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* /opt/cola/permits/124895697_1695291963.5274367/0/annotations-13-0-sources-jar/org/jetbrains/annotations/NotNull.java
*
/opt/cola/permits/124895697_1695291963.5274367/0/annotations-13-0-sources-jar/org/jetbrains/annotations/TestOnly.java

1.6 kotlin-reflect 1.2.71

1.7 guava-retrying 2.0.0

1.8 json-java 20160212

1.8.1 Available under license :

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1.9 javax-annotation-api 1.3.2

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1.11 hamcrest 1.3

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1.16 aop-alliance 1.0

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1.17 findbugs-jsr305 3.0.2

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1.18 jline-java-console-input-library 2.14.6

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1.19 apache-commons-beanutils 1.9.4

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1.20 aopalliance-version-repackaged-as-a-module 2.6.1

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1.22 hk2-implementation-utilities 2.6.1

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1.31 jansi 1.16

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1.37 bean-validation-api 2.0.2

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1.38 asm 8.0.1

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1.39 apache-httpcomponents-asyncclient 4.1.4

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1.40 scala-xml 1.0.6

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1.42 asm-commons 8.0.1

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*
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* /opt/cola/permits/1104664946_1604644137.35/0/asm-commons-8-0-1-sources-1-jar/org/objectweb/asm/commons/AnnotationRemapper.java
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* /opt/cola/permits/1104664946_1604644137.35/0/asm-commons-8-0-1-sources-1-jar/org/objectweb/asm/commons/ModuleResolutionAttribute.java
* /opt/cola/permits/1104664946_1604644137.35/0/asm-commons-8-0-1-sources-1-jar/org/objectweb/asm/commons/AnalyzerAdapter.java

* /opt/cola/permits/1104664946_1604644137.35/0/asm-commons-8-0-1-sources-1-jar/org/objectweb/asm/commons/RecordComponentRemapper.java
* /opt/cola/permits/1104664946_1604644137.35/0/asm-commons-8-0-1-sources-1-jar/org/objectweb/asm/commons/SimpleRemapper.java
*
 /opt/cola/permits/1104664946_1604644137.35/0/asm-commons-8-0-1-sources-1-jar/org/objectweb/asm/commons/SignatureRemapper.java
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* /opt/cola/permits/1104664946_1604644137.35/0/asm-commons-8-0-1-sources-1-jar/org/objectweb/asm/commons/TryCatchBlockSorter.java
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* /opt/cola/permits/1104664946_1604644137.35/0/asm-commons-8-0-1-sources-1-jar/org/objectweb/asm/commons/MethodRemapper.java
* /opt/cola/permits/1104664946_1604644137.35/0/asm-commons-8-0-1-sources-1-jar/org/objectweb/asm/commons/ClassRemapper.java
*
 /opt/cola/permits/1104664946_1604644137.35/0/asm-commons-8-0-1-sources-1-jar/org/objectweb/asm/commons/ModuleHashesAttribute.java
* /opt/cola/permits/1104664946_1604644137.35/0/asm-commons-8-0-1-sources-1-jar/org/objectweb/asm/commons/TableSwitchGenerator.java
* /opt/cola/permits/1104664946_1604644137.35/0/asm-commons-8-0-1-sources-1-jar/org/objectweb/asm/commons/FieldRemapper.java
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```
/**
  * Constructs a new {@link GeneratorAdapter}. <i>Subclasses must not use this constructor</i>.
  * Instead, they must use the {@link #GeneratorAdapter(int, MethodVisitor, int, String, String)}
  * version.
  *
  * @param methodVisitor the method visitor
```

to which this adapter delegates calls.
 * @param access the method's access flags (see {@link Opcodes}).
 * @param name the method's name.
 * @param descriptor the method's descriptor (see {@link Type}).
 * @throws IllegalStateException if a subclass calls this constructor.
 */

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/**
  * Constructs a new {@link LocalVariablesSorter}. <i>Subclasses must not use this constructor</i>.
  * Instead, they must use the {@link #LocalVariablesSorter(int, int, String, MethodVisitor)}
  * version.
  *
  * @param access access flags of the adapted
 method.
  * @param descriptor the method's descriptor (see {@link Type}).
  * @param methodVisitor the method visitor to which this adapter delegates calls.
  * @throws IllegalStateException if a subclass calls this constructor.
  */
```

