srv interface{}, ctx context.Context, dec
func(interface{}) error, interceptor grpc.UnaryServerInterceptor) (interface{}, error) {
    in := new(GetLicensePoolRequest)
    if err := dec(in);
    err != nil {
        return nil, err
    }
    if interceptor == nil {
        return srv.(LicenseManagementServiceServer).GetLicensePool(ctx, in)
    }
    info := &grpc.UnaryServerInfo{
        Server:    srv,
        FullMethod: "/google.cloud.commerce.consumer.procurement.v1.LicenseManagementService/GetLicensePool",
    }

```

```

handler := func(ctx context.Context, req interface{}) (interface{}, error) {
    return srv.(LicenseManagementServiceServer).GetLicensePool(ctx, req.(*GetLicensePoolRequest))
}
return interceptor(ctx, in, info, handler)
}

func _LicenseManagementService_UpdateLicensePool_Handler(srv interface{}, ctx context.Context, dec
func(interface{}) error, interceptor grpc.UnaryServerInterceptor) (interface{}, error) {
    in := new(UpdateLicensePoolRequest)
    if err := dec(in); err != nil {
        return nil, err
    }
    if interceptor == nil {
        return srv.(LicenseManagementServiceServer).UpdateLicensePool(ctx, in)
    }
    info := &grpc.UnaryServerInfo{
        Server:    srv,
        FullMethod: "/google.cloud.commerce.consumer.prourement.v1.LicenseManagementService/UpdateLicensePool",
    }
    handler
:= func(ctx context.Context, req interface{}) (interface{}, error) {
    return srv.(LicenseManagementServiceServer).UpdateLicensePool(ctx, req.(*UpdateLicensePoolRequest))
}
    return interceptor(ctx, in, info, handler)
}

func _LicenseManagementService_Assign_Handler(srv interface{}, ctx context.Context, dec func(interface{})
error, interceptor grpc.UnaryServerInterceptor) (interface{}, error) {
    in := new(AssignRequest)
    if err := dec(in); err != nil {
        return nil, err
    }
    if interceptor == nil {
        return srv.(LicenseManagementServiceServer).Assign(ctx, in)
    }
    info := &grpc.UnaryServerInfo{
        Server:    srv,
        FullMethod: "/google.cloud.commerce.consumer.prourement.v1.LicenseManagementService/Assign",
    }
    handler := func(ctx context.Context, req interface{}) (interface{}, error) {
        return srv.(LicenseManagementServiceServer).Assign(ctx, req.(*AssignRequest))
    }
    return interceptor(ctx, in, info, handler)
}

func _LicenseManagementService_Unassign_Handler(srv
interface{}, ctx context.Context, dec func(interface{}) error, interceptor grpc.UnaryServerInterceptor) (interface{},
error) {

```

```

in := new(UnassignRequest)
if err := dec(in); err != nil {
    return nil, err
}
if interceptor == nil {
    return srv.(LicenseManagementServiceServer).Unassign(ctx, in)
}
info := &grpc.UnaryServerInfo{
    Server:    srv,
    FullMethod: "/google.cloud.commerce.consumer.procurement.v1.LicenseManagementService/Unassign",
}
handler := func(ctx context.Context, req interface{}) (interface{}, error) {
    return srv.(LicenseManagementServiceServer).Unassign(ctx, req.(*UnassignRequest))
}
return interceptor(ctx, in, info, handler)
}

func _LicenseManagementService_EnumerateLicensedUsers_Handler(srv interface{}, ctx context.Context, dec
func(interface{}) error, interceptor grpc.UnaryServerInterceptor) (interface{}, error) {
in := new(EnumerateLicensedUsersRequest)
if err := dec(in); err != nil {
    return nil, err
}
if
interceptor == nil {
    return srv.(LicenseManagementServiceServer).EnumerateLicensedUsers(ctx, in)
}
info := &grpc.UnaryServerInfo{
    Server:    srv,
    FullMethod:
"/google.cloud.commerce.consumer.procurement.v1.LicenseManagementService/EnumerateLicensedUsers",
}
handler := func(ctx context.Context, req interface{}) (interface{}, error) {
    return srv.(LicenseManagementServiceServer).EnumerateLicensedUsers(ctx,
req.(*EnumerateLicensedUsersRequest))
}
return interceptor(ctx, in, info, handler)
}

var _LicenseManagementService_serviceDesc = grpc.ServiceDesc{
    ServiceName: "google.cloud.commerce.consumer.procurement.v1.LicenseManagementService",
    HandlerType: (*LicenseManagementServiceServer)(nil),
    Methods: []grpc.MethodDesc{
        {
            MethodName: "GetLicensePool",
            Handler:    _LicenseManagementService_GetLicensePool_Handler,
        },
    },
}

```

```

MethodName: "UpdateLicensePool",
Handler:  _LicenseManagementService_UpdateLicensePool_Handler,
},
{
MethodName: "Assign",
Handler:
  _LicenseManagementService_Assign_Handler,
},
{
MethodName: "Unassign",
Handler:  _LicenseManagementService_Unassign_Handler,
},
{
MethodName: "EnumerateLicensedUsers",
Handler:  _LicenseManagementService_EnumerateLicensedUsers_Handler,
},
},
Streams:  []grpc.StreamDesc{},
Metadata: "google/cloud/commerce/consumer/procurement/v1/license_management_service.proto",
}

```

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// Code generated by protoc-gen-go. DO NOT EDIT.
// versions:
//  protoc-gen-go v1.35.2
//  protoc      v4.25.3
//  source: google/ai/generativelanguage/v1beta/permission.proto

package generativelanguagepb

import (
    reflect "reflect"
    sync "sync"

    _ "google.golang.org/genproto/googleapis/api/annotations"
    protoreflect "google.golang.org/protobuf/reflect/protoreflect"
    protoimpl "google.golang.org/protobuf/runtime/protoimpl"
)

const (
    (
        // Verify that this generated code is sufficiently up-to-date.
        _ = protoimpl.EnforceVersion(20 - protoimpl.MinVersion)
        // Verify that runtime/protoimpl is sufficiently up-to-date.
        _ = protoimpl.EnforceVersion(protoimpl.MaxVersion - 20)
    )

    // Defines types of the grantee of this permission.
    type Permission_GranteeType int32

    const (
        // The default value. This value is unused.
        Permission_GRANTEE_TYPE_UNSPECIFIED Permission_GranteeType = 0
        // Represents a user. When set, you must provide email_address for the user.
        Permission_USER Permission_GranteeType = 1
        // Represents a group. When set, you must provide email_address for the
        // group.
        Permission_GROUP Permission_GranteeType = 2
        // Represents access to everyone. No extra information is required.
        Permission_EVERYONE Permission_GranteeType = 3
    )

    // Enum value maps for Permission_GranteeType.
    var (
        Permission_GranteeType_name = map[int32]string{
            0: "GRANTEE_TYPE_UNSPECIFIED",

```

```

1: "USER",
2:
"GROUP",
3: "EVERYONE",
}
Permission_GrantType_value = map[string]int32{
"GRANTEE_TYPE_UNSPECIFIED": 0,
"USER":                      1,
"GROUP":                     2,
"EVERYONE":                  3,
}
)

func (x Permission_GrantType) Enum() *Permission_GrantType {
p := new(Permission_GrantType)
*p = x
return p
}

func (x Permission_GrantType) String() string {
return protoimpl.X.EnumStringOf(x.Descriptor(), protoreflect.EnumNumber(x))
}

func (Permission_GrantType) Descriptor() protoreflect.EnumDescriptor {
return file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[0].Descriptor()
}

func (Permission_GrantType) Type() protoreflect.EnumType {
return &file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[0]
}

func (x Permission_GrantType) Number() protoreflect.EnumNumber {
return protoreflect.EnumNumber(x)
}

// Deprecated: Use Permission_GrantType.Descriptor instead.
func (Permission_GrantType) EnumDescriptor() ([]byte,
[]int) {
return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP(), []int{0, 0}
}

// Defines the role granted by this permission.
type Permission_Role int32

const (
// The default value. This value is unused.
Permission_ROLE_UNSPECIFIED Permission_Role = 0
// Owner can use, update, share and delete the resource.

```

```

Permission_OWNER Permission_Role = 1
// Writer can use, update and share the resource.
Permission_WRITER Permission_Role = 2
// Reader can use the resource.
Permission_READER Permission_Role = 3
)

// Enum value maps for Permission_Role.
var (
    Permission_Role_name = map[int32]string{
        0: "ROLE_UNSPECIFIED",
        1: "OWNER",
        2: "WRITER",
        3: "READER",
    }
    Permission_Role_value = map[string]int32{
        "ROLE_UNSPECIFIED": 0,
        "OWNER":            1,
        "WRITER":            2,
        "READER":            3,
    }
)

func (x Permission_Role) Enum() *Permission_Role {
    p := new(Permission_Role)
    *p = x
    return p
}

func (x Permission_Role) String() string {
    return
        protoimpl.X.EnumStringOf(x.Descriptor(), protoreflect.EnumNumber(x))
}

func (Permission_Role) Descriptor() protoreflect.EnumDescriptor {
    return file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[1].Descriptor()
}

func (Permission_Role) Type() protoreflect.EnumType {
    return &file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[1]
}

func (x Permission_Role) Number() protoreflect.EnumNumber {
    return protoreflect.EnumNumber(x)
}

// Deprecated: Use Permission_Role.Descriptor instead.
func (Permission_Role) EnumDescriptor() ([]byte, []int) {

```

```

return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP(), []int{0, 1}
}

// Permission resource grants user, group or the rest of the world access to the
// PaLM API resource (e.g. a tuned model, corpus).
//
// A role is a collection of permitted operations that allows users to perform
// specific actions on PaLM API resources. To make them available to users,
// groups, or service accounts,
// you assign roles. When you assign a role, you
// grant permissions that the role contains.
//
// There are three concentric roles. Each role is a superset of the previous
// role's permitted operations:
//
// - reader can use the resource (e.g. tuned model, corpus) for inference
// - writer has reader's permissions and additionally can edit and share
// - owner has writer's permissions and additionally can delete
type Permission struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields

    // Output only. Identifier. The permission name. A unique name will be
    // generated on create. Examples:
    //
    // tunedModels/{tuned_model}/permissions/{permission}
    // corpora/{corpus}/permissions/{permission}
    //
    // Output only.
    Name string `protobuf:"bytes,1,opt,name=name,proto3" json:"name,omitempty"`
    // Optional. Immutable. The type of the grantee.
    GranteeType *Permission_GranteeType
    `protobuf:"varint,2,opt,name=grantee_type,json=granteeType,proto3,enum=google.ai.generativelanguage.v1beta.Permission_GranteeType,oneof"
    json:"grantee_type,omitempty"`
    // Optional. Immutable. The email address of the user of group which this
    // permission refers. Field is not set when permission's grantee type is
    // EVERYONE.
    EmailAddress *string `protobuf:"bytes,3,opt,name=email_address,json=emailAddress,proto3,oneof"
    json:"email_address,omitempty"`
    // Required. The role granted by this permission.
    Role *Permission_Role
    `protobuf:"varint,4,opt,name=role,proto3,enum=google.ai.generativelanguage.v1beta.Permission_Role,oneof"
    json:"role,omitempty"`
}

func (x *Permission) Reset() {

```

```

*x = Permission{}
mi := &file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0]
ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
ms.StoreMessageInfo(mi)
}

func (x *Permission) String() string {
    return protoimpl.X.MessageStringOf(x)
}

func (*Permission) ProtoMessage() {}

func (x *Permission) ProtoReflect() protoreflect.Message
{
    mi := &file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0]
    if x != nil {
        ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
        if ms.LoadMessageInfo() == nil {
            ms.StoreMessageInfo(mi)
        }
        return ms
    }
    return mi.MessageOf(x)
}

// Deprecated: Use Permission.ProtoReflect.Descriptor instead.
func (*Permission) Descriptor() ([]byte, []int) {
    return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP(), []int{0}
}

func (x *Permission) GetName() string {
    if x != nil {
        return x.Name
    }
    return ""
}

func (x *Permission) GetGranteeType() Permission_GranteeType {
    if x != nil && x.GranteeType != nil {
        return *x.GranteeType
    }
    return Permission_GRANTEE_TYPE_UNSPECIFIED
}

func (x *Permission) GetEmailAddress() string {
    if x != nil && x.EmailAddress != nil {
        return *x.EmailAddress
    }
}

```

```

return ""
}

func (x *Permission) GetRole() Permission_Role {
    if x != nil && x.Role != nil {
        return *x.Role
    }
    return Permission_ROLE_UNSPECIFIED
}

var
File_google_ai_generativelanguage_v1beta_permission_proto protoreflect.FileDescriptor

var file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc = []byte{
    0x0a, 0x34, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x69, 0x2f, 0x67, 0x65, 0x6e, 0x65,
    0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2f, 0x76,
    0x31, 0x62, 0x65, 0x74, 0x61, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e,
    0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x12, 0x23, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x61,
    0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67,
    0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x62, 0x65, 0x74, 0x61, 0x1a, 0x1f, 0x67, 0x6f, 0x6f,
    0x67, 0x6c, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x2f, 0x66, 0x69, 0x65, 0x6c, 0x64, 0x5f, 0x62, 0x65,
    0x68, 0x61, 0x76, 0x69, 0x6f, 0x72, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x1a, 0x19, 0x67, 0x6f,
    0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x70, 0x69,
    0x2f, 0x72, 0x65, 0x73, 0x6f, 0x75, 0x72, 0x63,
    0x65, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x22, 0x85, 0x05, 0x0a, 0x0a, 0x50, 0x65, 0x72, 0x6d,
    0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x12, 0x1a, 0x0a, 0x04, 0x6e, 0x61, 0x6d, 0x65, 0x18, 0x01,
    0x20, 0x01, 0x28, 0x09, 0x42, 0x06, 0xe0, 0x41, 0x03, 0xe0, 0x41, 0x08, 0x52, 0x04, 0x6e, 0x61,
    0x6d, 0x65, 0x12, 0x6b, 0x0a, 0x0c, 0x67, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x5f, 0x74, 0x79,
    0x70, 0x65, 0x18, 0x02, 0x20, 0x01, 0x28, 0x0e, 0x32, 0x3b, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c,
    0x65, 0x2e, 0x61, 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c,
    0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x62, 0x65, 0x74, 0x61, 0x2e, 0x50,
    0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x2e, 0x47, 0x72, 0x61, 0x6e, 0x74, 0x65,
    0x65, 0x54, 0x79, 0x70, 0x65, 0x42, 0x06, 0xe0, 0x41, 0x01, 0xe0, 0x41, 0x05, 0x48, 0x00, 0x52,
    0x0b, 0x67, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x54, 0x79, 0x70, 0x65, 0x88,
    0x01, 0x01, 0x12,
    0x30, 0x0a, 0x0d, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x5f, 0x61, 0x64, 0x64, 0x72, 0x65, 0x73, 0x73,
    0x18, 0x03, 0x20, 0x01, 0x28, 0x09, 0x42, 0x06, 0xe0, 0x41, 0x01, 0xe0, 0x41, 0x05, 0x48, 0x01,
    0x52, 0x0c, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x41, 0x64, 0x64, 0x72, 0x65, 0x73, 0x73, 0x88, 0x01,
    0x01, 0x12, 0x52, 0x0a, 0x04, 0x72, 0x6f, 0x6c, 0x65, 0x18, 0x04, 0x20, 0x01, 0x28, 0x0e, 0x32,
    0x34, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x61, 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65,
    0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76,
    0x31, 0x62, 0x65, 0x74, 0x61, 0x2e, 0x50, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e,
    0x2e, 0x52, 0x6f, 0x6c, 0x65, 0x42, 0x03, 0xe0, 0x41, 0x02, 0x48, 0x02, 0x52, 0x04, 0x72, 0x6f,
    0x6c, 0x65, 0x88, 0x01, 0x01, 0x22, 0x4e, 0x0a, 0x0b, 0x47, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65,
    0x54, 0x79, 0x70, 0x65, 0x12, 0x1c, 0x0a, 0x18, 0x47, 0x52, 0x41, 0x4e, 0x54, 0x45, 0x45, 0x5f,
    0x54,
    0x59, 0x50, 0x45, 0x5f, 0x55, 0x4e, 0x53, 0x50, 0x45, 0x43, 0x49, 0x46, 0x49, 0x45, 0x44,
    0x10, 0x00, 0x12, 0x08, 0x0a, 0x04, 0x55, 0x53, 0x45, 0x52, 0x10, 0x01, 0x12, 0x09, 0x0a, 0x05,