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/**
  * Constructs a new {@link SerialVersionUIDAdder}. <i>Subclasses must not use this
  * constructor</i>. Instead, they must use the {@link #SerialVersionUIDAdder(int, ClassVisitor)}
  * version.
  *
  * @param classVisitor a {@link ClassVisitor} to which
 this visitor will delegate calls.
  * @throws IllegalStateException If a subclass calls this constructor.
  */
```

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* /opt/cola/permits/1104664946_1604644137.35/0/asm-commons-8-0-1-sources-1-jar/org/objectweb/asm/commons/SerialVersionUIDAdder.java

1.43 asm-tree 8.0.1

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jar/org/objectweb/asm/tree/IincInsnNode.java
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* /opt/cola/permits/1104664895_1604644145.26/0/asm-tree-8-0-1-sources-1-jar/org/objectweb/asm/tree/TableSwitchInsnNode.java
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* /opt/cola/permits/1104664895_1604644145.26/0/asm-tree-8-0-1-sources-1-jar/org/objectweb/asm/tree/AnnotationNode.java
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* /opt/cola/permits/1104664895_1604644145.26/0/asm-tree-8-0-1-sources-1-jar/org/objectweb/asm/tree/LocalVariableAnnotationNode.java
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* /opt/cola/permits/1104664895_1604644145.26/0/asm-tree-8-0-1-sources-1-jar/org/objectweb/asm/tree/ModuleRequireNode.java
* /opt/cola/permits/1104664895_1604644145.26/0/asm-tree-8-0-1-sources-1-jar/org/objectweb/asm/tree/InsnList.java
* /opt/cola/permits/1104664895_1604644145.26/0/asm-tree-8-0-1-sources-1-jar/org/objectweb/asm/tree/ModuleExportNode.java
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* /opt/cola/permits/1104664895_1604644145.26/0/asm-tree-8-0-1-sources-1-jar/org/objectweb/asm/tree/ParameterNode.java
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1.44 asm-analysis 8.0.1

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* /opt/cola/permits/1104664774_1604644122.5/0/asm-analysis-8-0-1-sources-1-jar/org/objectweb/asm/tree/analysis/AnalyzerException.java
* /opt/cola/permits/1104664774_1604644122.5/0/asm-analysis-8-0-1-sources-1-jar/org/objectweb/asm/tree/analysis/Interpreter.java
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* /opt/cola/permits/1104664774_1604644122.5/0/asm-analysis-8-0-1-sources-1-jar/org/objectweb/asm/tree/analysis/Analyzer.java
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```
/**
  * Constructs a new {@link BasicInterpreter} for the latest ASM API version. <i>Subclasses must
  * not use this constructor</i>. Instead, they must use the {@link #BasicInterpreter(int)}
  * version.
  */
```

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/**
  * Constructs a new {@link SourceInterpreter} for the latest ASM API version. Subclasses must
  * not use this constructor. Instead, they must use the {@link #SourceInterpreter(int)}

* version.
*/

Found in path(s):
* /opt/cola/permits/1104664774_1604644122.5/0/asm-analysis-8-0-1-sources-1-jar/org/objectweb/asm/tree/analysis/SourceInterpreter.java

1.45 apache-http-client 4.5.13

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1.46 scala-java8-compat_2.12 0.8.0

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1.49 opentest4j-opentest4j 1.2.0

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1.50 java-diff-utils 1.3.0

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* /opt/cola/permits/1131003422_1649015566.9/0/diffutils-1-3-0-jar/META-INF/maven/com.googlecode.java-diff-utils/diffutils/pom.xml
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Manifest-Version: 1.0
Archiver-Version: Plexus Archiver
Built-By: smitterm
Created-By: Apache Maven Bundle Plugin
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Bnd-LastModified: 1362404972142
Export-Package: difflib;uses:="difflib.myers";version="1.3.0",difflib.
myers;uses:=difflib;version="1.3.0"
Bundle-Version: 1.3.0
Bundle-Description: The DiffUtils library for computing diffs, applyin
g patches, generationg side-by-side view in Java.
Bundle-Name: java-diff-utils
Build-Jdk: 1.5.0_22
Bundle-ManifestVersion: 2
Bundle-SymbolicName: com.googlecode.java-diff-utils.diffutils
Tool: Bnd-1.50.0

Found in path(s):
* /opt/cola/permits/1131003422_1649015566.9/0/diffutils-1-3-0-jar/META-INF/MANIFEST.MF

1.51 j2objc-annotations 1.3

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* /opt/cola/permits/1131003150_1612875443.99/0/j2objc-annotations-1-3-sources-3-jar/com/google/j2objc/annotations/Property.java
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* /opt/cola/permits/1131003150_1612875443.99/0/j2objc-annotations-1-3-sources-3-jar/com/google/j2objc/annotations/AutoreleasePool.java
* /opt/cola/permits/1131003150_1612875443.99/0/j2objc-annotations-1-3-sources-3-jar/com/google/j2objc/annotations/WeakOuter.java

1.52 jakarta-annotations-api 1.3.5

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1.55 junit 4.13.2

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1.58 iterators 1.5

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```

Found in path(s):
* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-jar/org/dmfs/iterators/utils/SlimSet.java

* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-jar/org/dmfs/iterators/FilteredIterator.java
* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-jar/org/dmfs/iterators/SerialIterator.java
*
 /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-jar/org/dmfs/iterables/UnquotedSplit.java
* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-jar/org/dmfs/iterators/Filter.java
* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-
jar/org/dmfs/iterators/decorators/Flattened.java
* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-jar/org/dmfs/iterators/filters/NoneOf.java
* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-
jar/org/dmfs/iterators/SerialIterableIterator.java
* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-
jar/org/dmfs/iterables/decorators/Reverse.java
* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-jar/org/dmfs/iterables/Repeatable.java
* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-jar/org/dmfs/iterables/Distinct.java
* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-
jar/org/dmfs/iterators/filters/NonNull.java
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 /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-
jar/org/dmfs/iterables/decorators/Flattened.java
* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-jar/org/dmfs/iterators/Function.java
* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-jar/org/dmfs/iterators/filters/Skip.java
* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-
jar/org/dmfs/iterators/decorators/Serialized.java
* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-
jar/org/dmfs/iterables/CachingIterable.java
* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-
jar/org/dmfs/iterators/AbstractBaseIterator.java
* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-
jar/org/dmfs/iterators/AbstractFilteredIterator.java
* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-
jar/org/dmfs/iterators/DistinctIterator.java
* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-jar/org/dmfs/iterables/CsvIterable.java
*
 /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-jar/org/dmfs/iterators/EmptyIterator.java
* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-
jar/org/dmfs/iterators/SingletonIterator.java
* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-jar/org/dmfs/iterators/filters/Distinct.java
* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-jar/org/dmfs/iterators/CsvIterator.java
* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-
jar/org/dmfs/iterables/decorators/Mapped.java
* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-
jar/org/dmfs/iterators/decorators/Fluent.java
* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-
jar/org/dmfs/iterators/decorators/Filtered.java
* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-jar/org/dmfs/iterators/filters/AnyOf.java
*
 /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-
jar/org/dmfs/iterators/decorators/Mapped.java

* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-jar/org/dmfs/iterables/decorators/Filtered.java
* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-jar/org/dmfs/iterators/ArrayIterator.java
* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-jar/org/dmfs/iterables/Split.java
* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-jar/org/dmfs/iterators/FluentIterator.java
* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-jar/org/dmfs/iterators/AbstractConvertedIterator.java
* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-jar/org/dmfs/iterators/Split.java
* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-jar/org/dmfs/iterators/SerialIteratorIterator.java
* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-jar/org/dmfs/iterators/ConvertedIterator.java
*
/opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-jar/org/dmfs/iterators/UnquotedSplit.java
* /opt/cola/permits/1162864298_1620923965.62/0/iterators-1-5-sources-1-jar/org/dmfs/iterables/ArrayIterable.java

1.59 kotson 2.5.0

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1.60 dmfs/optional 0.3

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* /opt/cola/permits/1162865425_1649200933.51/0/optional-0-3-sources-jar/org/dmfs/optional/NullSafe.java
* /opt/cola/permits/1162865425_1649200933.51/0/optional-0-3-sources-jar/org/dmfs/optional/Absent.java
* /opt/cola/permits/1162865425_1649200933.51/0/optional-0-3-sources-jar/org/dmfs/optional/Present.java

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* /opt/cola/permits/1162865425_1649200933.51/0/optional-0-3-sources-jar/org/dmfs/optional/First.java
* /opt/cola/permits/1162865425_1649200933.51/0/optional-0-3-sources-jar/org/dmfs/optional/iter/OptItor.java
* /opt/cola/permits/1162865425_1649200933.51/0/optional-0-3-sources-jar/org/dmfs/optional/decorators/Mapped.java
*
/opt/cola/permits/1162865425_1649200933.51/0/optional-0-3-sources-jar/org/dmfs/optional/iter/OptIter.java