```



```

0x47, 0x52, 0x4f, 0x55, 0x50, 0x10, 0x02, 0x12, 0x0c, 0x0a, 0x08, 0x45, 0x56, 0x45, 0x52, 0x59,
0x4f, 0x4e, 0x45, 0x10, 0x03, 0x22, 0x3f, 0x0a, 0x04, 0x52, 0x6f, 0x6c, 0x65, 0x12, 0x14, 0x0a,
0x10, 0x52, 0x4f, 0x4c, 0x45, 0x5f, 0x55, 0x4e, 0x53, 0x50, 0x45, 0x43, 0x49, 0x46, 0x49, 0x45,
0x44, 0x10, 0x00, 0x12, 0x09, 0x0a, 0x05, 0x4f, 0x57, 0x4e, 0x45, 0x52, 0x10, 0x01, 0x12, 0x0a,
0x0a, 0x06, 0x57, 0x52, 0x49, 0x54, 0x45, 0x52, 0x10, 0x02, 0x12, 0x0a, 0x0a, 0x06, 0x52, 0x45,
0x41, 0x44, 0x45, 0x52, 0x10, 0x03, 0x3a, 0xaa, 0x01, 0xea, 0x41, 0xa6, 0x01, 0x0a, 0x2c, 0x67,
0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67,
0x65, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x61, 0x70, 0x69, 0x73, 0x2e, 0x63, 0x6f, 0x6d,
0x2f, 0x50, 0x65, 0x72, 0x6d, 0x69,
0x73, 0x73, 0x69, 0x6f, 0x6e, 0x12, 0x32, 0x74, 0x75, 0x6e,
0x65, 0x64, 0x4d, 0x6f, 0x64, 0x65, 0x6c, 0x73, 0x2f, 0x7b, 0x74, 0x75, 0x6e, 0x65, 0x64, 0x5f,
0x6d, 0x6f, 0x64, 0x65, 0x6c, 0x7d, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f,
0x6e, 0x73, 0x2f, 0x7b, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x7d, 0x12,
0x29, 0x63, 0x6f, 0x72, 0x70, 0x6f, 0x72, 0x61, 0x2f, 0x7b, 0x63, 0x6f, 0x72, 0x70, 0x75, 0x73,
0x7d, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x73, 0x2f, 0x7b, 0x70,
0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x7d, 0x2a, 0x0b, 0x70, 0x65, 0x72, 0x6d,
0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x73, 0x32, 0x0a, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73,
0x69, 0x6f, 0x6e, 0x42, 0x0f, 0x0a, 0x0d, 0x5f, 0x67, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x5f,
0x74, 0x79, 0x70, 0x65, 0x42, 0x10, 0x0a, 0x0e, 0x5f, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x5f, 0x61,
0x64, 0x64, 0x72, 0x65, 0x73, 0x73, 0x42, 0x07, 0x0a, 0x05, 0x5f,
0x72, 0x6f, 0x6c, 0x65, 0x42,
0x9b, 0x01, 0x0a, 0x27, 0x63, 0x6f, 0x6d, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x61,
0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67,
0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x62, 0x65, 0x74, 0x61, 0x42, 0x0f, 0x50, 0x65, 0x72,
0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x50, 0x72, 0x6f, 0x74, 0x6f, 0x50, 0x01, 0x5a, 0x5d,
0x63, 0x6c, 0x6f, 0x75, 0x64, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x63, 0x6f, 0x6d,
0x2f, 0x67, 0x6f, 0x2f, 0x61, 0x69, 0x2f, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76,
0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x76, 0x31, 0x62,
0x65, 0x74, 0x61, 0x2f, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61,
0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x70, 0x62, 0x3b, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74,
0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x70, 0x62, 0x62, 0x06, 0x70,
0x72,
0x6f, 0x74, 0x6f, 0x33,
}

```

```

var (
    file_google_ai_generativelanguage_v1beta_permission_proto_rawDescOnce sync.Once
    file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData =
        file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc
)

func file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP() []byte {
    file_google_ai_generativelanguage_v1beta_permission_proto_rawDescOnce.Do(func() {
        file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData =
            protoimpl.X.CompressGZIP(file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData)
    })
    return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData
}

```

```

var file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes = make([]protoimpl.EnumInfo, 2)
var file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes = make([]protoimpl.MessageInfo, 1)
var file_google_ai_generativelanguage_v1beta_permission_proto_goTypes = []any{
    (Permission_GrantType)(0),
    // 0: google.ai.generativelanguage.v1beta.Permission.GrantType
    (Permission_Role)(0),    // 1: google.ai.generativelanguage.v1beta.Permission.Role
    (*Permission)(nil),      // 2: google.ai.generativelanguage.v1beta.Permission
}
var file_google_ai_generativelanguage_v1beta_permission_proto_depIdxs = []int32{
    0, // 0: google.ai.generativelanguage.v1beta.Permission.grantee_type:type_name ->
    google.ai.generativelanguage.v1beta.Permission.GrantType
    1, // 1: google.ai.generativelanguage.v1beta.Permission.role:type_name ->
    google.ai.generativelanguage.v1beta.Permission.Role
    2, // [2:2] is the sub-list for method output_type
    2, // [2:2] is the sub-list for method input_type
    2, // [2:2] is the sub-list for extension type_name
    2, // [2:2] is the sub-list for extension extendee
    0, // [0:2] is the sub-list for field type_name
}

func init() { file_google_ai_generativelanguage_v1beta_permission_proto_init() }
func file_google_ai_generativelanguage_v1beta_permission_proto_init()
{
    if File_google_ai_generativelanguage_v1beta_permission_proto != nil {
        return
    }
    file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0].OneofWrappers = []any{}
    type x struct{}
    out := protoimpl.TypeBuilder{
        File: protoimpl.DescBuilder{
            GoPackagePath: reflect.TypeOf(x{}).PkgPath(),
            RawDescriptor: file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc,
            NumEnums: 2,
            NumMessages: 1,
            NumExtensions: 0,
            NumServices: 0,
        },
        GoTypes: file_google_ai_generativelanguage_v1beta_permission_proto_goTypes,
        DependencyIndexes: file_google_ai_generativelanguage_v1beta_permission_proto_depIdxs,
        EnumInfos: file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes,
        MessageInfos: file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes,
    }.Build()
    File_google_ai_generativelanguage_v1beta_permission_proto = out.File
    file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc = nil
    file_google_ai_generativelanguage_v1beta_permission_proto_goTypes
    = nil
    file_google_ai_generativelanguage_v1beta_permission_proto_depIdxs = nil
}

```

}

1.553 httpsnoop 1.0.2

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1.554 vellum 1.0.7

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1.558 go-crypto 0.0.0-20210428141323-04723f9f07d7

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1.559 sean-seed 0.0.0-20170313163322-e2103e2c3529

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=====

Bits of Go-lang's `once.Do()` were cribbed and reused here, too.

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1.560 gorilla-mux 1.8.0

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1.561 go-gkeconnect 0.100.2

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// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

//go:build go1.23
```

```

package compute_test

import (
    "context"

    compute "cloud.google.com/go/compute/apiv1"
    computepb "cloud.google.com/go/compute/apiv1/compute_pb"
)

func ExampleLicensesClient_List_all() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications
    to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.ListLicensesRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/compute_pb#ListLicensesRequest.
    }
    for resp, err := range c.List(ctx, req).All() {
        if err != nil {
            // TODO: Handle error and break/return/continue. Iteration will stop after any error.
        }
        // TODO: Use resp.
        _ = resp
    }
}

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```

```
// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

package procurement_test

import (
    "context"

    procurement "cloud.google.com/go/commerce/consumer/procurement/apiv1"
    procurementpb "cloud.google.com/go/commerce/consumer/procurement/apiv1/procurementpb"
    longrunningpb "cloud.google.com/go/longrunning/autogen/longrunningpb"
    "google.golang.org/api/iterator"
)

func ExampleNewLicenseManagementClient() {
    ctx
    := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := procurement.NewLicenseManagementClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    // TODO: Use client.
    _ = c
}

func ExampleNewLicenseManagementRESTClient() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c,
    err := procurement.NewLicenseManagementRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    // TODO: Use client.
    _ = c
}
```

```

}

func ExampleLicenseManagementClient_Assign() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := procurement.NewLicenseManagementClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &procurementpb.AssignRequest{
        // TODO: Fill request struct fields.
        // See
        https://pkg.go.dev/cloud.google.com/go/commerce/consumer/procurement/apiv1/procurementpb#AssignRequest.
    }
    resp, err := c.Assign(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    //
    // TODO: Use resp.
    _ = resp
}

func ExampleLicenseManagementClient_EnumerateLicensedUsers() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := procurement.NewLicenseManagementClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &procurementpb.EnumerateLicensedUsersRequest{
        // TODO: Fill request struct fields.
        // See
        https://pkg.go.dev/cloud.google.com/go/commerce/consumer/procurement/apiv1/procurementpb#EnumerateLicense
        dUsersRequest.
    }

```

```

it := c.EnumerateLicensedUsers(ctx, req)
for {
    resp, err := it.Next()
    if err == iterator.Done {
        break
    }
    if err != nil {
        // TODO: Handle error.
    }
    //
    TODO: Use resp.
    _ = resp

    // If you need to access the underlying RPC response,
    // you can do so by casting the `Response` as below.
    // Otherwise, remove this line. Only populated after
    // first call to Next(). Not safe for concurrent access.
    _ = it.Response.(*procurementpb.EnumerateLicensedUsersResponse)
}
}

func ExampleLicenseManagementClient_GetLicensePool() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client\_Options
    c, err := procurement.NewLicenseManagementClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &procurementpb.GetLicensePoolRequest{
        // TODO: Fill request struct fields.
        //
        See
        https://pkg.go.dev/cloud.google.com/go/commerce/consumer/procurement/apiv1/procurementpb#GetLicensePoolRequest.
    }
    resp, err := c.GetLicensePool(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _ = resp
}

```

```

func ExampleLicenseManagementClient_Unassign() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := procurement.NewLicenseManagementClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &procurementpb.UnassignRequest{
        // TODO: Fill request struct fields.
        // See
        https://pkg.go.dev/cloud.google.com/go/commerce/consumer/procurement/apiv1/procurementpb#UnassignRequest.
    }
    resp,
    err := c.Unassign(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _ = resp
}

func ExampleLicenseManagementClient_UpdateLicensePool() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := procurement.NewLicenseManagementClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &procurementpb.UpdateLicensePoolRequest{
        // TODO: Fill request struct fields.
        // See
        https://pkg.go.dev/cloud.google.com/go/commerce/consumer/procurement/apiv1/procurementpb#UpdateLicensePoolRequest.
    }
    resp, err := c.UpdateLicensePool(ctx, req)

```

```

if err != nil {
    // TODO: Handle error.
}
//
TODO: Use resp.
_ = resp
}

func ExampleLicenseManagementClient_GetOperation() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := procurement.NewLicenseManagementClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &longrunningpb.GetOperationRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/cloud.google.com/go/longrunning/autogen/longrunningpb#GetOperationRequest.
    }
    resp, err := c.GetOperation(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _ = resp
}
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```



```

package compute_test

import (
    "context"

    compute "cloud.google.com/go/compute/apiv1"
    computepb "cloud.google.com/go/compute/apiv1/compute_pb"
    "google.golang.org/api/iterator"
)

func ExampleNewLicensesRESTClient() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will
    require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    // TODO: Use client.
    _ = c
}

func ExampleLicensesClient_Delete() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.DeleteLicenseRequest{
        //
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/compute_pb#DeleteLicenseRequest.
    }
    op, err := c.Delete(ctx, req)
    if err != nil {

```

```

// TODO: Handle error.
}

err = op.Wait(ctx)
if err != nil {
    // TODO: Handle error.
}
}

func ExampleLicensesClient_Get() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.GetLicenseRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#GetLicenseRequest.
    }
    resp,
    err := c.Get(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _ = resp
}

func ExampleLicensesClient_GetIamPolicy() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()
}

```

```

req := &computepb.GetIamPolicyLicenseRequest{
    // TODO: Fill request struct fields.
    // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/compute#GetIamPolicyLicenseRequest.
}
resp, err := c.GetIamPolicy(ctx, req)
if err != nil {
    // TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}

```

```

func ExampleLicensesClient_Insert()
{
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

```

```

    req := &computepb.InsertLicenseRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/compute#InsertLicenseRequest.
    }
    op, err := c.Insert(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }

```

```

    err = op.Wait(ctx)
    if err != nil {
        // TODO: Handle error.
    }
}

```

```

func ExampleLicensesClient_List() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template
    // only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:

```

```

// https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
c, err := compute.NewLicensesRESTClient(ctx)
if err != nil {
    // TODO: Handle error.
}
defer c.Close()

req := &compute.ListLicensesRequest{
    // TODO: Fill request struct fields.
    // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/compute#ListLicensesRequest.
}
it := c.List(ctx, req)
for {
    resp, err := it.Next()
    if err == iterator.Done {
        break
    }
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _ = resp

    // If you need to access the underlying RPC response,
    // you can do so by casting the `Response` as below.
    // Otherwise, remove this line. Only populated after
    // first call to Next(). Not safe for concurrent access.
    _ = it.Response.(*compute.LicensesListResponse)
}

func
ExampleLicensesClient_SetIamPolicy() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    // https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &compute.SetIamPolicyLicenseRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/compute#SetIamPolicyLicenseRequest.
    }

```

```

}
resp, err := c.SetIamPolicy(ctx, req)
if err != nil {
    // TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}

func ExampleLicensesClient_TestIamPermissions() {
    ctx := context.Background()
    // This snippet has been automatically
    generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &compute.TestIamPermissionsLicenseRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/compute#TestIamPermissionsLicenseRequest.
    }
    resp, err := c.TestIamPermissions(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _ = resp
}

```

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// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

package compute

```

import (
    "bytes"
    "context"
    "fmt"
    "log/slog"
    "math"
    "net/http"
    "net/url"
    "time"

    computepb "cloud.google.com/go/compute/apiv1/computepb"
    gax "github.com/googleapis/gax-go/v2"
    "google.golang.org/api/iterator"
    "google.golang.org/api/option"
    "google.golang.org/api/option/internaloption"
    httptransport "google.golang.org/api/transport/http"
    "google.golang.org/grpc"
    "google.golang.org/protobuf/encoding/protojson"
    "google.golang.org/protobuf/proto"
)

var
    newLicensesClientHook clientHook

// LicensesCallOptions contains the retry settings for each method of LicensesClient.
type LicensesCallOptions struct {
    Delete      []gax.CallOption
    Get         []gax.CallOption
    GetIamPolicy []gax.CallOption
    Insert      []gax.CallOption
    List        []gax.CallOption
    SetIamPolicy []gax.CallOption
    TestIamPermissions []gax.CallOption
}

func defaultLicensesRESTCallOptions() *LicensesCallOptions {
    return &LicensesCallOptions{
        Delete: []gax.CallOption{
            gax.WithTimeout(600000 * time.Millisecond),
        },
        Get: []gax.CallOption{
            gax.WithTimeout(600000 * time.Millisecond),
            gax.WithRetry(func() gax.Retryer {
                return gax.OnHTTPCodes(gax.Backoff{
                    Initial: 100 * time.Millisecond,
                    Max:     60000 * time.Millisecond,
                    Multiplier: 1.30,
                })
            })
        },
    }
}

```

```

    },
    http.StatusGatewayTimeout,
    http.StatusServiceUnavailable)
  )),
},
GetIamPolicy:
[]gax.CallOption{
    gax.WithTimeout(600000 * time.Millisecond),
    gax.WithRetry(func() gax.Retryer {
        return gax.OnHTTPCodes(gax.Backoff{
            Initial: 100 * time.Millisecond,
            Max:     60000 * time.Millisecond,
            Multiplier: 1.30,
        }),
        http.StatusGatewayTimeout,
        http.StatusServiceUnavailable)
    )),
},
Insert: []gax.CallOption{
    gax.WithTimeout(600000 * time.Millisecond),
},
List: []gax.CallOption{
    gax.WithTimeout(600000 * time.Millisecond),
    gax.WithRetry(func() gax.Retryer {
        return gax.OnHTTPCodes(gax.Backoff{
            Initial: 100 * time.Millisecond,
            Max:     60000 * time.Millisecond,
            Multiplier: 1.30,
        }),
        http.StatusGatewayTimeout,
        http.StatusServiceUnavailable)
    )),
},
SetIamPolicy: []gax.CallOption{
    gax.WithTimeout(600000 * time.Millisecond),
},
TestIamPermissions: []gax.CallOption{
    gax.WithTimeout(600000 * time.Millisecond),
},
}
}

//
internalLicensesClient is an interface that defines the methods available from Google Compute Engine API.
type internalLicensesClient interface {
    Close() error
    setGoogleClientInfo(...string)
    Connection() *grpc.ClientConn

```

```

Delete(context.Context, *computepb.DeleteLicenseRequest, ...gax.CallOption) (*Operation, error)
Get(context.Context, *computepb.GetLicenseRequest, ...gax.CallOption) (*computepb.License, error)
GetIamPolicy(context.Context, *computepb.GetIamPolicyLicenseRequest, ...gax.CallOption) (*computepb.Policy,
error)
Insert(context.Context, *computepb.InsertLicenseRequest, ...gax.CallOption) (*Operation, error)
List(context.Context, *computepb.ListLicensesRequest, ...gax.CallOption) *LicenseIterator
SetIamPolicy(context.Context, *computepb.SetIamPolicyLicenseRequest, ...gax.CallOption) (*computepb.Policy,
error)
TestIamPermissions(context.Context, *computepb.TestIamPermissionsLicenseRequest, ...gax.CallOption)
(*computepb.TestPermissionsResponse,
error)
}

```

// LicensesClient is a client for interacting with Google Compute Engine API.

// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with method calls.

//

// The Licenses API.

type LicensesClient struct {

 // The internal transport-dependent client.

 internalClient internalLicensesClient

 // The call options for this service.

 CallOptions *LicensesCallOptions

}

// Wrapper methods routed to the internal client.

// Close closes the connection to the API service. The user should invoke this when

// the client is no longer required.

func (c *LicensesClient) Close() error {

 return c.internalClient.Close()

}

// setGoogleClientInfo sets the name and version of the application in

// the `x-goog-api-client` header passed on each request. Intended for

// use by Google-written clients.

func (c *LicensesClient) setGoogleClientInfo(keyval ...string) {

 c.internalClient.setGoogleClientInfo(keyval...)

}

// Connection returns a connection

to the API service.

//

// Deprecated: Connections are now pooled so this method does not always

// return the same resource.

func (c *LicensesClient) Connection() *grpc.ClientConn {

 return c.internalClient.Connection()

```

}

// Delete deletes the specified license. Caution This resource is intended for use only by third-party partners who are
// creating Cloud Marketplace images.
func (c *LicensesClient) Delete(ctx context.Context, req *computepb.DeleteLicenseRequest, opts ...gax.CallOption)
(*Operation, error) {
    return c.internalClient.Delete(ctx, req, opts...)
}

// Get returns the specified License resource. Caution This resource is intended for use only by third-party partners
// who are creating Cloud Marketplace images.
func (c *LicensesClient) Get(ctx context.Context, req *computepb.GetLicenseRequest, opts ...gax.CallOption)
(*computepb.License, error) {
    return c.internalClient.Get(ctx, req, opts...)
}

// GetIamPolicy gets the access control policy for a resource. May be empty
// if no such policy or resource exists. Caution This resource is intended for use only by third-party partners who are
// creating Cloud Marketplace images.
func (c *LicensesClient) GetIamPolicy(ctx context.Context, req *computepb.GetIamPolicyLicenseRequest, opts
...gax.CallOption) (*computepb.Policy, error) {
    return c.internalClient.GetIamPolicy(ctx, req, opts...)
}

// Insert create a License resource in the specified project. Caution This resource is intended for use only by third-
// party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) Insert(ctx context.Context, req *computepb.InsertLicenseRequest, opts ...gax.CallOption)
(*Operation, error) {
    return c.internalClient.Insert(ctx, req, opts...)
}

// List retrieves the list of licenses available in the specified project. This method does not get any licenses that
// belong to other projects, including licenses attached to publicly-available images, like Debian 9. If you want to get a
// list of publicly-available licenses,
// use this method to make a request to the respective image project, such as debian-cloud or windows-cloud. Caution
// This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) List(ctx context.Context, req *computepb.ListLicensesRequest, opts ...gax.CallOption)
*LicenseIterator {
    return c.internalClient.List(ctx, req, opts...)
}

// SetIamPolicy sets the access control policy on the specified resource. Replaces any existing policy. Caution This
// resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) SetIamPolicy(ctx context.Context, req *computepb.SetIamPolicyLicenseRequest, opts
...gax.CallOption) (*computepb.Policy, error) {
    return c.internalClient.SetIamPolicy(ctx, req, opts...)
}

```

```

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is
intended for use only by third-party partners
who are creating Cloud Marketplace images.
func (c *LicensesClient) TestIamPermissions(ctx context.Context, req
*computepb.TestIamPermissionsLicenseRequest, opts ...gax.CallOption) (*computepb.TestPermissionsResponse,
error) {
    return c.internalClient.TestIamPermissions(ctx, req, opts...)
}

// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with
method calls.
type licensesRESTClient struct {
    // The http endpoint to connect to.
    endpoint string

    // The http client.
    httpClient *http.Client

    // operationClient is used to call the operation-specific management service.
    operationClient *GlobalOperationsClient

    // The x-goog-* headers to be sent with each request.
    xGoogHeaders []string

    // Points back to the CallOptions field of the containing LicensesClient
    CallOptions **LicensesCallOptions

    logger *slog.Logger
}

// NewLicensesRESTClient creates a new licenses rest client.
//
// The Licenses API.
func NewLicensesRESTClient(ctx
context.Context, opts ...option.ClientOption) (*LicensesClient, error) {
    clientOpts := append(defaultLicensesRESTClientOptions(), opts...)
    httpClient, endpoint, err := httptransport.NewClient(ctx, clientOpts...)
    if err != nil {
        return nil, err
    }

    callOpts := defaultLicensesRESTCallOptions()
    c := &licensesRESTClient{
        endpoint:  endpoint,
        httpClient: httpClient,
        CallOptions: &callOpts,
        logger:    internaloption.GetLogger(opts),
    }

```

```

c.setGoogleClientInfo()

o := []option.ClientOption{
    option.WithHTTPClient(httpClient),
    option.WithEndpoint(endpoint),
}
opC, err := NewGlobalOperationsRESTClient(ctx, o...)
if err != nil {
    return nil, err
}
c.operationClient = opC

return &LicensesClient{internalClient: c, CallOptions: callOpts}, nil
}

func defaultLicensesRESTClientOptions() []option.ClientOption {
    return []option.ClientOption{
        internaloption.WithDefaultEndpoint("https://compute.googleapis.com"),
        internaloption.WithDefaultEndpointTemplate("https://compute.UNIVERSE_DOMAIN"),
        internaloption.WithDefaultMTLSEndpoint("https://compute.mtls.googleapis.com"),
        internaloption.WithDefaultUniverseDomain("googleapis.com"),
        internaloption.WithDefaultAudience("https://compute.googleapis.com/"),
        internaloption.WithDefaultScopes(DefaultAuthScopes()),
        internaloption.EnableNewAuthLibrary(),
    }
}

//
// setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *licensesRESTClient) setGoogleClientInfo(keyval ...string) {
    kv := append([]string{"gl-go", gax.GoVersion}, keyval...)
    kv = append(kv, "gapic", getVersionClient(), "gax", gax.Version, "rest", "UNKNOWN")
    c.xGoogHeaders = []string{
        "x-goog-api-client", gax.XGoogHeader(kv...),
    }
}

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *licensesRESTClient) Close() error {
    // Replace httpClient
    // with nil to force cleanup.
    c.httpClient = nil
    if err := c.operationClient.Close(); err != nil {
        return err
    }
}

```



```

return nil
}

// Connection returns a connection to the API service.
//
// Deprecated: This method always returns nil.
func (c *licensesRESTClient) Connection() *grpc.ClientConn {
    return nil
}

// Delete deletes the specified license. Caution This resource is intended for use only by third-party partners who are
// creating Cloud Marketplace images.
func (c *licensesRESTClient) Delete(ctx context.Context, req *computepb.DeleteLicenseRequest, opts
...gax.CallOption) (*Operation, error) {
    baseUrl, err := url.Parse(c.endpoint)
    if err != nil {
        return nil, err
    }
    baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v", req.GetProject(), req.GetLicense())

    params := url.Values{}
    if req != nil && req.RequestId != nil {
        params.Add("requestId", fmt.Sprintf("%v", req.GetRequestId()))
    }

    baseUrl.RawQuery = params.Encode()

    // Build HTTP headers from client
    // and context metadata.
    hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()), "license", url.QueryEscape(req.GetLicense()))}

    hds = append(c.xGoogHeaders, hds...)
    hds = append(hds, "Content-Type", "application/json")
    headers := gax.BuildHeaders(ctx, hds...)
    opts = append((*c.CallOptions).Delete[0:len((*c.CallOptions).Delete):len((*c.CallOptions).Delete)], opts...)
    unmarshalOptions := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
    resp := &computepb.Operation{}
    e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
        if settings.Path != "" {
            baseUrl.Path = settings.Path
        }
        httpReq, err := http.NewRequest("DELETE", baseUrl.String(), nil)
        if err != nil {
            return err
        }
        httpReq = httpReq.WithContext(ctx)
        httpReq.Header = headers

```

```

buf, err := executeHTTPRequest(ctx, c.httpClient, httpReq, c.logger, nil, "Delete")
if err != nil {
    return err
}

if err := unmarshal(buf,
resp); err != nil {
    return err
}

return nil
}, opts...)
if e != nil {
    return nil, e
}
}
op := &Operation{
    &globalOperationsHandle{
        c:    c.operationClient,
        proto: resp,
        project: req.GetProject(),
    },
}
return op, nil
}

// Get returns the specified License resource. Caution This resource is intended for use only by third-party partners
// who are creating Cloud Marketplace images.
func (c *licensesRESTClient) Get(ctx context.Context, req *computepb.GetLicenseRequest, opts ...gax.CallOption)
(*computepb.License, error) {
    baseUrl, err := url.Parse(c.endpoint)
    if err != nil {
        return nil, err
    }
    baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v", req.GetProject(), req.GetLicense())

    // Build HTTP headers from client and context metadata.
    hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()), "license", url.QueryEscape(req.GetLicense()))}

    hds = append(c.xGoogHeaders,
hds...)
    hds = append(hds, "Content-Type", "application/json")
    headers := gax.BuildHeaders(ctx, hds...)
    opts = append((*c.CallOptions).Get[0:len((*c.CallOptions).Get):len((*c.CallOptions).Get)], opts...)
    unmarshal := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
    resp := &computepb.License{}
    e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {

```

```

if settings.Path != "" {
    baseUrl.Path = settings.Path
}
httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
if err != nil {
    return err
}
httpReq = httpReq.WithContext(ctx)
httpReq.Header = headers

buf, err := executeHTTPRequest(ctx, c.httpClient, httpReq, c.logger, nil, "Get")
if err != nil {
    return err
}

if err := unmarshal(buf, resp); err != nil {
    return err
}

return nil
}, opts...)
if e != nil {
    return nil, e
}
return resp, nil
}

// GetIamPolicy gets the access control policy for a resource. May be empty if no such policy or resource
// exists. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace
// images.
func (c *licensesRESTClient) GetIamPolicy(ctx context.Context, req *computepb.GetIamPolicyLicenseRequest,
    opts ...gax.CallOption) (*computepb.Policy, error) {
    baseUrl, err := url.Parse(c.endpoint)
    if err != nil {
        return nil, err
    }
    baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/getIamPolicy", req.GetProject(),
    req.GetResource())

    params := url.Values{}
    if req != nil && req.OptionsRequestedPolicyVersion != nil {
        params.Add("optionsRequestedPolicyVersion", fmt.Sprintf("%v", req.GetOptionsRequestedPolicyVersion()))
    }

    baseUrl.RawQuery = params.Encode()

    // Build HTTP headers from client and context metadata.
    hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",

```

```

url.QueryEscape(req.GetProject()), "resource", url.QueryEscape(req.GetResource()))}

hds = append(c.xGoogHeaders, hds...)
hds = append(hds,
"Content-Type", "application/json")
headers := gax.BuildHeaders(ctx, hds...)
opts =
append((*c.CallOptions).GetIamPolicy[0:len((*c.CallOptions).GetIamPolicy):len((*c.CallOptions).GetIamPolicy)],
opts...)
unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
resp := &computepb.Policy{}
e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
if settings.Path != "" {
baseUrl.Path = settings.Path
}
httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
if err != nil {
return err
}
httpReq = httpReq.WithContext(ctx)
httpReq.Header = headers

buf, err := executeHTTPRequest(ctx, c.httpClient, httpReq, c.logger, nil, "GetIamPolicy")
if err != nil {
return err
}

if err := unm.Unmarshal(buf, resp); err != nil {
return err
}

return nil
}, opts...)
if e != nil {
return nil, e
}
return resp, nil
}

// Insert create a License resource in the specified project. Caution This resource is intended
for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) Insert(ctx context.Context, req *computepb.InsertLicenseRequest, opts
...gax.CallOption) (*Operation, error) {
m := protojson.MarshalOptions{AllowPartial: true}
body := req.GetLicenseResource()
jsonReq, err := m.Marshal(body)
if err != nil {
return nil, err

```

```

}

baseUrl, err := url.Parse(c.endpoint)
if err != nil {
    return nil, err
}
baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses", req.GetProject())

params := url.Values{}
if req != nil && req.RequestId != nil {
    params.Add("requestId", fmt.Sprintf("%v", req.GetRequestId()))
}

baseUrl.RawQuery = params.Encode()

// Build HTTP headers from client and context metadata.
hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v", "project", url.QueryEscape(req.GetProject()))}

hds = append(c.xGoogHeaders, hds...)
hds = append(hds, "Content-Type", "application/json")
headers := gax.BuildHeaders(ctx,
hds...)
opts = append((*c.CallOptions).Insert[0:len((*c.CallOptions).Insert):len((*c.CallOptions).Insert)], opts...)
unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
resp := &compute.Operation{}
e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
    if settings.Path != "" {
        baseUrl.Path = settings.Path
    }
    httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
    if err != nil {
        return err
    }
    httpReq = httpReq.WithContext(ctx)
    httpReq.Header = headers

    buf, err := executeHTTPRequest(ctx, c.httpClient, httpReq, c.logger, jsonReq, "Insert")
    if err != nil {
        return err
    }

    if err := unm.Unmarshal(buf, resp); err != nil {
        return err
    }

    return nil
}, opts...)
if e != nil {

```

```

return nil, e
}
op := &Operation{
    &globalOperationsHandle{
        c:    c.operationClient,
        proto: resp,
        project: req.GetProject(),
    },
}
return op, nil
}

```

// List retrieves the

list of licenses available in the specified project. This method does not get any licenses that belong to other projects, including licenses attached to publicly-available images, like Debian 9. If you want to get a list of publicly-available licenses, use this method to make a request to the respective image project, such as debian-cloud or windows-cloud. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.

func (c *licensesRESTClient) List(ctx context.Context, req *computepb.ListLicensesRequest, opts

```

...gax.CallOption) *LicenseIterator {
    it := &LicenseIterator{}
    req = proto.Clone(req).(*computepb.ListLicensesRequest)
    unmarshalOptions := &protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
    it.InternalFetch = func(pageSize int, pageToken string) ([]*computepb.License, string, error) {
        resp := &computepb.LicensesListResponse{}
        if pageToken != "" {
            req.PageToken = proto.String(pageToken)
        }
        if pageSize > math.MaxInt32 {
            {
                req.MaxResults = proto.Uint32(uint32(math.MaxInt32))
            } else if pageSize != 0 {
                req.MaxResults = proto.Uint32(uint32(pageSize))
            }
        }
        baseUrl, err := url.Parse(c.endpoint)
        if err != nil {
            return nil, "", err
        }
        baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses", req.GetProject())

        params := url.Values{}
        if req != nil && req.Filter != nil {
            params.Add("filter", fmt.Sprintf("%v", req.GetFilter()))
        }
        if req != nil && req.MaxResults != nil {
            params.Add("maxResults", fmt.Sprintf("%v", req.GetMaxResults()))
        }
        if req != nil && req.OrderBy != nil {
            params.Add("orderBy", fmt.Sprintf("%v", req.GetOrderBy()))
        }
    }
}

```

```

}
if req != nil && req.PageToken != nil {
    params.Add("pageToken", fmt.Sprintf("%v", req.GetPageToken()))
}
if req != nil && req.ReturnPartialSuccess != nil {
    params.Add("returnPartialSuccess", fmt.Sprintf("%v", req.GetReturnPartialSuccess()))
}

baseUrl.RawQuery = params.Encode()

// Build HTTP headers from
client and context metadata.
hds := append(c.xGoogHeaders, "Content-Type", "application/json")
headers := gax.BuildHeaders(ctx, hds...)
e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
    if settings.Path != "" {
        baseUrl.Path = settings.Path
    }
    httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
    if err != nil {
        return err
    }
    httpReq.Header = headers

    buf, err := executeHTTPRequest(ctx, c.httpClient, httpReq, c.logger, nil, "List")
    if err != nil {
        return err
    }
    if err := unmarshal(buf, resp); err != nil {
        return err
    }

    return nil
}, opts...)
if e != nil {
    return nil, "", e
}
it.Response = resp
return resp.GetItems(), resp.GetNextPageToken(), nil
}

fetch := func(pageSize int, pageToken string) (string, error) {
    items, nextPageToken, err := it.InternalFetch(pageSize, pageToken)
    if err != nil {
        return "", err
    }
    it.items = append(it.items, items...)
    return nextPageToken,

```

```
nil
}
```

```
it.pageInfo, it.nextFunc = iterator.NewPageInfo(fetch, it.bufLen, it.takeBuf)
it.pageInfo.MaxSize = int(req.GetMaxResults())
it.pageInfo.Token = req.GetPageToken()
```

```
return it
}
```

// SetIamPolicy sets the access control policy on the specified resource. Replaces any existing policy. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.

```
func (c *licensesRESTClient) SetIamPolicy(ctx context.Context, req *computepb.SetIamPolicyLicenseRequest,
opts ...gax.CallOption) (*computepb.Policy, error) {
    m := protojson.MarshalOptions{AllowPartial: true}
    body := req.GetGlobalSetPolicyRequestResource()
    jsonReq, err := m.Marshal(body)
    if err != nil {
        return nil, err
    }
```

```
    baseUrl, err := url.Parse(c.endpoint)
    if err != nil {
        return nil, err
    }
```

```
    baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/setIamPolicy", req.GetProject(),
req.GetResource())
```

// Build HTTP headers from client and context metadata.