1.61 rfc3986-uri 0.8

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* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/parameters/FluentParameterList.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/Query.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/encoding/Normalized.java
*
 /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/paths/Resolved.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/parameters/adapters/MultiParameter.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/parameters/parametertypes/BasicParameterType.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/parameters/parametersets/Removing.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/validation/CharSets.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/authorities/Text.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/parameters/valuetypes/BooleanValueType.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/encoding/utils/FormPercentEncodingOutputStream.java
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* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/encoding/XWwwFormUrlEncoded.java
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* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/parameters/parametersets/Appending.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/parameters/ValueType.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/fragments/SimpleFragment.java
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* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-

jar/org/dmfs/rfc3986/parameters/valuetypes/TextValueType.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/queries/SimpleQuery.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/encoding/IdempotentEncoded.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/UriEncoded.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/encoding/Precoded.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/parameters/adapters/XwfueParameterList.java
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* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/parameters/adapters/TextParameter.java
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* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/utils/Parsed.java
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* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/paths/EncodedPath.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/parameters/parametersets/EmptyParameterList.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/parameters/parametersets/Replacing.java
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* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/authorities/OptionalLazyUserInfo.java

* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/encoding/FormPrecoded.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/parameters/parameters/UrlEncodedParameter.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/paths/EmptyPath.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/validation/Validated.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/parameters/ParameterType.java
*
 /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/paths/Extended.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/fragments/OptionalLazyFragment.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/parameters/Parameter.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/schemes/StringScheme.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/encoding/utils/PercentEncodingOutputStream.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/parameters/valuetypes/IntegerValueType.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/Fragment.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/utils/Split.java
*
 /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/validation/CharSet.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/parameters/parametersets/BasicParameterList.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/uris/StructuredUri.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/queries/OptionalLazyQuery.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/schemes/OptionalLazyScheme.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/uris/Normalized.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/Uri.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/paths/Normalized.java
*
 /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/parameters/adapters/OptionalParameter.java
* /opt/cola/permits/1162862871_1620923716.86/0/rfc3986-uri-0-8-sources-1-jar/org/dmfs/rfc3986/uris/Text.java

1.62 automation 1.11-8

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* /opt/cola/permits/1162863214_1620924489.9/0/automaton-1-11-8-sources-6-jar/dk/brics/automaton/BasicAutomata.java
* /opt/cola/permits/1162863214_1620924489.9/0/automaton-1-11-8-sources-6-jar/dk/brics/automaton/TransitionComparator.java
* /opt/cola/permits/1162863214_1620924489.9/0/automaton-1-11-8-sources-6-jar/dk/brics/automaton/DatatypesAutomatonProvider.java
* /opt/cola/permits/1162863214_1620924489.9/0/automaton-1-11-8-sources-6-jar/dk/brics/automaton/Automaton.java
*
 /opt/cola/permits/1162863214_1620924489.9/0/automaton-1-11-8-sources-6-jar/dk/brics/automaton/Datatypes.java
* /opt/cola/permits/1162863214_1620924489.9/0/automaton-1-11-8-sources-6-

jar/dk/brics/automaton/SpecialOperations.java
* /opt/cola/permits/1162863214_1620924489.9/0/automaton-1-11-8-sources-6-jar/dk/brics/automaton/BasicOperations.java
* /opt/cola/permits/1162863214_1620924489.9/0/automaton-1-11-8-sources-6-jar/dk/brics/automaton/StatePair.java
* /opt/cola/permits/1162863214_1620924489.9/0/automaton-1-11-8-sources-6-jar/dk/brics/automaton/MinimizationOperations.java
* /opt/cola/permits/1162863214_1620924489.9/0/automaton-1-11-8-sources-6-jar/dk/brics/automaton/State.java
* /opt/cola/permits/1162863214_1620924489.9/0/automaton-1-11-8-sources-6-jar/dk/brics/automaton/ShuffleOperations.java
* /opt/cola/permits/1162863214_1620924489.9/0/automaton-1-11-8-sources-6-jar/dk/brics/automaton/RunAutomaton.java
* /opt/cola/permits/1162863214_1620924489.9/0/automaton-1-11-8-sources-6-jar/dk/brics/automaton/RegExp.java
*
/opt/cola/permits/1162863214_1620924489.9/0/automaton-1-11-8-sources-6-jar/dk/brics/automaton/AutomatonProvider.java
* /opt/cola/permits/1162863214_1620924489.9/0/automaton-1-11-8-sources-6-jar/dk/brics/automaton/Transition.java
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* /opt/cola/permits/1162863214_1620924489.9/0/automaton-1-11-8-sources-6-jar/dk/brics/automaton/AutomatonMatcher.java