```
hds
:= []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project", url.QueryEscape(req.GetProject()),
"resource", url.QueryEscape(req.GetResource()))}
```

```
hds = append(c.xGoogHeaders, hds...)
hds = append(hds, "Content-Type", "application/json")
headers := gax.BuildHeaders(ctx, hds...)
opts =
append((*c.CallOptions).SetIamPolicy[0:len((*c.CallOptions).SetIamPolicy):len((*c.CallOptions).SetIamPolicy)],
opts...)
unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
resp := &computepb.Policy{}
e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
    if settings.Path != "" {
        baseUrl.Path = settings.Path
    }
    httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
    if err != nil {
        return err
    }
```



```

    }
    httpReq = httpReq.WithContext(ctx)
    httpReq.Header = headers

    buf, err := executeHTTPRequest(ctx, c.httpClient, httpReq, c.logger, jsonReq, "SetIamPolicy")
    if err != nil {
        return err
    }

    if
err := unmarshal(buf, resp); err != nil {
        return err
    }

    return nil
}, opts...)
if e != nil {
    return nil, e
}
return resp, nil
}

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is
// intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) TestIamPermissions(ctx context.Context, req
*compute.TestIamPermissionsLicenseRequest, opts ...gax.CallOption) (*compute.TestPermissionsResponse,
error) {
    m := protojson.MarshalOptions{AllowPartial: true}
    body := req.GetTestPermissionsRequestResource()
    jsonReq, err := m.Marshal(body)
    if err != nil {
        return nil, err
    }

    baseUrl, err := url.Parse(c.endpoint)
    if err != nil {
        return nil, err
    }
    baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/testIamPermissions", req.GetProject(),
req.GetResource())

    // Build HTTP headers from client and context metadata.
    hds := []string{"x-goog-request-params",
fmt.Sprintf("%s=%v&%s=%v", "project", url.QueryEscape(req.GetProject()), "resource",
url.QueryEscape(req.GetResource()))}

    hds = append(c.xGoogHeaders, hds...)
    hds = append(hds, "Content-Type", "application/json")

```

```

headers := gax.BuildHeaders(ctx, hds...)
opts =
append((*c.CallOptions).TestIamPermissions[0:len((*c.CallOptions).TestIamPermissions):len((*c.CallOptions).TestIamPermissions)], opts...)
unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
resp := &computepb.TestPermissionsResponse{}
e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
    if settings.Path != "" {
        baseUrl.Path = settings.Path
    }
    httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
    if err != nil {
        return err
    }
    httpReq = httpReq.WithContext(ctx)
    httpReq.Header = headers

    buf, err := executeHTTPRequest(ctx, c.httpClient, httpReq, c.logger, jsonReq, "TestIamPermissions")
    if err !=
nil {
        return err
    }

    if err := unm.Unmarshal(buf, resp); err != nil {
        return err
    }

    return nil
}, opts...)
if e != nil {
    return nil, e
}
return resp, nil
}
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```

```
// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

//go:build go1.23

package compute_test

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// Code generated by protoc-gen-go. DO NOT EDIT.
// versions:
//  protoc-gen-go v1.35.2
//  protoc      v4.25.3
// source: google/ai/generativelanguage/v1beta/permission.proto

package generativelanguagepb

import (
    reflect "reflect"
    sync "sync"

    _ "google.golang.org/genproto/googleapis/api/annotations"
    protoreflect "google.golang.org/protobuf/reflect/protoreflect"
    protoimpl "google.golang.org/protobuf/runtime/protoimpl"
)

const (
    // Verify that this generated code is sufficiently up-to-date.
    _ = protoimpl.EnforceVersion(20 - protoimpl.MinVersion)
    // Verify that runtime/protoimpl is sufficiently up-to-date.
    _ = protoimpl.EnforceVersion(protoimpl.MaxVersion - 20)
)

// Defines types of the grantee of this permission.
type Permission_GranteeType int32

const (
```

```

// The default value. This value is unused.
Permission_GRANTEE_TYPE_UNSPECIFIED Permission_GrantType = 0
// Represents a user. When set, you must provide email_address for the user.
Permission_USER Permission_GrantType = 1
// Represents a group. When set, you must provide email_address for the
// group.
Permission_GROUP Permission_GrantType = 2
// Represents access to everyone. No extra information is required.
Permission_EVERYONE Permission_GrantType = 3
)

// Enum value maps for Permission_GrantType.
var (
    Permission_GrantType_name = map[int32]string{
        0: "GRANTEE_TYPE_UNSPECIFIED",
        1: "USER",
        2: "GROUP",
        3: "EVERYONE",
    }
    Permission_GrantType_value = map[string]int32{
        "GRANTEE_TYPE_UNSPECIFIED": 0,
        "USER":                      1,
        "GROUP":                     2,
        "EVERYONE":                  3,
    }
)

func (x Permission_GrantType) Enum() *Permission_GrantType {
    p := new(Permission_GrantType)
    *p = x
    return p
}

func (x Permission_GrantType) String() string {
    return protoimpl.X.EnumStringOf(x.Descriptor(), protoreflect.EnumNumber(x))
}

func (Permission_GrantType) Descriptor() protoreflect.EnumDescriptor {
    return file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[0].Descriptor()
}

func (Permission_GrantType) Type() protoreflect.EnumType {
    return &file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[0]
}

func (x Permission_GrantType) Number() protoreflect.EnumNumber {
    return protoreflect.EnumNumber(x)
}

```

```

}

// Deprecated: Use Permission_GrantType.Descriptor instead.
func (Permission_GrantType) EnumDescriptor() ([]byte,
[int]) {
    return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP(), []int{0, 0}
}

// Defines the role granted by this permission.
type Permission_Role int32

const (
    // The default value. This value is unused.
    Permission_ROLE_UNSPECIFIED Permission_Role = 0
    // Owner can use, update, share and delete the resource.
    Permission_OWNER Permission_Role = 1
    // Writer can use, update and share the resource.
    Permission_WRITER Permission_Role = 2
    // Reader can use the resource.
    Permission_READER Permission_Role = 3
)

// Enum value maps for Permission_Role.
var (
    Permission_Role_name = map[int32]string{
        0: "ROLE_UNSPECIFIED",
        1: "OWNER",
        2: "WRITER",
        3: "READER",
    }
    Permission_Role_value = map[string]int32{
        "ROLE_UNSPECIFIED": 0,
        "OWNER":           1,
        "WRITER":          2,
        "READER":          3,
    }
)

func (x Permission_Role) Enum() *Permission_Role {
    p := new(Permission_Role)
    *p = x
    return p
}

func (x Permission_Role) String() string {
    return
        protoimpl.X.EnumStringOf(x.Descriptor(), protoreflect.EnumNumber(x))
}

```

```

func (Permission_Role) Descriptor() protoreflect.EnumDescriptor {
    return file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[1].Descriptor()
}

func (Permission_Role) Type() protoreflect.EnumType {
    return &file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[1]
}

func (x Permission_Role) Number() protoreflect.EnumNumber {
    return protoreflect.EnumNumber(x)
}

// Deprecated: Use Permission_Role.Descriptor instead.
func (Permission_Role) EnumDescriptor() ([]byte, []int) {
    return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP(), []int{0, 1}
}

// Permission resource grants user, group or the rest of the world access to the
// PaLM API resource (e.g. a tuned model, corpus).
//
// A role is a collection of permitted operations that allows users to perform
// specific actions on PaLM API resources. To make them available to users,
// groups, or service accounts,
// you assign roles. When you assign a role, you
// grant permissions that the role contains.
//
// There are three concentric roles. Each role is a superset of the previous
// role's permitted operations:
//
// - reader can use the resource (e.g. tuned model, corpus) for inference
// - writer has reader's permissions and additionally can edit and share
// - owner has writer's permissions and additionally can delete
type Permission struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields

    // Output only. Identifier. The permission name. A unique name will be
    // generated on create. Examples:
    //
    // tunedModels/{tuned_model}/permissions/{permission}
    // corpora/{corpus}/permissions/{permission}
    //
    // Output only.
    Name string `protobuf:"bytes,1,opt,name=name,proto3" json:"name,omitempty"`
    // Optional. Immutable. The type of the grantee.
    GranteeType *Permission_GranteeType

```

```

`protobuf:"varint,2,opt,name=grantee_type,json=granteeType,proto3,enum=google.ai.generativelanguage.v1beta.Permission_GranteeType,oneof"
json:"grantee_type,omitempty"`
// Optional. Immutable. The email address of the user of group which this
// permission refers. Field is not set when permission's grantee type is
// EVERYONE.
EmailAddress *string `protobuf:"bytes,3,opt,name=email_address,json=emailAddress,proto3,oneof"
json:"email_address,omitempty"`
// Required. The role granted by this permission.
Role *Permission_Role
`protobuf:"varint,4,opt,name=role,proto3,enum=google.ai.generativelanguage.v1beta.Permission_Role,oneof"
json:"role,omitempty"`
}

```

```

func (x *Permission) Reset() {
    *x = Permission{}
    mi := &file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    ms.StoreMessageInfo(mi)
}

```

```

func (x *Permission) String() string {
    return protoimpl.X.MessageStringOf(x)
}

```

```

func (*Permission) ProtoMessage() {}

```

```

func (x *Permission) ProtoReflect() protoreflect.Message
{
    mi := &file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0]
    if x != nil {
        ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
        if ms.LoadMessageInfo() == nil {
            ms.StoreMessageInfo(mi)
        }
        return ms
    }
    return mi.MessageOf(x)
}

```

// Deprecated: Use Permission.ProtoReflect.Descriptor instead.

```

func (*Permission) Descriptor() ([]byte, []int) {
    return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP(), []int{0}
}

```

```

func (x *Permission) GetName() string {
    if x != nil {
        return x.Name
    }
}

```

```

}
return ""
}

func (x *Permission) GetGranteeType() Permission_GranteeType {
    if x != nil && x.GranteeType != nil {
        return *x.GranteeType
    }
    return Permission_GRANTEE_TYPE_UNSPECIFIED
}

func (x *Permission) GetEmailAddress() string {
    if x != nil && x.EmailAddress != nil {
        return *x.EmailAddress
    }
    return ""
}

func (x *Permission) GetRole() Permission_Role {
    if x != nil && x.Role != nil {
        return *x.Role
    }
    return Permission_ROLE_UNSPECIFIED
}

var
File_google_ai_generativelanguage_v1beta_permission_proto protoreflect.FileDescriptor

var file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc = []byte{
    0x0a, 0x34, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x69, 0x2f, 0x67, 0x65, 0x6e, 0x65,
    0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2f, 0x76,
    0x31, 0x62, 0x65, 0x74, 0x61, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e,
    0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x12, 0x23, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x61,
    0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67,
    0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x62, 0x65, 0x74, 0x61, 0x1a, 0x1f, 0x67, 0x6f, 0x6f,
    0x67, 0x6c, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x2f, 0x66, 0x69, 0x65, 0x6c, 0x64, 0x5f, 0x62, 0x65,
    0x68, 0x61, 0x76, 0x69, 0x6f, 0x72, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x1a, 0x19, 0x67, 0x6f,
    0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x70, 0x69,
    0x2f, 0x72, 0x65, 0x73, 0x6f, 0x75, 0x72, 0x63,
    0x65, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x22, 0x85, 0x05, 0x0a, 0x0a, 0x50, 0x65, 0x72, 0x6d,
    0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x12, 0x1a, 0x0a, 0x04, 0x6e, 0x61, 0x6d, 0x65, 0x18, 0x01,
    0x20, 0x01, 0x28, 0x09, 0x42, 0x06, 0xe0, 0x41, 0x03, 0xe0, 0x41, 0x08, 0x52, 0x04, 0x6e, 0x61,
    0x6d, 0x65, 0x12, 0x6b, 0x0a, 0x0c, 0x67, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x5f, 0x74, 0x79,
    0x70, 0x65, 0x18, 0x02, 0x20, 0x01, 0x28, 0x0e, 0x32, 0x3b, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c,
    0x65, 0x2e, 0x61, 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c,
    0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x62, 0x65, 0x74, 0x61, 0x2e, 0x50,
    0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x2e, 0x47, 0x72, 0x61, 0x6e, 0x74, 0x65,
    0x65, 0x54, 0x79, 0x70, 0x65, 0x42, 0x06, 0xe0, 0x41, 0x01, 0xe0, 0x41, 0x05, 0x48, 0x00, 0x52,

```


0x0b, 0x67, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x54, 0x79, 0x70, 0x65, 0x88,
0x01, 0x01, 0x12,
0x30, 0x0a, 0x0d, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x5f, 0x61, 0x64, 0x64, 0x72, 0x65, 0x73, 0x73,
0x18, 0x03, 0x20, 0x01, 0x28, 0x09, 0x42, 0x06, 0xe0, 0x41, 0x01, 0xe0, 0x41, 0x05, 0x48, 0x01,
0x52, 0x0c, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x41, 0x64, 0x64, 0x72, 0x65, 0x73, 0x73, 0x88, 0x01,
0x01, 0x12, 0x52, 0x0a, 0x04, 0x72, 0x6f, 0x6c, 0x65, 0x18, 0x04, 0x20, 0x01, 0x28, 0x0e, 0x32,
0x34, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x61, 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65,
0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76,
0x31, 0x62, 0x65, 0x74, 0x61, 0x2e, 0x50, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e,
0x2e, 0x52, 0x6f, 0x6c, 0x65, 0x42, 0x03, 0xe0, 0x41, 0x02, 0x48, 0x02, 0x52, 0x04, 0x72, 0x6f,
0x6c, 0x65, 0x88, 0x01, 0x01, 0x22, 0x4e, 0x0a, 0x0b, 0x47, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65,
0x54, 0x79, 0x70, 0x65, 0x12, 0x1c, 0x0a, 0x18, 0x47, 0x52, 0x41, 0x4e, 0x54, 0x45, 0x45, 0x5f,
0x54,
0x59, 0x50, 0x45, 0x5f, 0x55, 0x4e, 0x53, 0x50, 0x45, 0x43, 0x49, 0x46, 0x49, 0x45, 0x44,
0x10, 0x00, 0x12, 0x08, 0x0a, 0x04, 0x55, 0x53, 0x45, 0x52, 0x10, 0x01, 0x12, 0x09, 0x0a, 0x05,
0x47, 0x52, 0x4f, 0x55, 0x50, 0x10, 0x02, 0x12, 0x0c, 0x0a, 0x08, 0x45, 0x56, 0x45, 0x52, 0x59,
0x4f, 0x4e, 0x45, 0x10, 0x03, 0x22, 0x3f, 0x0a, 0x04, 0x52, 0x6f, 0x6c, 0x65, 0x12, 0x14, 0x0a,
0x10, 0x52, 0x4f, 0x4c, 0x45, 0x5f, 0x55, 0x4e, 0x53, 0x50, 0x45, 0x43, 0x49, 0x46, 0x49, 0x45,
0x44, 0x10, 0x00, 0x12, 0x09, 0x0a, 0x05, 0x4f, 0x57, 0x4e, 0x45, 0x52, 0x10, 0x01, 0x12, 0x0a,
0x0a, 0x06, 0x57, 0x52, 0x49, 0x54, 0x45, 0x52, 0x10, 0x02, 0x12, 0x0a, 0x0a, 0x06, 0x52, 0x45,
0x41, 0x44, 0x45, 0x52, 0x10, 0x03, 0x3a, 0xaa, 0x01, 0xea, 0x41, 0xa6, 0x01, 0x0a, 0x2c, 0x67,
0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67,
0x65, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x61, 0x70, 0x69, 0x73, 0x2e, 0x63, 0x6f, 0x6d,
0x2f, 0x50, 0x65, 0x72, 0x6d, 0x69,
0x73, 0x73, 0x69, 0x6f, 0x6e, 0x12, 0x32, 0x74, 0x75, 0x6e,
0x65, 0x64, 0x4d, 0x6f, 0x64, 0x65, 0x6c, 0x73, 0x2f, 0x7b, 0x74, 0x75, 0x6e, 0x65, 0x64, 0x5f,
0x6d, 0x6f, 0x64, 0x65, 0x6c, 0x7d, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f,
0x6e, 0x73, 0x2f, 0x7b, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x7d, 0x12,
0x29, 0x63, 0x6f, 0x72, 0x70, 0x6f, 0x72, 0x61, 0x2f, 0x7b, 0x63, 0x6f, 0x72, 0x70, 0x75, 0x73,
0x7d, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x73, 0x2f, 0x7b, 0x70,
0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x7d, 0x2a, 0x0b, 0x70, 0x65, 0x72, 0x6d,
0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x73, 0x32, 0x0a, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73,
0x69, 0x6f, 0x6e, 0x42, 0x0f, 0x0a, 0x0d, 0x5f, 0x67, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x5f,
0x74, 0x79, 0x70, 0x65, 0x42, 0x10, 0x0a, 0x0e, 0x5f, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x5f, 0x61,
0x64, 0x64, 0x72, 0x65, 0x73, 0x73, 0x42, 0x07, 0x0a, 0x05, 0x5f,
0x72, 0x6f, 0x6c, 0x65, 0x42,
0x9b, 0x01, 0x0a, 0x27, 0x63, 0x6f, 0x6d, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x61,
0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67,
0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x62, 0x65, 0x74, 0x61, 0x42, 0x0f, 0x50, 0x65, 0x72,
0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x50, 0x72, 0x6f, 0x74, 0x6f, 0x50, 0x01, 0x5a, 0x5d,
0x63, 0x6c, 0x6f, 0x75, 0x64, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x63, 0x6f, 0x6d,
0x2f, 0x67, 0x6f, 0x2f, 0x61, 0x69, 0x2f, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76,
0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x76, 0x31, 0x62,
0x65, 0x74, 0x61, 0x2f, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61,
0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x70, 0x62, 0x3b, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74,
0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x70, 0x62, 0x62, 0x06, 0x70,
0x72,

```

0x6f, 0x74, 0x6f, 0x33,
}

var (
    file_google_ai_generativelanguage_v1beta_permission_proto_rawDescOnce sync.Once
    file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData =
    file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc
)

func file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP() []byte {
    file_google_ai_generativelanguage_v1beta_permission_proto_rawDescOnce.Do(func() {
        file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData =
        protoimpl.X.CompressGZIP(file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData)
    })
    return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData
}

var file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes = make([]protoimpl.EnumInfo, 2)
var file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes = make([]protoimpl.MessageInfo, 1)
var file_google_ai_generativelanguage_v1beta_permission_proto_goTypes = []any{
    (Permission_GrantType)(0),
    // 0: google.ai.generativelanguage.v1beta.Permission.GrantType
    (Permission_Role)(0), // 1: google.ai.generativelanguage.v1beta.Permission.Role
    (*Permission)(nil), // 2: google.ai.generativelanguage.v1beta.Permission
}

var file_google_ai_generativelanguage_v1beta_permission_proto_depIdxs = []int32{
    0, // 0: google.ai.generativelanguage.v1beta.Permission.grantee_type:type_name ->
    google.ai.generativelanguage.v1beta.Permission.GrantType
    1, // 1: google.ai.generativelanguage.v1beta.Permission.role:type_name ->
    google.ai.generativelanguage.v1beta.Permission.Role
    2, // [2:2] is the sub-list for method output_type
    2, // [2:2] is the sub-list for method input_type
    2, // [2:2] is the sub-list for extension type_name
    2, // [2:2] is the sub-list for extension extendee
    0, // [0:2] is the sub-list for field type_name
}

func init() { file_google_ai_generativelanguage_v1beta_permission_proto_init() }
func file_google_ai_generativelanguage_v1beta_permission_proto_init()
{
    if File_google_ai_generativelanguage_v1beta_permission_proto != nil {
        return
    }
    file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0].OneofWrappers = []any{}
    type x struct{}
    out := protoimpl.TypeBuilder{
        File: protoimpl.DescBuilder{
            GoPackagePath: reflect.TypeOf(x{}).PkgPath(),

```

```

RawDescriptor: file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc,
NumEnums: 2,
NumMessages: 1,
NumExtensions: 0,
NumServices: 0,
},
GoTypes: file_google_ai_generativelanguage_v1beta_permission_proto_goTypes,
DependencyIndexes: file_google_ai_generativelanguage_v1beta_permission_proto_depIdxs,
EnumInfos: file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes,
MessageInfos: file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes,
}.Build()
File_google_ai_generativelanguage_v1beta_permission_proto = out.File
file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc = nil
file_google_ai_generativelanguage_v1beta_permission_proto_goTypes
= nil
file_google_ai_generativelanguage_v1beta_permission_proto_depIdxs = nil
}
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// https://www.apache.org/licenses/LICENSE-2.0
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// limitations under the License.

// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

package compute_test

import (
    "context"

    compute "cloud.google.com/go/compute/apiv1"
    computepb "cloud.google.com/go/compute/apiv1/computepb"
)

func ExampleNewLicenseCodesRESTClient() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    //

```

```

- It may require correct/in-range values for request initialization.
// - It may require specifying regional endpoints when creating the service client as shown in:
// https://pkg.go.dev/cloud.google.com/go#hdr-Client\_Options
c, err := compute.NewLicenseCodesRESTClient(ctx)
if err != nil {
    // TODO: Handle error.
}
defer c.Close()

// TODO: Use client.
_ = c
}

func ExampleLicenseCodesClient_Get() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    // https://pkg.go.dev/cloud.google.com/go#hdr-Client\_Options
    c, err := compute.NewLicenseCodesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.GetLicenseCodeRequest{
        // TODO: Fill request
        struct fields.
        // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/compute#GetLicenseCodeRequest.
    }
    resp, err := c.Get(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _ = resp
}

func ExampleLicenseCodesClient_TestIamPermissions() {
    ctx := context.Background()
    // This snippet has been automatically generated and should be regarded as a code template only.
    // It will require modifications to work:
    // - It may require correct/in-range values for request initialization.
    // - It may require specifying regional endpoints when creating the service client as shown in:
    // https://pkg.go.dev/cloud.google.com/go#hdr-Client\_Options
    c, err := compute.NewLicenseCodesRESTClient(ctx)
    if err != nil {

```

```

// TODO: Handle error.
}
defer c.Close()

req := &computepb.TestIamPermissionsLicenseCodeRequest{
// TODO: Fill request struct fields.
// See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/compute#TestIamPermissionsLicenseCodeRequest.
}
resp,
err := c.TestIamPermissions(ctx, req)
if err != nil {
// TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}
// Copyright 2025 Google LLC
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// Licensed under the Apache License, Version 2.0 (the "License");
// you may not use this file except in compliance with the License.
// You may obtain a copy of the License at
//
// http://www.apache.org/licenses/LICENSE-2.0
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// distributed under the License is distributed on an "AS IS" BASIS,
// WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
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// limitations under the License.

// Code generated by protoc-gen-go. DO NOT EDIT.
// versions:
//  protoc-gen-go v1.35.2
//  protoc      v4.25.3
// source: google/ai/generativelanguage/v1alpha/permission.proto

package generativelanguagepb

import (
    reflect "reflect"
    sync "sync"

    _ "google.golang.org/genproto/googleapis/api/annotations"
    protoreflect "google.golang.org/protobuf/reflect/protoreflect"
    protoimpl "google.golang.org/protobuf/runtime/protoimpl"
)

const

```

```

(
// Verify that this generated code is sufficiently up-to-date.
_ = protoimpl.EnforceVersion(20 - protoimpl.MinVersion)
// Verify that runtime/protoimpl is sufficiently up-to-date.
_ = protoimpl.EnforceVersion(protoimpl.MaxVersion - 20)
)

// Defines types of the grantee of this permission.
type Permission_GrantType int32

const (
// The default value. This value is unused.
Permission_GRANTEE_TYPE_UNSPECIFIED Permission_GrantType = 0
// Represents a user. When set, you must provide email_address for the user.
Permission_USER Permission_GrantType = 1
// Represents a group. When set, you must provide email_address for the
// group.
Permission_GROUP Permission_GrantType = 2
// Represents access to everyone. No extra information is required.
Permission_EVERYONE Permission_GrantType = 3
)

// Enum value maps for Permission_GrantType.
var (
Permission_GrantType_name = map[int32]string{
0: "GRANTEE_TYPE_UNSPECIFIED",
1: "USER",
2:
"GROUP",
3: "EVERYONE",
}
Permission_GrantType_value = map[string]int32{
"GRANTEE_TYPE_UNSPECIFIED": 0,
"USER": 1,
"GROUP": 2,
"EVERYONE": 3,
}
)

func (x Permission_GrantType) Enum() *Permission_GrantType {
p := new(Permission_GrantType)
*p = x
return p
}

func (x Permission_GrantType) String() string {
return protoimpl.X.EnumStringOf(x.Descriptor(), protoreflect.EnumNumber(x))
}

```

```

func (Permission_GrantType) Descriptor() protoreflect.EnumDescriptor {
    return file_google_ai_generativelanguage_v1alpha_permission_proto_enumTypes[0].Descriptor()
}

func (Permission_GrantType) Type() protoreflect.EnumType {
    return &file_google_ai_generativelanguage_v1alpha_permission_proto_enumTypes[0]
}

func (x Permission_GrantType) Number() protoreflect.EnumNumber {
    return protoreflect.EnumNumber(x)
}

// Deprecated: Use Permission_GrantType.Descriptor instead.
func (Permission_GrantType) EnumDescriptor() ([]byte,
    []int) {
    return file_google_ai_generativelanguage_v1alpha_permission_proto_rawDescGZIP(), []int{0, 0}
}

// Defines the role granted by this permission.
type Permission_Role int32

const (
    // The default value. This value is unused.
    Permission_ROLE_UNSPECIFIED Permission_Role = 0
    // Owner can use, update, share and delete the resource.
    Permission_OWNER Permission_Role = 1
    // Writer can use, update and share the resource.
    Permission_WRITER Permission_Role = 2
    // Reader can use the resource.
    Permission_READER Permission_Role = 3
)

// Enum value maps for Permission_Role.
var (
    Permission_Role_name = map[int32]string{
        0: "ROLE_UNSPECIFIED",
        1: "OWNER",
        2: "WRITER",
        3: "READER",
    }
    Permission_Role_value = map[string]int32{
        "ROLE_UNSPECIFIED": 0,
        "OWNER":           1,
        "WRITER":          2,
        "READER":          3,
    }
)

```

```

func (x Permission_Role) Enum() *Permission_Role {
    p := new(Permission_Role)
    *p = x
    return p
}

func (x Permission_Role) String() string
{
    return protoimpl.X.EnumStringOf(x.Descriptor(), protorelect.EnumNumber(x))
}

func (Permission_Role) Descriptor() protorelect.EnumDescriptor {
    return file_google_ai_generativelanguage_v1alpha_permission_proto_enumTypes[1].Descriptor()
}

func (Permission_Role) Type() protorelect.EnumType {
    return &file_google_ai_generativelanguage_v1alpha_permission_proto_enumTypes[1]
}

func (x Permission_Role) Number() protorelect.EnumNumber {
    return protorelect.EnumNumber(x)
}

// Deprecated: Use Permission_Role.Descriptor instead.
func (Permission_Role) EnumDescriptor() ([]byte, []int) {
    return file_google_ai_generativelanguage_v1alpha_permission_proto_rawDescGZIP(), []int{0, 1}
}

// Permission resource grants user, group or the rest of the world access to the
// PaLM API resource (e.g. a tuned model, corpus).
//
// A role is a collection of permitted operations that allows users to perform
// specific actions on PaLM API resources. To make them available to users,
// groups, or service
// accounts, you assign roles. When you assign a role, you
// grant permissions that the role contains.
//
// There are three concentric roles. Each role is a superset of the previous
// role's permitted operations:
//
// - reader can use the resource (e.g. tuned model, corpus) for inference
// - writer has reader's permissions and additionally can edit and share
// - owner has writer's permissions and additionally can delete
type Permission struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields

```



```

// Output only. Identifier. The permission name. A unique name will be
// generated on create. Examples:
//
// tunedModels/{tuned_model}/permissions/{permission}
// corpora/{corpus}/permissions/{permission}
//
// Output only.
Name string `protobuf:"bytes,1,opt,name=name,proto3" json:"name,omitempty"`
// Optional. Immutable. The type of the grantee.
GranteeType *Permission_GranteeType
`protobuf:"varint,2,opt,name=grantee_type,json=granteeType,proto3,enum=google.ai.generativelanguage.v1alpha.P
ermission_GranteeType,oneof"
json:"grantee_type,omitempty"`
// Optional. Immutable. The email address of the user of group which this
// permission refers. Field is not set when permission's grantee type is
// EVERYONE.
EmailAddress *string `protobuf:"bytes,3,opt,name=email_address,json=emailAddress,proto3,oneof"
json:"email_address,omitempty"`
// Required. The role granted by this permission.
Role *Permission_Role
`protobuf:"varint,4,opt,name=role,proto3,enum=google.ai.generativelanguage.v1alpha.Permission_Role,oneof"
json:"role,omitempty"`
}

func (x *Permission) Reset() {
*x = Permission{}
mi := &file_google_ai_generativelanguage_v1alpha_permission_proto_msgTypes[0]
ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
ms.StoreMessageInfo(mi)
}

func (x *Permission) String() string {
return protoimpl.X.MessageStringOf(x)
}

func (*Permission) ProtoMessage() {}

func (x *Permission) ProtoReflect() protoreflect.Message
{
mi := &file_google_ai_generativelanguage_v1alpha_permission_proto_msgTypes[0]
if x != nil {
ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
if ms.LoadMessageInfo() == nil {
ms.StoreMessageInfo(mi)
}
return ms
}
}

```

```

return mi.MessageOf(x)
}

// Deprecated: Use Permission.ProtoReflect.Descriptor instead.
func (*Permission) Descriptor() ([]byte, []int) {
    return file_google_ai_generativelanguage_v1alpha_permission_proto_rawDescGZIP(), []int{0}
}

func (x *Permission) GetName() string {
    if x != nil {
        return x.Name
    }
    return ""
}

func (x *Permission) GetGranteeType() Permission_GranteeType {
    if x != nil && x.GranteeType != nil {
        return *x.GranteeType
    }
    return Permission_GRANTEE_TYPE_UNSPECIFIED
}

func (x *Permission) GetEmailAddress() string {
    if x != nil && x.EmailAddress != nil {
        return *x.EmailAddress
    }
    return ""
}

func (x *Permission) GetRole() Permission_Role {
    if x != nil && x.Role != nil {
        return *x.Role
    }
    return Permission_ROLE_UNSPECIFIED
}

var
File_google_ai_generativelanguage_v1alpha_permission_proto protoreflect.FileDescriptor

var file_google_ai_generativelanguage_v1alpha_permission_proto_rawDesc = []byte{
    0x0a, 0x35, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x69, 0x2f, 0x67, 0x65, 0x6e, 0x65,
    0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2f, 0x76,
    0x31, 0x61, 0x6c, 0x70, 0x68, 0x61, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f,
    0x6e, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x12, 0x24, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e,
    0x61, 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e,
    0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x61, 0x6c, 0x70, 0x68, 0x61, 0x1a, 0x1f, 0x67,
    0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x2f, 0x66, 0x69, 0x65, 0x6c, 0x64, 0x5f,
    0x62, 0x65, 0x68, 0x61, 0x76, 0x69, 0x6f, 0x72, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x1a, 0x19,

```

0x67, 0x6f, 0x6f, 0x67, 0x6c,
0x65, 0x2f, 0x61, 0x70, 0x69, 0x2f, 0x72, 0x65, 0x73, 0x6f, 0x75,
0x72, 0x63, 0x65, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x22, 0x87, 0x05, 0x0a, 0x0a, 0x50, 0x65,
0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x12, 0x1a, 0x0a, 0x04, 0x6e, 0x61, 0x6d, 0x65,
0x18, 0x01, 0x20, 0x01, 0x28, 0x09, 0x42, 0x06, 0xe0, 0x41, 0x03, 0xe0, 0x41, 0x08, 0x52, 0x04,
0x6e, 0x61, 0x6d, 0x65, 0x12, 0x6c, 0x0a, 0x0c, 0x67, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x5f,
0x74, 0x79, 0x70, 0x65, 0x18, 0x02, 0x20, 0x01, 0x28, 0x0e, 0x32, 0x3c, 0x2e, 0x67, 0x6f, 0x6f,
0x67, 0x6c, 0x65, 0x2e, 0x61, 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76,
0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x61, 0x6c, 0x70, 0x68,
0x61, 0x2e, 0x50, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x2e, 0x47, 0x72, 0x61,
0x6e, 0x74, 0x65, 0x65, 0x54, 0x79, 0x70, 0x65, 0x42, 0x06, 0xe0, 0x41, 0x01, 0xe0, 0x41, 0x05,
0x48, 0x00, 0x52, 0x0b, 0x67, 0x72, 0x61, 0x6e, 0x74, 0x65,
0x65, 0x54, 0x79, 0x70, 0x65, 0x88,
0x01, 0x01, 0x12, 0x30, 0x0a, 0x0d, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x5f, 0x61, 0x64, 0x64, 0x72,
0x65, 0x73, 0x73, 0x18, 0x03, 0x20, 0x01, 0x28, 0x09, 0x42, 0x06, 0xe0, 0x41, 0x01, 0xe0, 0x41,
0x05, 0x48, 0x01, 0x52, 0x0c, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x41, 0x64, 0x64, 0x72, 0x65, 0x73,
0x73, 0x88, 0x01, 0x01, 0x12, 0x53, 0x0a, 0x04, 0x72, 0x6f, 0x6c, 0x65, 0x18, 0x04, 0x20, 0x01,
0x28, 0x0e, 0x32, 0x35, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x61, 0x69, 0x2e, 0x67,
0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67,
0x65, 0x2e, 0x76, 0x31, 0x61, 0x6c, 0x70, 0x68, 0x61, 0x2e, 0x50, 0x65, 0x72, 0x6d, 0x69, 0x73,
0x73, 0x69, 0x6f, 0x6e, 0x2e, 0x52, 0x6f, 0x6c, 0x65, 0x42, 0x03, 0xe0, 0x41, 0x02, 0x48, 0x02,
0x52, 0x04, 0x72, 0x6f, 0x6c, 0x65, 0x88, 0x01, 0x01, 0x22, 0x4e, 0x0a, 0x0b, 0x47, 0x72, 0x61,
0x6e, 0x74, 0x65, 0x65, 0x54, 0x79, 0x70, 0x65, 0x12, 0x1c, 0x0a, 0x18, 0x47, 0x52, 0x41,
0x4e,
0x54, 0x45, 0x45, 0x5f, 0x54, 0x59, 0x50, 0x45, 0x5f, 0x55, 0x4e, 0x53, 0x50, 0x45, 0x43, 0x49,
0x46, 0x49, 0x45, 0x44, 0x10, 0x00, 0x12, 0x08, 0x0a, 0x04, 0x55, 0x53, 0x45, 0x52, 0x10, 0x01,
0x12, 0x09, 0x0a, 0x05, 0x47, 0x52, 0x4f, 0x55, 0x50, 0x10, 0x02, 0x12, 0x0c, 0x0a, 0x08, 0x45,
0x56, 0x45, 0x52, 0x59, 0x4f, 0x4e, 0x45, 0x10, 0x03, 0x22, 0x3f, 0x0a, 0x04, 0x52, 0x6f, 0x6c,
0x65, 0x12, 0x14, 0x0a, 0x10, 0x52, 0x4f, 0x4c, 0x45, 0x5f, 0x55, 0x4e, 0x53, 0x50, 0x45, 0x43,
0x49, 0x46, 0x49, 0x45, 0x44, 0x10, 0x00, 0x12, 0x09, 0x0a, 0x05, 0x4f, 0x57, 0x4e, 0x45, 0x52,
0x10, 0x01, 0x12, 0x0a, 0x0a, 0x06, 0x57, 0x52, 0x49, 0x54, 0x45, 0x52, 0x10, 0x02, 0x12, 0x0a,
0x0a, 0x06, 0x52, 0x45, 0x41, 0x44, 0x45, 0x52, 0x10, 0x03, 0x3a, 0xaa, 0x01, 0xea, 0x41, 0xa6,
0x01, 0x0a, 0x2c, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e,
0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x61, 0x70, 0x69, 0x73,
0x2e, 0x63, 0x6f, 0x6d,
0x2f, 0x50, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x12,
0x32, 0x74, 0x75, 0x6e, 0x65, 0x64, 0x4d, 0x6f, 0x64, 0x65, 0x6c, 0x73, 0x2f, 0x7b, 0x74, 0x75,
0x6e, 0x65, 0x64, 0x5f, 0x6d, 0x6f, 0x64, 0x65, 0x6c, 0x7d, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69,
0x73, 0x73, 0x69, 0x6f, 0x6e, 0x73, 0x2f, 0x7b, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69,
0x6f, 0x6e, 0x7d, 0x12, 0x29, 0x63, 0x6f, 0x72, 0x70, 0x6f, 0x72, 0x61, 0x2f, 0x7b, 0x63, 0x6f,
0x72, 0x70, 0x75, 0x73, 0x7d, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e,
0x73, 0x2f, 0x7b, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x7d, 0x2a, 0x0b,
0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x73, 0x32, 0x0a, 0x70, 0x65, 0x72,
0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x42, 0x0f, 0x0a, 0x0d, 0x5f, 0x67, 0x72, 0x61, 0x6e,
0x74, 0x65, 0x65, 0x5f, 0x74, 0x79, 0x70, 0x65, 0x42, 0x10, 0x0a, 0x0e, 0x5f, 0x65, 0x6d, 0x61,
0x69, 0x6c, 0x5f, 0x61, 0x64, 0x64, 0x72, 0x65, 0x73,
0x73, 0x42, 0x07, 0x0a, 0x05, 0x5f, 0x72,
0x6f, 0x6c, 0x65, 0x42, 0x9d, 0x01, 0x0a, 0x28, 0x63, 0x6f, 0x6d, 0x2e, 0x67, 0x6f, 0x6f, 0x67,

```

0x6c, 0x65, 0x2e, 0x61, 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65,
0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x61, 0x6c, 0x70, 0x68, 0x61,
0x42, 0x0f, 0x50, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x50, 0x72, 0x6f, 0x74,
0x6f, 0x50, 0x01, 0x5a, 0x5e, 0x63, 0x6c, 0x6f, 0x75, 0x64, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c,
0x65, 0x2e, 0x63, 0x6f, 0x6d, 0x2f, 0x67, 0x6f, 0x2f, 0x61, 0x69, 0x2f, 0x67, 0x65, 0x6e, 0x65,
0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2f, 0x61,
0x70, 0x69, 0x76, 0x31, 0x61, 0x6c, 0x70, 0x68, 0x61, 0x2f, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61,
0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x70, 0x62, 0x3b, 0x67,
0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75,
0x61, 0x67,
0x65, 0x70, 0x62, 0x62, 0x06, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x33,
}

var (
    file_google_ai_generativelanguage_v1alpha_permission_proto_rawDescOnce sync.Once
    file_google_ai_generativelanguage_v1alpha_permission_proto_rawDescData =
    file_google_ai_generativelanguage_v1alpha_permission_proto_rawDesc
)

func file_google_ai_generativelanguage_v1alpha_permission_proto_rawDescGZIP() []byte {
    file_google_ai_generativelanguage_v1alpha_permission_proto_rawDescOnce.Do(func() {
        file_google_ai_generativelanguage_v1alpha_permission_proto_rawDescData =
        protoimpl.X.CompressGZIP(file_google_ai_generativelanguage_v1alpha_permission_proto_rawDescData)
    })
    return file_google_ai_generativelanguage_v1alpha_permission_proto_rawDescData
}

var file_google_ai_generativelanguage_v1alpha_permission_proto_enumTypes = make([]protoimpl.EnumInfo, 2)
var file_google_ai_generativelanguage_v1alpha_permission_proto_msgTypes = make([]protoimpl.MessageInfo, 1)
var file_google_ai_generativelanguage_v1alpha_permission_proto_goTypes =
    []any{
        (Permission_GranteeType)(0), // 0: google.ai.generativelanguage.v1alpha.Permission.GranteeType
        (Permission_Role)(0),       // 1: google.ai.generativelanguage.v1alpha.Permission.Role
        (*Permission)(nil),         // 2: google.ai.generativelanguage.v1alpha.Permission
    }
var file_google_ai_generativelanguage_v1alpha_permission_proto_depIdxs = []int32{
    0, // 0: google.ai.generativelanguage.v1alpha.Permission.grantee_type:type_name ->
    google.ai.generativelanguage.v1alpha.Permission.GranteeType
    1, // 1: google.ai.generativelanguage.v1alpha.Permission.role:type_name ->
    google.ai.generativelanguage.v1alpha.Permission.Role
    2, // [2:2] is the sub-list for method output_type
    2, // [2:2] is the sub-list for method input_type
    2, // [2:2] is the sub-list for extension type_name
    2, // [2:2] is the sub-list for extension extendee
    0, // [0:2] is the sub-list for field type_name
}

func init() { file_google_ai_generativelanguage_v1alpha_permission_proto_init()