1.63 jakarta-ws-rs-api 2.1.6

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1.64 scala 2.12.5

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

1.65 picocli 4.6.1

1.65.1 Available under license :

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```
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*/
```

Found in path(s):
* /opt/cola/permits/1178487930_1625660844.82/0/picocli-4-6-1-sources-1-jar/picocli/AutoComplete.java
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*/
/**
     * Called when either the command, option or positional parameter that has this preprocessor configured was
     * recognized by the picocli parser.
     * <p>Implementors are free to modify one or more of the specified command line arguments before they are
     * processed by the picocli parser (or by the option's
```

```
{@link IParameterConsumer parameter consumer}, if one is specified).
     * </p><p>
     * Implementors may optionally <em>consume</em> one or more of the specified command line arguments:
     * a return value of {@code true} signals that the preprocessor consumed the parameter:
     * picocli should skip further processing of this option or positional parameter,
     * and the preprocessor implementation takes responsibility for assigning the
     * option or positional parameter a value. A return value of {@code false} means that picocli should
     * process the stack as usual for this option or positional parameter, and picocli is responsible for
     * assigning this option or positional parameter a value.
     * </p><p>
     * For a command, returning {@code true} signals that the preprocessor takes responsibility for parsing all
     * options and positional parameters for this command, and takes responsibility for validating constraints
like
     * whether all required options and positional parameters were specified.
     * A return value of {@code false} means that picocli should
     * process the stack as usual for this command, and picocli is responsible for validation.
     * Command preprocessors can signal back to the picocli parser when they detect that the user requested version
     * information or usage help by putting a value of {@code true} in the specified
     * {@code info} map for keys {@code versionHelpRequested} or {@code usageHelpRequested}, respectively.
     * </p><p>
     * If the user input is invalid, implementations should throw a {@link ParameterException}
     * with a message to display to the user.
     * </p>
     * @param args the remaining command line arguments that follow the matched argument
     *          (the matched argument is not on the stack anymore)
     * @param commandSpec the command or subcommand that was matched
(if the specified {@code argSpec} is
     *          {@code null}), or the command that the matched option or positional parameter belongs to
     * @param argSpec the option or positional parameter for which to pre-process command line arguments
     *          (may be {@code null} when this method is called for a subcommand that was matched)
     * @param info a map containing additional information on the current parser state,
     *              including whether the option parameter was attached to the option name with
     *              a `=` separator, whether quotes have already been stripped off the option, etc.
     *            Implementations may modify this map to communicate back to the picocli parser.
     *            Supported values:
     *            <table>
     *              <tr>
     *                <th>key</th><th>valid values</th><th>type</th>
     *              </tr>
     *              <tr>
      *                <td>separator</td><td>" (empty string): attached without separator, ' ' (space): not attached, (any
other string): option name was attached to option param with specified separator</td>
     *                <td>java.lang.String</td>
     *              </tr>
     *              <tr>
     *                <td>negated</td>
     *                <td>{@code true}: the option or positional parameter is a {@linkplain Option#negatable()
negated} option/parameter, {@code false}: the option or positional parameter is not a negated
```

```
option/parameter</td>
     *               <td>java.lang.Boolean</td>
     *             </tr>
     *             <tr>
     *               <td>unquoted</td>
     *               <td>{@code true}: quotes surrounding the value have already been stripped off, {@code false}:
quotes surrounding the value have not yet been stripped off</td>
     *               <td>java.lang.Boolean</td>
     *             </tr>
     *             <tr>
     *               <td>versionHelpRequested</td>
     *               <td>{@code true}: version help was requested, {@code false}: version help was not
requested</td>
     *               <td>java.lang.Boolean</td>
     *             </tr>
     *             <tr>
     *               <td>usageHelpRequested</td>
     *               <td>{@code true}: usage help was requested, {@code false}: usage help was not requested</td>
     *               <td>java.lang.Boolean</td>
     *             </tr>
     *           </table>
     * @returns true if the preprocessor consumed the parameter
     *         and picocli should skip further processing of the stack for this option or positional parameter;
     *         false if picocli should continue processing the stack for this option or positional parameter
     * @throws ParameterException if the
 user input is invalid
     */
```

Found in path(s):
* /opt/cola/permits/1178487930_1625660844.82/0/picocli-4-6-1-sources-1-jar/picocli/CommandLine.java

1.66 jcommander-library 1.78

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Found in path(s):
* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/IParameterValidator2.java
* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/IParameterValidator.java
*
 /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/validators/NoValidator.java
* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/validators/NoValueValidator.java
* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/validators/PositiveInteger.java
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* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/JCommander.java
* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/UnixStyleUsageFormatter.java
*
 /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/DefaultUsageFormatter.java
* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-

jar/com/beust/jcommander/IUsageFormatter.java
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* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/converters/URLConverter.java
* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/converters/NoConverter.java
*
 /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/IDefaultProvider.java
* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/internal/Maps.java
* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/MissingCommandException.java
* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/defaultprovider/PropertyFileDefaultProvider.java
* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/converters/CharArrayConverter.java
* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/converters/FileConverter.java
* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/converters/ISO8601DateConverter.java
* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/converters/DoubleConverter.java
*
 /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/ParameterException.java
* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/converters/IntegerConverter.java

* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/converters/BigDecimalConverter.java
* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/converters/BooleanConverter.java
* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/converters/FloatConverter.java
* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/ResourceBundle.java
* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/Parameters.java
* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/IStringConverterFactory.java
*
/opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/internal/Lists.java
* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/internal/Sets.java
* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/converters/PathConverter.java
* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/Parameter.java
* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/converters/LongConverter.java
* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/internal/DefaultConverterFactory.java
* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/converters/BaseConverter.java
* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/ParameterDescription.java
*
/opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/IStringConverter.java
* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/converters/InetAddressConverter.java
* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/converters/StringConverter.java
* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/converters/URIConverter.java
* /opt/cola/permits/1183866048_1648141986.88/0/jcommander-1-78-sources-jar/com/beust/jcommander/ParametersDelegate.java

1.67 reflections 0.9.12

1.67.1 Available under license :

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1.68 asm-tree 9.1

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Manifest-Version: 1.0
Bundle-DocURL: http://asm.ow2.org
Bundle-License: BSD-3-Clause;link=https://asm.ow2.io/LICENSE.txt
Bundle-ManifestVersion: 2
Bundle-Name: org.objectweb.asm.tree
Bundle-RequiredExecutionEnvironment: J2SE-1.5
Bundle-SymbolicName: org.objectweb.asm.tree
Bundle-Version: 9.1.0
Export-Package: org.objectweb.asm.tree;version="9.1";uses:="org.object
web.asm"
Implementation-Title: Tree API of ASM, a very small and fast Java byte
code manipulation framework
Implementation-Version: 9.1
Import-Package: org.objectweb.asm;version="[9.1,10)"
Module-Requires: org.objectweb.asm;transitive=true

Found in path(s):
* /opt/cola/permits/1183890441_1627493647.83/0/asm-tree-9-1-jar/META-INF/MANIFEST.MF

1.69 project-lombok 1.18.20

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org.ow2.asm:asm-analysis
org.ow2.asm:asm-commons
org.ow2.asm:asm-tree
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rzwitserloot/com.zwitserloot.cmdreader

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rzwitserloot/lombok.patcher

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1.70 asm-commons 9.1

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Bundle-DocURL: http://asm.ow2.org
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Bundle-ManifestVersion: 2
Bundle-Name: org.objectweb.asm.commons
Bundle-RequiredExecutionEnvironment: J2SE-1.5
Bundle-SymbolicName: org.objectweb.asm.commons
Bundle-Version: 9.1.0
Export-Package: org.objectweb.asm.commons;version="9.1";uses:="org.obj
ectweb.asm,org.objectweb.asm.signature,org.objectweb.asm.tree"
Implementation-Title: Usefull class adapters based on ASM, a very smal
l and fast Java bytecode manipulation framework
Implementation-Version: 9.1
Import-Package: org.objectweb.asm;version="[9.1,10)",org.objectweb.asm
.signature;version="[9.1,10)",org.objectweb.asm.tree;version="[9.1,10
)"
Module-Requires: org.objectweb.asm;transitive=true,org.objectweb.asm.t
ree;transitive=true,org.objectweb.asm.tree.analysis;transitive=true

Found in path(s):
* /opt/cola/permits/1183889887_1627494130.56/0/asm-commons-9-1-jar/META-INF/MANIFEST.MF

1.71 hibernate-validator 6.2.0.Final

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* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/META-INF/validation-configuration-1.0.xsd
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/META-INF/validation-configuration-1.1.xsd
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/overview.html
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/META-INF/validation-mapping-1.0.xsd
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/META-INF/validation-mapping-2.0.xsd
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/META-INF/validation-mapping-1.1.xsd
*
/opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/META-INF/maven/org.hibernate.validator/hibernate-validator/pom.xml
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/META-INF/validation-configuration-2.0.xsd
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*/
/**
* <p>
* A method-level constraint, that evaluates a script expression against the
* annotated method or constructor. This constraint can be used to implement
* validation routines that depend on several parameters of the annotated

```
* executable.
* </p>
* <p>
* Script expressions can be written in any scripting or expression language,
* for which a <a href="http://jcp.org/en/jsr/detail?id=223">JSR 223</a>
* ("Scripting for the Java<sup>TM</sup> Platform") compatible engine can be
* found on the classpath. To refer to a parameter within the scripting
* expression, use its name as obtained by the active
* {@link javax.validation.ParameterNameProvider}. The default provider will
* return the
 actual parameter names, if the -parameters compiler option
* has been enabled, and {@code arg0}, {@code arg1} etc. otherwise.
* </p>
* <p>
* The following listing shows an example using the JavaScript engine which
* comes with the JDK:
* </p>
* <pre>
* {@code @ParameterScriptAssert(script = "start.before(end)", lang = "javascript")
* public void createEvent(Date start, Date end) { ... }
* }
* </pre>
* <p>
* Can be specified on any method or constructor.
* </p>
*
* @author Gunnar Morling
*/
```