```

```

}
func file_google_ai_generativelanguage_v1alpha_permission_proto_init() {
if File_google_ai_generativelanguage_v1alpha_permission_proto != nil {
    return
}
file_google_ai_generativelanguage_v1alpha_permission_proto_msgTypes[0].OneofWrappers = []any{}
type x struct{}
out := protoimpl.TypeBuilder{
    File: protoimpl.DescBuilder{
        GoPackagePath: reflect.TypeOf(x{}).PkgPath(),
        RawDescriptor: file_google_ai_generativelanguage_v1alpha_permission_proto_rawDesc,
        NumEnums: 2,
        NumMessages: 1,
        NumExtensions: 0,
        NumServices: 0,
    },
    GoTypes: file_google_ai_generativelanguage_v1alpha_permission_proto_goTypes,
    DependencyIndexes: file_google_ai_generativelanguage_v1alpha_permission_proto_depIdxs,
    EnumInfos: file_google_ai_generativelanguage_v1alpha_permission_proto_enumTypes,
    MessageInfos: file_google_ai_generativelanguage_v1alpha_permission_proto_msgTypes,
}.Build()
File_google_ai_generativelanguage_v1alpha_permission_proto = out.File
file_google_ai_generativelanguage_v1alpha_permission_proto_rawDesc
= nil
file_google_ai_generativelanguage_v1alpha_permission_proto_goTypes = nil
file_google_ai_generativelanguage_v1alpha_permission_proto_depIdxs = nil
}
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// limitations under the License.
// Code generated by protoc-gen-go_gapic. DO NOT EDIT.
//go:build go1.23
package procurement_test
import (

```

"context"

```
procurement "cloud.google.com/go/commerce/consumer/procurement/apiv1"  
procurementpb "cloud.google.com/go/commerce/consumer/procurement/apiv1/procurementpb"  
)
```

```
func ExampleLicenseManagementClient_EnumerateLicensedUsers_all() {  
    ctx := context.Background()  
    // This snippet has been automatically  
    generated and should be regarded as a code template only.  
    // It will require modifications to work:  
    // - It may require correct/in-range values for request initialization.  
    // - It may require specifying regional endpoints when creating the service client as shown in:  
    //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options  
    c, err := procurement.NewLicenseManagementClient(ctx)  
    if err != nil {  
        // TODO: Handle error.  
    }  
    defer c.Close()  
  
    req := &procurementpb.EnumerateLicensedUsersRequest{  
        // TODO: Fill request struct fields.  
        // See  
        https://pkg.go.dev/cloud.google.com/go/commerce/consumer/procurement/apiv1/procurementpb#EnumerateLicense  
        dUsersRequest.  
    }  
    for resp, err := range c.EnumerateLicensedUsers(ctx, req).All() {  
        if err != nil {  
            // TODO: Handle error and break/return/continue. Iteration will stop after any error.  
        }  
        // TODO: Use resp.  
        _ = resp  
    }  
}  
  
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```

```

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// distributed under the License is distributed on an "AS IS" BASIS,
// WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
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// limitations under the License.

// Code generated by protoc-gen-go. DO NOT EDIT.
// versions:
//  protoc-gen-go v1.35.2
//  protoc      v4.25.3
// source: google/cloud/commerce/consumer/procurement/v1/license_management_service.proto

package procurementpb

import (
    context "context"
    reflect "reflect"
    sync "sync"

    _ "google.golang.org/genproto/googleapis/api/annotations"
    grpc "google.golang.org/grpc"
    codes "google.golang.org/grpc/codes"
    status "google.golang.org/grpc/status"
    protoreflect "google.golang.org/protobuf/reflect/protoreflect"
    protoimpl "google.golang.org/protobuf/runtime/protoimpl"
    durationpb "google.golang.org/protobuf/types/known/durationpb"
    fieldmaskpb "google.golang.org/protobuf/types/known/fieldmaskpb"
    timestamppb "google.golang.org/protobuf/types/known/timestamppb"
)

const (
    // Verify that this generated code is sufficiently up-to-date.
    _ = protoimpl.EnforceVersion(20 - protoimpl.MinVersion)
    // Verify that runtime/protoimpl is sufficiently up-to-date.
    _ = protoimpl.EnforceVersion(protoimpl.MaxVersion - 20)
)

// Assignment protocol for a license pool.
type AssignmentProtocol struct {

```

```

state      protoimpl.MessageState
sizeCache  protoimpl.SizeCache
unknownFields protoimpl.UnknownFields

// The type of assignment protocol.
//
// Types that are assignable to AssignmentType:
//
// *AssignmentProtocol_ManualAssignmentType_
// *AssignmentProtocol_AutoAssignmentType_
AssignmentType
isAssignmentProtocol_AssignmentType `protobuf_oneof:"assignment_type"`
}

func (x *AssignmentProtocol) Reset() {
    *x = AssignmentProtocol{}
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[0]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    ms.StoreMessageInfo(mi)
}

func (x *AssignmentProtocol) String() string {
    return protoimpl.X.MessageStringOf(x)
}

func (*AssignmentProtocol) ProtoMessage() {}

func (x *AssignmentProtocol) ProtoReflect() protoreflect.Message {
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[0]
    if x != nil {
        ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
        if ms.LoadMessageInfo() == nil {
            ms.StoreMessageInfo(mi)
        }
        return ms
    }
    return mi.MessageOf(x)
}

// Deprecated: Use AssignmentProtocol.ProtoReflect.Descriptor instead.
func (*AssignmentProtocol) Descriptor() ([]byte, []int) {
    return
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
    []int{0}
}

```



```

func (m *AssignmentProtocol) GetAssignmentType() isAssignmentProtocol_AssignmentType {
    if m != nil {
        return m.AssignmentType
    }
    return nil
}

func (x *AssignmentProtocol) GetManualAssignmentType() *AssignmentProtocol_ManualAssignmentType {
    if x, ok := x.GetAssignmentType().(*AssignmentProtocol_ManualAssignmentType_); ok {
        return x.ManualAssignmentType
    }
    return nil
}

func (x *AssignmentProtocol) GetAutoAssignmentType() *AssignmentProtocol_AutoAssignmentType {
    if x, ok := x.GetAssignmentType().(*AssignmentProtocol_AutoAssignmentType_); ok {
        return x.AutoAssignmentType
    }
    return nil
}

type isAssignmentProtocol_AssignmentType interface {
    isAssignmentProtocol_AssignmentType()
}

type AssignmentProtocol_ManualAssignmentType_ struct {
    // Allow manual assignments triggered by administrative operations only.
    ManualAssignmentType *AssignmentProtocol_ManualAssignmentType
    `protobuf:"bytes,2,opt,name=manual_assignment_type,json=manualAssignmentType,proto3,oneof"`
}

type
AssignmentProtocol_AutoAssignmentType_ struct {
    // Allow automatic assignments triggered by data plane operations.
    AutoAssignmentType *AssignmentProtocol_AutoAssignmentType
    `protobuf:"bytes,3,opt,name=auto_assignment_type,json=autoAssignmentType,proto3,oneof"`
}

func (*AssignmentProtocol_ManualAssignmentType_) isAssignmentProtocol_AssignmentType() {}

func (*AssignmentProtocol_AutoAssignmentType_) isAssignmentProtocol_AssignmentType() {}

// A license pool represents a pool of licenses that can be assigned to users.
type LicensePool struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields

```

```

// Identifier. Format:
// `billingAccounts/{billing_account}/orders/{order}/licensePool`
Name string `protobuf:"bytes,1,opt,name=name,proto3" json:"name,omitempty"`
// Required. Assignment protocol for the license pool.
LicenseAssignmentProtocol *AssignmentProtocol
`protobuf:"bytes,2,opt,name=license_assignment_protocol,json=licenseAssignmentProtocol,proto3"
json:"license_assignment_protocol,omitempty"`
// Output only. Licenses count that are available to be assigned.
AvailableLicenseCount int32
`protobuf:"varint,3,opt,name=available_license_count,json=availableLicenseCount,proto3"
json:"available_license_count,omitempty"`
// Output only. Total number of licenses in the pool.
TotalLicenseCount int32 `protobuf:"varint,4,opt,name=total_license_count,json=totalLicenseCount,proto3"
json:"total_license_count,omitempty"`
}

func (x *LicensePool) Reset() {
    *x = LicensePool{}
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[1]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    ms.StoreMessageInfo(mi)
}

func (x *LicensePool) String() string {
    return protoimpl.X.MessageStringOf(x)
}

func (*LicensePool) ProtoMessage() {}

func (x *LicensePool) ProtoReflect() protoreflect.Message {
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[1]
    if
    x != nil {
        ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
        if ms.LoadMessageInfo() == nil {
            ms.StoreMessageInfo(mi)
        }
        return ms
    }
    return mi.MessageOf(x)
}

// Deprecated: Use LicensePool.ProtoReflect.Descriptor instead.
func (*LicensePool) Descriptor() ([]byte, []int) {
    return
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),

```

```

[]int{1}
}

func (x *LicensePool) GetName() string {
    if x != nil {
        return x.Name
    }
    return ""
}

func (x *LicensePool) GetLicenseAssignmentProtocol() *AssignmentProtocol {
    if x != nil {
        return x.LicenseAssignmentProtocol
    }
    return nil
}

func (x *LicensePool) GetAvailableLicenseCount() int32 {
    if x != nil {
        return x.AvailableLicenseCount
    }
    return 0
}

func (x *LicensePool) GetTotalLicenseCount() int32 {
    if x != nil {
        return x.TotalLicenseCount
    }
    return 0
}

// Request message for getting a
// license pool.
type GetLicensePoolRequest struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields

    // Required. The name of the license pool to get.
    // Format: `billingAccounts/{billing_account}/orders/{order}/licensePool`
    Name string `protobuf:"bytes,1,opt,name=name,proto3" json:"name,omitempty"`
}

func (x *GetLicensePoolRequest) Reset() {
    *x = GetLicensePoolRequest{}
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[2]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))

```

```

ms.StoreMessageInfo(mi)
}

func (x *GetLicensePoolRequest) String() string {
    return protoimpl.X.MessageStringOf(x)
}

func (*GetLicensePoolRequest) ProtoMessage() {}

func (x *GetLicensePoolRequest) ProtoReflect() protoreflect.Message {
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[2]
    if x != nil {
        ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
        if
        ms.LoadMessageInfo() == nil {
            ms.StoreMessageInfo(mi)
        }
        return ms
    }
    return mi.MessageOf(x)
}

// Deprecated: Use GetLicensePoolRequest.ProtoReflect.Descriptor instead.
func (*GetLicensePoolRequest) Descriptor() ([]byte, []int) {
    return
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
    []int{2}
}

func (x *GetLicensePoolRequest) GetName() string {
    if x != nil {
        return x.Name
    }
    return ""
}

// Request message for updating a license pool.
type UpdateLicensePoolRequest struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields

    // Required. The license pool to update.
    //
    // The license pool's name field is used to identify the license pool to
    // update. Format:
    // `billingAccounts/{billing_account}/orders/{order}/licensePool`.

```

```

LicensePool *LicensePool `protobuf:"bytes,1,opt,name=license_pool,json=licensePool,proto3"
json:"license_pool,omitempty"`
//
Required. The list of fields to update.
UpdateMask *fieldmaskpb.FieldMask `protobuf:"bytes,2,opt,name=update_mask,json=updateMask,proto3"
json:"update_mask,omitempty"`
}

func (x *UpdateLicensePoolRequest) Reset() {
*x = UpdateLicensePoolRequest{}
mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[3]
ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
ms.StoreMessageInfo(mi)
}

func (x *UpdateLicensePoolRequest) String() string {
return protoimpl.X.MessageStringOf(x)
}

func (*UpdateLicensePoolRequest) ProtoMessage() {}

func (x *UpdateLicensePoolRequest) ProtoReflect() protoreflect.Message {
mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[3]
if x != nil {
ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
if ms.LoadMessageInfo() == nil {
ms.StoreMessageInfo(mi)
}
return ms
}
return mi.MessageOf(x)
}

// Deprecated: Use UpdateLicensePoolRequest.ProtoReflect.Descriptor
instead.
func (*UpdateLicensePoolRequest) Descriptor() ([]byte, []int) {
return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
[]int{3}
}

func (x *UpdateLicensePoolRequest) GetLicensePool() *LicensePool {
if x != nil {
return x.LicensePool
}
return nil
}

```

```

}

func (x *UpdateLicensePoolRequest) GetUpdateMask() *fieldmaskpb.FieldMask {
    if x != nil {
        return x.UpdateMask
    }
    return nil
}

// Request message for
//
[LicenseManagementService.Assign][google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.Assign].
type AssignRequest struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields

    // Required. License pool name.
    Parent string `protobuf:"bytes,1,opt,name=parent,proto3" json:"parent,omitempty"`
    // Required. Username.
    // Format: `name@domain.com`.
    Usernames []string `protobuf:"bytes,2,rep,name=usernames,proto3" json:"usernames,omitempty"`
}

func
(x *AssignRequest) Reset() {
    *x = AssignRequest{}
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[4]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    ms.StoreMessageInfo(mi)
}

func (x *AssignRequest) String() string {
    return protoimpl.X.MessageStringOf(x)
}

func (*AssignRequest) ProtoMessage() {}

func (x *AssignRequest) ProtoReflect() protoreflect.Message {
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[4]
    if x != nil {
        ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
        if ms.LoadMessageInfo() == nil {
            ms.StoreMessageInfo(mi)
        }
    }
}

```

```

    return ms
}
return mi.MessageOf(x)
}

// Deprecated: Use AssignRequest.ProtoReflect.Descriptor instead.
func (*AssignRequest) Descriptor() ([]byte, []int) {
    return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
[]int{4}
}

func (x *AssignRequest) GetParent()
string {
    if x != nil {
        return x.Parent
    }
    return ""
}

func (x *AssignRequest) GetUsernames() []string {
    if x != nil {
        return x.Usernames
    }
    return nil
}

// Response message for
//
[LicenseManagementService.Assign][google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.Assign].
type AssignResponse struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields
}

func (x *AssignResponse) Reset() {
    *x = AssignResponse{}
    mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[5]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    ms.StoreMessageInfo(mi)
}

func (x *AssignResponse) String() string {
    return protoimpl.X.MessageStringOf(x)
}

```

```

func (*AssignResponse) ProtoMessage() {}

func (x *AssignResponse) ProtoReflect() protoreflect.Message {
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[5]
    if x
    != nil {
        ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
        if ms.LoadMessageInfo() == nil {
            ms.StoreMessageInfo(mi)
        }
        return ms
    }
    return mi.MessageOf(x)
}

// Deprecated: Use AssignResponse.ProtoReflect.Descriptor instead.
func (*AssignResponse) Descriptor() ([]byte, []int) {
    return
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
    []int{5}
}

// Request message for
//
[LicenseManagementService.Unassign][google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.Unassign].
type UnassignRequest struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields

    // Required. License pool name.
    Parent string `protobuf:"bytes,1,opt,name=parent,proto3" json:"parent,omitempty"`
    // Required. Username.
    // Format: `name@domain.com`.
    Usernames []string `protobuf:"bytes,2,rep,name=usernames,proto3" json:"usernames,omitempty"`
}

func (x *UnassignRequest) Reset()
{
    *x = UnassignRequest{}
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[6]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    ms.StoreMessageInfo(mi)
}

```



```

func (x *UnassignRequest) String() string {
    return protoimpl.X.MessageStringOf(x)
}

func (*UnassignRequest) ProtoMessage() {}

func (x *UnassignRequest) ProtoReflect() protoreflect.Message {
    mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[6]
    if x != nil {
        ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
        if ms.LoadMessageInfo() == nil {
            ms.StoreMessageInfo(mi)
        }
        return ms
    }
    return mi.MessageOf(x)
}

// Deprecated: Use UnassignRequest.ProtoReflect.Descriptor instead.
func (*UnassignRequest) Descriptor() ([]byte, []int) {
    return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
[]int{6}
}

func (x *UnassignRequest) GetParent() string {
    if x != nil {
        return
x.Parent
    }
    return ""
}

func (x *UnassignRequest) GetUsernames() []string {
    if x != nil {
        return x.Usernames
    }
    return nil
}

// Response message for
//
[LicenseManagementService.Unassign][google.cloud.commerce.consumer.procurement.v1.LicenseManagementSer
vice.Unassign].
type UnassignResponse struct {
    state      protoimpl.MessageState

```

```

sizeCache    protoimpl.SizeCache
unknownFields protoimpl.UnknownFields
}

func (x *UnassignResponse) Reset() {
    *x = UnassignResponse{}
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[7]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    ms.StoreMessageInfo(mi)
}

func (x *UnassignResponse) String() string {
    return protoimpl.X.MessageStringOf(x)
}

func (*UnassignResponse) ProtoMessage() {}

func (x *UnassignResponse) ProtoReflect() protoreflect.Message {
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[7]
    if x != nil {
        ms
        := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
        if ms.LoadMessageInfo() == nil {
            ms.StoreMessageInfo(mi)
        }
        return ms
    }
    return mi.MessageOf(x)
}

// Deprecated: Use UnassignResponse.ProtoReflect.Descriptor instead.
func (*UnassignResponse) Descriptor() ([]byte, []int) {
    return
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
    []int{7}
}

// Request message for
//
// [LicenseManagementService.EnumerateLicensedUsers][google.cloud.commerce.consumer.procurement.v1.License
// ManagementService.EnumerateLicensedUsers].
type EnumerateLicensedUsersRequest struct {
    state    protoimpl.MessageState
    sizeCache protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields

```

```

// Required. License pool name.
Parent string `protobuf:"bytes,1,opt,name=parent,proto3" json:"parent,omitempty"`
// Optional. The maximum number of users to return. The service may return
// fewer than this value.
PageSize int32 `protobuf:"varint,2,opt,name=page_size,json=pageSize,proto3"
json:"page_size,omitempty"`
// Optional. A page token, received from a previous `EnumerateLicensedUsers`
// call. Provide this to retrieve the subsequent page.
PageToken string `protobuf:"bytes,3,opt,name=page_token,json=pageToken,proto3" json:"page_token,omitempty"`
}

func (x *EnumerateLicensedUsersRequest) Reset() {
*x = EnumerateLicensedUsersRequest{}
mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[8]
ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
ms.StoreMessageInfo(mi)
}

func (x *EnumerateLicensedUsersRequest) String() string {
return protoimpl.X.MessageStringOf(x)
}

func (*EnumerateLicensedUsersRequest) ProtoMessage() {}

func (x *EnumerateLicensedUsersRequest) ProtoReflect() protoreflect.Message {
mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[8]
if x != nil {
ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
if ms.LoadMessageInfo()
== nil {
ms.StoreMessageInfo(mi)
}
return ms
}
return mi.MessageOf(x)
}

// Deprecated: Use EnumerateLicensedUsersRequest.ProtoReflect.Descriptor instead.
func (*EnumerateLicensedUsersRequest) Descriptor() ([]byte, []int) {
return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
[]int{8}
}

func (x *EnumerateLicensedUsersRequest) GetParent() string {
if x != nil {

```

```

    return x.Parent
}
return ""
}

func (x *EnumerateLicensedUsersRequest) GetPageSize() int32 {
    if x != nil {
        return x.PageSize
    }
    return 0
}

func (x *EnumerateLicensedUsersRequest) GetPageToken() string {
    if x != nil {
        return x.PageToken
    }
    return ""
}

// A licensed user.
type LicensedUser struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields

    // Username.
    // Format: `name@domain.com`.
    Username string `protobuf:"bytes,1,opt,name=username,proto3" json:"username,omitempty"`
    //
    // Output only. Timestamp when the license was assigned.
    AssignTime *timestamppb.Timestamp `protobuf:"bytes,2,opt,name=assign_time,json=assignTime,proto3"
    json:"assign_time,omitempty"`
    // Output only. Timestamp when the license was recently used. This may not be
    // the most recent usage time, and will be updated regularly (within 24
    // hours).
    RecentUsageTime *timestamppb.Timestamp
    `protobuf:"bytes,3,opt,name=recent_usage_time,json=recentUsageTime,proto3"
    json:"recent_usage_time,omitempty"`
}

func (x *LicensedUser) Reset() {
    *x = LicensedUser{}
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[9]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    ms.StoreMessageInfo(mi)
}

```

```

func (x *LicensedUser) String() string {
    return protoimpl.X.MessageStringOf(x)
}

func (*LicensedUser) ProtoMessage() {}

func (x *LicensedUser) ProtoReflect() protoreflect.Message {
    mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[9]
    if
x != nil {
        ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
        if ms.LoadMessageInfo() == nil {
            ms.StoreMessageInfo(mi)
        }
        return ms
    }
    return mi.MessageOf(x)
}

// Deprecated: Use LicensedUser.ProtoReflect.Descriptor instead.
func (*LicensedUser) Descriptor() ([]byte, []int) {
    return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
[]int{9}
}

func (x *LicensedUser) GetUsername() string {
    if x != nil {
        return x.Username
    }
    return ""
}

func (x *LicensedUser) GetAssignTime() *timestamppb.Timestamp {
    if x != nil {
        return x.AssignTime
    }
    return nil
}

func (x *LicensedUser) GetRecentUsageTime() *timestamppb.Timestamp {
    if x != nil {
        return x.RecentUsageTime
    }
    return nil
}

```

```

// Response message for
//
[LicenseManagementService.EnumerateLicensedUsers][google.cloud.commerce.consumer.procedure.v1.License
ManagementService.EnumerateLicensedUsers].
type EnumerateLicensedUsersResponse
struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields

    // The list of licensed users.
    LicensedUsers []*LicensedUser `protobuf:"bytes,1,rep,name=licensed_users,json=licensedUsers,proto3"
    json:"licensed_users,omitempty"`
    // A token that can be sent as `page_token` to retrieve the next page.
    // If this field is omitted, there are no subsequent pages.
    NextPageToken string `protobuf:"bytes,2,opt,name=next_page_token,json=nextPageToken,proto3"
    json:"next_page_token,omitempty"`
}

func (x *EnumerateLicensedUsersResponse) Reset() {
    *x = EnumerateLicensedUsersResponse{}
    mi :=
    &file_google_cloud_commerce_consumer_procedure_v1_license_management_service_proto_msgTypes[10]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    ms.StoreMessageInfo(mi)
}

func (x *EnumerateLicensedUsersResponse) String() string {
    return protoimpl.X.MessageStringOf(x)
}

func (*EnumerateLicensedUsersResponse) ProtoMessage() {}

func
(x *EnumerateLicensedUsersResponse) ProtoReflect() protoreflect.Message {
    mi :=
    &file_google_cloud_commerce_consumer_procedure_v1_license_management_service_proto_msgTypes[10]
    if x != nil {
        ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
        if ms.LoadMessageInfo() == nil {
            ms.StoreMessageInfo(mi)
        }
        return ms
    }
    return mi.MessageOf(x)
}

// Deprecated: Use EnumerateLicensedUsersResponse.ProtoReflect.Descriptor instead.

```

```

func (*EnumerateLicensedUsersResponse) Descriptor() ([]byte, []int) {
    return
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
    []int{10}
}

func (x *EnumerateLicensedUsersResponse) GetLicensedUsers() []*LicensedUser {
    if x != nil {
        return x.LicensedUsers
    }
    return nil
}

func (x *EnumerateLicensedUsersResponse) GetNextPageToken() string {
    if x != nil {
        return x.NextPageToken
    }
    return ""
}

// Allow manual assignments triggered by administrative operations only.
type AssignmentProtocol_ManualAssignmentType
struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields
}

func (x *AssignmentProtocol_ManualAssignmentType) Reset() {
    *x = AssignmentProtocol_ManualAssignmentType{}
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[11]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    ms.StoreMessageInfo(mi)
}

func (x *AssignmentProtocol_ManualAssignmentType) String() string {
    return protoimpl.X.MessageStringOf(x)
}

func (*AssignmentProtocol_ManualAssignmentType) ProtoMessage() {}

func (x *AssignmentProtocol_ManualAssignmentType) ProtoReflect() protoreflect.Message {
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[11]
    if x != nil {
        ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
        if ms.LoadMessageInfo() == nil {

```

```

    ms.StoreMessageInfo(mi)
}
return ms
}
return mi.MessageOf(x)
}

// Deprecated:
Use AssignmentProtocol_ManualAssignmentType.ProtoReflect.Descriptor instead.
func (*AssignmentProtocol_ManualAssignmentType) Descriptor() ([]byte, []int) {
    return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
[]int{0, 0}
}

// Configuration for automatic assignments handled by data plane operations.
type AssignmentProtocol_AutoAssignmentType struct {
    state      protoimpl.MessageState
    sizeCache  protoimpl.SizeCache
    unknownFields protoimpl.UnknownFields

    // Optional. The time to live for an inactive license. After this time has
    // passed, the license will be automatically unassigned from the user. Must
    // be at least 7 days, if set. If unset, the license will never expire.
    InactiveLicenseTtl *durationpb.Duration
    `protobuf:"bytes,1,opt,name=inactive_license_ttl,json=inactiveLicenseTtl,proto3"
    json:"inactive_license_ttl,omitempty"`
}

func (x *AssignmentProtocol_AutoAssignmentType) Reset() {
    *x = AssignmentProtocol_AutoAssignmentType{}
    mi
    := &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[12]
    ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
    ms.StoreMessageInfo(mi)
}

func (x *AssignmentProtocol_AutoAssignmentType) String() string {
    return protoimpl.X.MessageStringOf(x)
}

func (*AssignmentProtocol_AutoAssignmentType) ProtoMessage() {}

func (x *AssignmentProtocol_AutoAssignmentType) ProtoReflect() protoreflect.Message {
    mi :=
    &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[12]
    if x != nil {
        ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))

```



```

if ms.LoadMessageInfo() == nil {
    ms.StoreMessageInfo(mi)
}
return ms
}
return mi.MessageOf(x)
}

// Deprecated: Use AssignmentProtocol_AutoAssignmentType.ProtoReflect.Descriptor instead.
func (*AssignmentProtocol_AutoAssignmentType) Descriptor() ([]byte, []int) {
    return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
    []int{0, 1}
}

func (x *AssignmentProtocol_AutoAssignmentType) GetInactiveLicenseTtl() *durationpb.Duration {
    if x != nil {
        return x.InactiveLicenseTtl
    }
    return nil
}

var File_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto
protoreflect.FileDescriptor

var file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDesc =
[]byte{
    0x0a, 0x4e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x63, 0x6c, 0x6f, 0x75, 0x64, 0x2f, 0x63,
    0x6f, 0x6d, 0x6d, 0x65, 0x72, 0x63, 0x65, 0x2f, 0x63, 0x6f, 0x6e, 0x73, 0x75, 0x6d, 0x65, 0x72,
    0x2f, 0x70, 0x72, 0x6f, 0x63, 0x75, 0x72, 0x65, 0x6d, 0x65, 0x6e, 0x74, 0x2f, 0x76, 0x31, 0x2f,
    0x6c, 0x69, 0x63, 0x65, 0x6e, 0x73, 0x65, 0x5f, 0x6d, 0x61, 0x6e, 0x61, 0x67, 0x65, 0x6d, 0x65,
    0x6e, 0x74, 0x5f, 0x73, 0x65, 0x72, 0x76, 0x69, 0x63, 0x65, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f,
    0x12, 0x2d, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x63, 0x6c, 0x6f, 0x75, 0x64, 0x2e, 0x63,
    0x6f,
    0x6d, 0x6d, 0x65, 0x72, 0x63, 0x65, 0x2e, 0x63, 0x6f, 0x6e, 0x73, 0x75, 0x6d, 0x65, 0x72,
    0x2e, 0x70, 0x72, 0x6f, 0x63, 0x75, 0x72, 0x65, 0x6d, 0x65, 0x6e, 0x74, 0x2e, 0x76, 0x31, 0x1a,
    0x1c, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x2f, 0x61, 0x6e, 0x6e, 0x6f,
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0x02, 0x2d, 0x47, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x43, 0x6c, 0x6f, 0x75,
0x64, 0x2e, 0x43,
0x6f, 0x6d, 0x6d, 0x65, 0x72, 0x63, 0x65, 0x2e, 0x43, 0x6f, 0x6e, 0x73, 0x75, 0x6d, 0x65, 0x72,
0x2e, 0x50, 0x72, 0x6f, 0x63, 0x75, 0x72, 0x65, 0x6d, 0x65, 0x6e, 0x74, 0x2e, 0x56, 0x31, 0xca,
0x02, 0x2d, 0x47, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x5c, 0x43, 0x6c, 0x6f, 0x75, 0x64, 0x5c, 0x43,
0x6f, 0x6d, 0x6d, 0x65, 0x72, 0x63, 0x65, 0x5c, 0x43, 0x6f, 0x6e, 0x73, 0x75, 0x6d, 0x65, 0x72,
0x5c, 0x50, 0x72, 0x6f, 0x63, 0x75, 0x72, 0x65, 0x6d, 0x65, 0x6e, 0x74, 0x5c, 0x56, 0x31, 0xea,

```

0x02, 0x32, 0x47, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x3a, 0x3a, 0x43, 0x6c, 0x6f, 0x75, 0x64, 0x3a,
0x3a, 0x43, 0x6f, 0x6d, 0x6d, 0x65, 0x72, 0x63, 0x65, 0x3a, 0x3a, 0x43, 0x6f, 0x6e, 0x73, 0x75,
0x6d, 0x65, 0x72, 0x3a, 0x3a, 0x50, 0x72, 0x6f, 0x63, 0x75, 0x72, 0x65, 0x6d, 0x65, 0x6e, 0x74,
0x3a, 0x3a, 0x56, 0x31, 0x62, 0x06, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x33,
}

var (
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescOnce
sync.Once
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescData
= file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDesc
)

func
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP()
[]byte {
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescOnce.Do(f
unc() {
        file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescData =
protoimpl.X.CompressGZIP(file_google_cloud_commerce_consumer_procurement_v1_license_management_servi
ce_proto_rawDescData)
    })
    return file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescData
}

var file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes =
make([]protoimpl.MessageInfo, 13)
var file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_goTypes =
[]any{
    (*AssignmentProtocol)(nil),
        // 0: google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol
    (*LicensePool)(nil),
        // 1: google.cloud.commerce.consumer.procurement.v1.LicensePool
    (*GetLicensePoolRequest)(nil),
        // 2:
    google.cloud.commerce.consumer.procurement.v1.GetLicensePoolRequest
    (*UpdateLicensePoolRequest)(nil),
        // 3:
    google.cloud.commerce.consumer.procurement.v1.UpdateLicensePoolRequest
    (*AssignRequest)(nil),
        // 4: google.cloud.commerce.consumer.procurement.v1.AssignRequest
    (*AssignResponse)(nil),
        // 5: google.cloud.commerce.consumer.procurement.v1.AssignResponse
    (*UnassignRequest)(nil),
        // 6: google.cloud.commerce.consumer.procurement.v1.UnassignRequest
    (*UnassignResponse)(nil),
        // 7: google.cloud.commerce.consumer.procurement.v1.UnassignResponse
    (*EnumerateLicensedUsersRequest)(nil),
        // 8:
    google.cloud.commerce.consumer.procurement.v1.EnumerateLicensedUsersRequest
    (*LicensedUser)(nil),
        // 9: google.cloud.commerce.consumer.procurement.v1.LicensedUser
    (*EnumerateLicensedUsersResponse)(nil),
        // 10:
    google.cloud.commerce.consumer.procurement.v1.EnumerateLicensedUsersResponse
    (*AssignmentProtocol_ManualAssignmentType)(nil), // 11:
    google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol.ManualAssignmentType