Found in path(s):
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/constraints/ParameterScriptAssert.java
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*/
/*
* Written by Doug Lea with assistance from members of JCP JSR-166
* Expert Group and released to the public domain, as explained at
* http://creativecommons.org/licenses/publicdomain
*/
```

Found in path(s):
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-

jar/org/hibernate/validator/internal/util/ConcurrentReferenceHashMap.java
No license file was found, but licenses were detected in source scan.

```
/*
* Hibernate Validator, declare and validate application constraints
*
* License: Apache License, Version 2.0
* See the license.txt file in the root directory or <http://www.apache.org/licenses/LICENSE-2.0>.
*/
/**
  * Retrieves constraint related meta data for the parameters of the given
  * executable.
  *
  * @param javaBeanExecutable The executable of interest.
  *
  * @return A list with parameter meta data for the given executable.
  */
```

Found in path(s):
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/metadata/provider/AnnotationMetaDataProvider.java
No license file was found, but licenses were detected in source scan.

```
/*
* Hibernate Validator, declare and validate application constraints
*
* License: Apache License, Version 2.0
* See the license.txt file in the root directory or <http://www.apache.org/licenses/LICENSE-2.0>.
*/
```

Found in path(s):
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/sign/PositiveValidatorForInteger.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/hv/EANValidator.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/pastorpresent/package-info.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/sign/NegativeValidatorForInteger.java
*
 /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/pastorpresent/PastOrPresentValidatorForMonthDay.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/engine/groups/ValidationOrder.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/metadata/aggregated/rule/ParallelMethodsMustNotDefineParameterConstraints.java

* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/engine/PredefinedScopeValidatorContextImpl.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/cfg/context/ParameterConstraintMappingContext.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/constraints/CompositionType.java
*
/opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/cfg/defs/NotEmptyDef.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/futureorpresent/FutureOrPresentValidatorForYearMonth.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/futureorpresent/AbstractFutureOrPresentJavaTimeValidator.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/engine/validationcontext/BaseBeanValidationContext.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/engine/messageinterpolation/ParameterTermResolver.java
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/opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/future/AbstractFutureInstantBasedValidator.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/cfg/defs/PositiveOrZeroDef.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/cfg/defs/AssertTrueDef.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/sign/NegativeOrZeroValidatorForFloat.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/PredefinedScopeHibernateValidatorFactory.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/hv/AbstractScriptAssertValidator.java
*
/opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/size/SizeValidatorForArraysOfBoolean.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/engine/ValidatorContextImpl.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/metadata/aggregated/package-info.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/cfg/defs/Mod11CheckDef.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/util/stereotypes/Immutable.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/InfinityNumberComparatorHelper.java
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/opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/cfg/defs/EmailDef.java

* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/sign/PositiveOrZeroValidatorForInteger.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/cfg/context/AnnotationProcessingOptions.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/engine/messageinterpolation/InterpolationTermType.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/cfg/context/ReturnValueConstraintMappingContextImpl.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/engine/messageinterpolation/el/BeanPropertiesElContext.java
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 /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/constraints/URL.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/cfg/defs/CurrencyDef.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/resourceloading/PlatformResourceBundleLocator.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/cfg/context/GroupConversionTargetContextImpl.java
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* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/util/TypeResolutionHelper.java
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 /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/metadata/descriptor/BeanDescriptorImpl.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/sign/PositiveValidatorForByte.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/bound/decimal/DecimalMaxValidatorForCharSequence.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/past/PastValidatorForYearMonth.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/engine/resolver/AbstractTraversableHolder.java
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* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/futureorpresent/FutureOrPresentValidatorForLocalDate.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/properties/Callable.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/spi/nodenameprovider/JavaBeanProperty.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/constraints/Mod11Check.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-

jar/org/hibernate/validator/internal/engine/valuecontext/BeanValueContext.java
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/opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/metadata/location/package-info.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/engine/valueextraction/OptionalValueExtractor.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/xml/mapping/ContainerElementTypeConfigurationBuilder.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/future/FutureValidatorForHijrahDate.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/constraints/ScriptAssert.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/sign/NegativeOrZeroValidatorForDouble.java
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/opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/spi/messageinterpolation/LocaleResolver.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/engine/validationcontext/ValidationContext.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/util/privilegedactions/package-info.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/hv/UniqueElementsValidator.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/future/FutureValidatorForMonthDay.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/size/SizeValidatorForArraysOfPrimitives.java