```

```

(*AssignmentProtocol_AutoAssignmentType)(nil), // 12:
google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol.AutoAssignmentType
(*fieldmaskpb.FieldMask)(nil), // 13: google.protobuf.FieldMask
(*timestamppb.Timestamp)(nil), // 14: google.protobuf.Timestamp
(*durationpb.Duration)(nil), // 15: google.protobuf.Duration
}
var file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_depIdxs =
[]int32{
    11, // 0:
    google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol.manual_assignment_type:type_name
    -> google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol.ManualAssignmentType
    12, // 1: google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol.auto_assignment_type:type_name -
    > google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol.AutoAssignmentType
    0, // 2: google.cloud.commerce.consumer.procurement.v1.LicensePool.license_assignment_protocol:type_name ->
    google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol
    1, // 3: google.cloud.commerce.consumer.procurement.v1.UpdateLicensePoolRequest.license_pool:type_name ->
    google.cloud.commerce.consumer.procurement.v1.LicensePool
    13, // 4: google.cloud.commerce.consumer.procurement.v1.UpdateLicensePoolRequest.update_mask:type_name ->
    google.protobuf.FieldMask
    14, // 5: google.cloud.commerce.consumer.procurement.v1.LicensedUser.assign_time:type_name ->
    google.protobuf.Timestamp
    14, // 6: google.cloud.commerce.consumer.procurement.v1.LicensedUser.recent_usage_time:type_name
    -> google.protobuf.Timestamp
    9, // 7:
    google.cloud.commerce.consumer.procurement.v1.EnumerateLicensedUsersResponse.licensed_users:type_name ->
    google.cloud.commerce.consumer.procurement.v1.LicensedUser
    15, // 8:
    google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol.AutoAssignmentType.inactive_license_ttl:
    type_name -> google.protobuf.Duration
    2, // 9: google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.GetLicensePool:input_type -
    > google.cloud.commerce.consumer.procurement.v1.GetLicensePoolRequest
    3, // 10:
    google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.UpdateLicensePool:input_type ->
    google.cloud.commerce.consumer.procurement.v1.UpdateLicensePoolRequest
    4, // 11: google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.Assign:input_type ->
    google.cloud.commerce.consumer.procurement.v1.AssignRequest
    6, // 12: google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.Unassign:input_type
    -> google.cloud.commerce.consumer.procurement.v1.UnassignRequest
    8, // 13:
    google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.EnumerateLicensedUsers:input_type
    -> google.cloud.commerce.consumer.procurement.v1.EnumerateLicensedUsersRequest
    1, // 14:
    google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.GetLicensePool:output_type ->
    google.cloud.commerce.consumer.procurement.v1.LicensePool
    1, // 15:
    google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.UpdateLicensePool:output_type ->
    google.cloud.commerce.consumer.procurement.v1.LicensePool
    5, // 16: google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.Assign:output_type ->

```



```

google.cloud.commerce.consumer.procurement.v1.AssignResponse
7, // 17: google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.Unassign:output_type ->
google.cloud.commerce.consumer.procurement.v1.UnassignResponse
10, // 18:
google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.EnumerateLicensedUsers:output_ty
pe
-> google.cloud.commerce.consumer.procurement.v1.EnumerateLicensedUsersResponse
14, // [14:19] is the sub-list for method output_type
9, // [9:14] is the sub-list for method input_type
9, // [9:9] is the sub-list for extension type_name
9, // [9:9] is the sub-list for extension extendee
0, // [0:9] is the sub-list for field type_name
}

func init() {
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_init()
}
func file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_init() {
    if File_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto != nil {
        return
    }
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[0].Oneof
    Wrappers = []any{
        (*AssignmentProtocol_ManualAssignmentType_)(nil),
        (*AssignmentProtocol_AutoAssignmentType_)(nil),
    }
    type x struct{}
    out := protoimpl.TypeBuilder{
        File:
        protoimpl.DescBuilder{
            GoPackagePath: reflect.TypeOf(x{}).PkgPath(),
            RawDescriptor:
            file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDesc,
            NumEnums: 0,
            NumMessages: 13,
            NumExtensions: 0,
            NumServices: 1,
        },
        GoTypes:
        file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_goTypes,
        DependencyIndexes:
        file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_depIdxs,
        MessageInfos:
        file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes,
    }.Build()
    File_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto = out.File
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDesc = nil
    file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_goTypes = nil

```

```

file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_depIdxs
= nil
}

// Reference imports to suppress errors if they are not otherwise used.
var _ context.Context
var _ grpc.ClientConnInterface

// This is a compile-time assertion to ensure that this generated file
// is compatible with the grpc package it is being compiled against.
const _ = grpc.SupportPackageIsVersion6

// LicenseManagementServiceClient is the client API for LicenseManagementService service.
//
// For semantics around ctx use and closing/ending streaming RPCs, please refer to
https://godoc.org/google.golang.org/grpc#ClientConn.NewStream.
type LicenseManagementServiceClient interface {
    // Gets the license pool.
    GetLicensePool(ctx context.Context, in *GetLicensePoolRequest, opts ...grpc.CallOption) (*LicensePool, error)
    // Updates the license pool if one exists for this Order.
    UpdateLicensePool(ctx context.Context, in *UpdateLicensePoolRequest, opts ...grpc.CallOption) (*LicensePool, error)
    // Assigns a license to a user.
    Assign(ctx context.Context, in *AssignRequest, opts ...grpc.CallOption) (*AssignResponse, error)
    // Unassigns a license from a user.
    Unassign(ctx context.Context, in *UnassignRequest, opts ...grpc.CallOption) (*UnassignResponse, error)
    // Enumerates all users assigned a license.
    EnumerateLicensedUsers(ctx context.Context, in *EnumerateLicensedUsersRequest, opts ...grpc.CallOption) (*EnumerateLicensedUsersResponse, error)
}

type licenseManagementServiceClient struct {
    cc grpc.ClientConnInterface
}

func NewLicenseManagementServiceClient(cc grpc.ClientConnInterface) LicenseManagementServiceClient {
    return &licenseManagementServiceClient{cc}
}

func (c *licenseManagementServiceClient) GetLicensePool(ctx context.Context, in *GetLicensePoolRequest, opts ...grpc.CallOption) (*LicensePool, error) {
    out := new(LicensePool)
    err := c.cc.Invoke(ctx,
        "/google.cloud.commerce.consumer.procurement.v1.LicenseManagementService/GetLicensePool", in, out, opts...)
    if err != nil {
        return nil, err
    }
}

```

```

return
out, nil
}

func (c *licenseManagementServiceClient) UpdateLicensePool(ctx context.Context, in
*UpdateLicensePoolRequest, opts ...grpc.CallOption) (*LicensePool, error) {
    out := new(LicensePool)
    err := c.cc.Invoke(ctx,
"/google.cloud.commerce.consumer.procurement.v1.LicenseManagementService/UpdateLicensePool", in, out,
opts...)
    if err != nil {
        return nil, err
    }
    return out, nil
}

func (c *licenseManagementServiceClient) Assign(ctx context.Context, in *AssignRequest, opts ...grpc.CallOption)
(*AssignResponse, error) {
    out := new(AssignResponse)
    err := c.cc.Invoke(ctx, "/google.cloud.commerce.consumer.procurement.v1.LicenseManagementService/Assign", in,
out, opts...)
    if err != nil {
        return nil, err
    }
    return out, nil
}

func (c *licenseManagementServiceClient) Unassign(ctx context.Context, in *UnassignRequest, opts
...grpc.CallOption) (*UnassignResponse, error) {
    out := new(UnassignResponse)
    err := c.cc.Invoke(ctx, "/google.cloud.commerce.consumer.procurement.v1.LicenseManagementService/Unassign",
in, out, opts...)
    if err != nil {
        return nil, err
    }
    return out, nil
}

func (c *licenseManagementServiceClient) EnumerateLicensedUsers(ctx context.Context, in
*EnumerateLicensedUsersRequest, opts ...grpc.CallOption) (*EnumerateLicensedUsersResponse, error) {
    out := new(EnumerateLicensedUsersResponse)
    err := c.cc.Invoke(ctx,
"/google.cloud.commerce.consumer.procurement.v1.LicenseManagementService/EnumerateLicensedUsers", in, out,
opts...)
    if err != nil {
        return nil, err
    }
    return out, nil
}

```

```

}

// LicenseManagementServiceServer is the server API for LicenseManagementService service.
type LicenseManagementServiceServer interface {
    // Gets the license pool.
    GetLicensePool(context.Context, *GetLicensePoolRequest) (*LicensePool, error)
    // Updates the license pool if one exists for this Order.
    UpdateLicensePool(context.Context, *UpdateLicensePoolRequest) (*LicensePool, error)
    // Assigns a license to a user.
    Assign(context.Context, *AssignRequest)
    (*AssignResponse, error)
    // Unassigns a license from a user.
    Unassign(context.Context, *UnassignRequest) (*UnassignResponse, error)
    // Enumerates all users assigned a license.
    EnumerateLicensedUsers(context.Context, *EnumerateLicensedUsersRequest)
    (*EnumerateLicensedUsersResponse, error)
}

// UnimplementedLicenseManagementServiceServer can be embedded to have forward compatible
implementations.
type UnimplementedLicenseManagementServiceServer struct {
}

func (*UnimplementedLicenseManagementServiceServer) GetLicensePool(context.Context,
*GetLicensePoolRequest) (*LicensePool, error) {
    return nil, status.Errorf(codes.Unimplemented, "method GetLicensePool not implemented")
}
func (*UnimplementedLicenseManagementServiceServer) UpdateLicensePool(context.Context,
*UpdateLicensePoolRequest) (*LicensePool, error) {
    return nil, status.Errorf(codes.Unimplemented, "method UpdateLicensePool not implemented")
}
func (*UnimplementedLicenseManagementServiceServer) Assign(context.Context, *AssignRequest)
(*AssignResponse, error) {
    return nil, status.Errorf(codes.Unimplemented, "method Assign not implemented")
}
func (*UnimplementedLicenseManagementServiceServer) Unassign(context.Context, *UnassignRequest)
(*UnassignResponse, error) {
    return nil, status.Errorf(codes.Unimplemented, "method Unassign not implemented")
}
func (*UnimplementedLicenseManagementServiceServer) EnumerateLicensedUsers(context.Context,
*EnumerateLicensedUsersRequest) (*EnumerateLicensedUsersResponse, error) {
    return nil, status.Errorf(codes.Unimplemented, "method EnumerateLicensedUsers not implemented")
}

func RegisterLicenseManagementServiceServer(s *grpc.Server, srv LicenseManagementServiceServer) {
    s.RegisterService(&_LicenseManagementService_serviceDesc, srv)
}

```

```

func _LicenseManagementService_GetLicensePool_Handler(srv interface{}, ctx context.Context, dec
func(interface{}) error, interceptor grpc.UnaryServerInterceptor) (interface{}, error) {
    in := new(GetLicensePoolRequest)
    if err := dec(in);
    err != nil {
        return nil, err
    }
    if interceptor == nil {
        return srv.(LicenseManagementServiceServer).GetLicensePool(ctx, in)
    }
    info := &grpc.UnaryServerInfo{
        Server:    srv,
        FullMethod: "/google.cloud.commerce.consumer.prourement.v1.LicenseManagementService/GetLicensePool",
    }
    handler := func(ctx context.Context, req interface{}) (interface{}, error) {
        return srv.(LicenseManagementServiceServer).GetLicensePool(ctx, req.(*GetLicensePoolRequest))
    }
    return interceptor(ctx, in, info, handler)
}

func _LicenseManagementService_UpdateLicensePool_Handler(srv interface{}, ctx context.Context, dec
func(interface{}) error, interceptor grpc.UnaryServerInterceptor) (interface{}, error) {
    in := new(UpdateLicensePoolRequest)
    if err := dec(in); err != nil {
        return nil, err
    }
    if interceptor == nil {
        return srv.(LicenseManagementServiceServer).UpdateLicensePool(ctx, in)
    }
    info := &grpc.UnaryServerInfo{
        Server:    srv,
        FullMethod: "/google.cloud.commerce.consumer.prourement.v1.LicenseManagementService/UpdateLicensePool",
    }
    handler
:= func(ctx context.Context, req interface{}) (interface{}, error) {
    return srv.(LicenseManagementServiceServer).UpdateLicensePool(ctx, req.(*UpdateLicensePoolRequest))
}
    return interceptor(ctx, in, info, handler)
}

func _LicenseManagementService_Assign_Handler(srv interface{}, ctx context.Context, dec func(interface{})
error, interceptor grpc.UnaryServerInterceptor) (interface{}, error) {
    in := new(AssignRequest)
    if err := dec(in); err != nil {
        return nil, err
    }
    if interceptor == nil {
        return srv.(LicenseManagementServiceServer).Assign(ctx, in)
    }
}

```

```

}
info := &grpc.UnaryServerInfo{
    Server:    srv,
    FullMethod: "/google.cloud.commerce.consumer.procurement.v1.LicenseManagementService/Assign",
}
handler := func(ctx context.Context, req interface{}) (interface{}, error) {
    return srv.(LicenseManagementServiceServer).Assign(ctx, req.(*AssignRequest))
}
return interceptor(ctx, in, info, handler)
}

func _LicenseManagementService_Unassign_Handler(srv
interface{}, ctx context.Context, dec func(interface{}) error, interceptor grpc.UnaryServerInterceptor) (interface{},
error) {
    in := new(UnassignRequest)
    if err := dec(in); err != nil {
        return nil, err
    }
    if interceptor == nil {
        return srv.(LicenseManagementServiceServer).Unassign(ctx, in)
    }
    info := &grpc.UnaryServerInfo{
        Server:    srv,
        FullMethod: "/google.cloud.commerce.consumer.procurement.v1.LicenseManagementService/Unassign",
    }
    handler := func(ctx context.Context, req interface{}) (interface{}, error) {
        return srv.(LicenseManagementServiceServer).Unassign(ctx, req.(*UnassignRequest))
    }
    return interceptor(ctx, in, info, handler)
}

func _LicenseManagementService_EnumerateLicensedUsers_Handler(srv interface{}, ctx context.Context, dec
func(interface{}) error, interceptor grpc.UnaryServerInterceptor) (interface{}, error) {
    in := new(EnumerateLicensedUsersRequest)
    if err := dec(in); err != nil {
        return nil, err
    }
    if
    interceptor == nil {
        return srv.(LicenseManagementServiceServer).EnumerateLicensedUsers(ctx, in)
    }
    info := &grpc.UnaryServerInfo{
        Server:    srv,
        FullMethod:
"/google.cloud.commerce.consumer.procurement.v1.LicenseManagementService/EnumerateLicensedUsers",
    }
    handler := func(ctx context.Context, req interface{}) (interface{}, error) {
        return srv.(LicenseManagementServiceServer).EnumerateLicensedUsers(ctx,

```

```

req.(*EnumerateLicensedUsersRequest))
}
return interceptor(ctx, in, info, handler)
}

var _LicenseManagementService_serviceDesc = grpc.ServiceDesc{
    ServiceName: "google.cloud.commerce.consumer.procurement.v1.LicenseManagementService",
    HandlerType: (*LicenseManagementServiceServer)(nil),
    Methods: []grpc.MethodDesc{
        {
            MethodName: "GetLicensePool",
            Handler:    _LicenseManagementService_GetLicensePool_Handler,
        },
        {
            MethodName: "UpdateLicensePool",
            Handler:    _LicenseManagementService_UpdateLicensePool_Handler,
        },
        {
            MethodName: "Assign",
            Handler:    _LicenseManagementService_Assign_Handler,
        },
        {
            MethodName: "Unassign",
            Handler:    _LicenseManagementService_Unassign_Handler,
        },
        {
            MethodName: "EnumerateLicensedUsers",
            Handler:    _LicenseManagementService_EnumerateLicensedUsers_Handler,
        },
    },
    Streams: []grpc.StreamDesc{},
    Metadata: "google/cloud/commerce/consumer/procurement/v1/license_management_service.proto",
}

```

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Anton Povarov <anton.povarov@gmail.com>

Brian Goff <cpuguy83@gmail.com>

Clayton Coleman <ccoleman@redhat.com>

Denis Smirnov <denis.smirnov.91@gmail.com>

DongYun Kang <ceram1000@gmail.com>

Dwayne Schultz <dschultz@pivotal.io>

Georg Apitz <gapitz@pivotal.io>

Gustav Paul <gustav.paul@gmail.com>

Johan Brandhorst <johan.brandhorst@gmail.com>

John Shahid <jvshahid@gmail.com>

John Tuley <john@tuley.org>

Laurent <laurent@adyoulike.com>

Patrick Lee <patrick@dropbox.com>

Peter Edge <peter.edge@gmail.com>

Roger Johansson <rogersaling@gmail.com>

Sam Nguyen <sam.nguyen@sendgrid.com>

Sergio Arbo <serabe@gmail.com>

Stephen J Day <stephen.day@docker.com>

Tamir Duberstein <tamird@gmail.com>

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1.570 github.com/go-sql-driver/mysql v1.6.0

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1.572 protobuf 1.5.2

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