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/opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/past/PastValidatorForOffsetDateTime.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/metadata/aggregated/rule/ParallelMethodsMustNotDefineGroupConversionForCascadedReturnValue.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/metadata/location/ParameterConstraintLocation.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/resourceloading/DelegatingResourceBundleLocator.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/money/NegativeOrZeroValidatorForMonetaryAmount.java
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/opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/sign/NegativeValidatorForNumber.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/util/Contracts.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/constraintvalidation/HibernateConstraintValidatorContext.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-

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* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/sign/PositiveOrZeroValidatorForByte.java
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/opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/engine/constraintvalidation/PredefinedScopeConstraintValidatorManagerImpl.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/sign/PositiveOrZeroValidatorForFloat.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/bound/MinValidatorForShort.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/spi/messageinterpolation/LocaleResolverContext.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/engine/groups/Sequence.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/size/SizeValidatorForArraysOfDouble.java
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/opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/engine/constraintdefinition/ConstraintDefinitionContribution.java
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* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/hv/pl/NIPValidator.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/xml/mapping/ConstraintTypeStaxBuilder.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/util/privilegedactions/GetMethod.java
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/opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/cfg/context/GetterConstraintMappingContextImpl.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/engine/groups/Group.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/metadata/provider/MetaDataProvider.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/cfg/defs/package-info.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/util/logging/formatter/ClassObjectFormatter.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/metadata/BeanMetaDataClassNormalizer.java
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* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/cfg/context/CrossParameterTarget.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-

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* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/properties/Constrainable.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/xml/mapping/ContainerElementTypeStaxBuilder.java
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* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/engine/messageinterpolation/parser/MessageState.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/spi/scripting/package-info.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/metadata/aggregated/FieldCascadable.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/cfg/defs/DurationMaxDef.java
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 /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/cfg/defs/br/package-info.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/engine/valueextraction/OptionalIntValueExtractor.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/util/privilegedactions/GetDeclaredFields.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/spi/scripting/ScriptEngineScriptEvaluator.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/util/logging/formatter/ExecutableFormatter.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/size/SizeValidatorForArraysOfShort.java
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* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/metadata/aggregated/rule/MethodConfigurationRule.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/util/annotation/AnnotationDescriptor.java
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/opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/util/logging/Log.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/futureorpresent/FutureOrPresentValidatorForMonthDay.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/past/PastValidatorForHijrahDate.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/futureorpresent/FutureOrPresentValidatorForHijrahDate.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/util/privilegedactions/GetMethodFromGetterNameCandidates.java
*
/opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/size/SizeValidatorForCharSequence.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/pastorpresent/PastOrPresentValidatorForLocalDateTime.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/sign/NegativeOrZeroValidatorForLong.java
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* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/cfg/context/DefaultConstraintMapping.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/util/privilegedactions/GetMethods.java
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/opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/cfg/context/package-info.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/util/privilegedactions/GetAnnotationAttribute.java

* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/xml/mapping/GroupConversionStaxBuilder.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/engine/resolver/TraverseAllTraversableResolver.java
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* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/metadata/aggregated/BeanMetaDataBuilder.java
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/opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/constraints/time/package-info.java
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* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/notempty/NotEmptyValidatorForArraysOfLong.java
* /opt/cola/permits/1183889106_1627493628.54/0/hibernate-validator-6-2-0-final-sources-1-jar/org/hibernate/validator/internal/engine/validationcontext/package-info.java
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1.72 asm-analysis 9.1

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1.73 jacoco 0.8.7

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1.74 java-architecture-for-xml-binding 2.3.3

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Amendment II

A well regulated militia, being necessary to the security of a free state, the right of the people to keep and bear arms, shall not be infringed.

Amendment III

No soldier shall, in time of peace be quartered in any house, without the consent of the owner, nor in time of war, but in a manner to be prescribed by law.

Amendment IV

The right of the people to be secure in their persons, houses, papers, and effects, against unreasonable searches and seizures, shall not be violated, and no warrants shall issue, but upon probable cause, supported by oath or affirmation, and particularly describing the place to be searched, and the
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Amendment V

No person shall be held to answer for a capital, or otherwise infamous crime, unless on a presentment or indictment of a grand jury, except in cases arising in the land or naval forces, or in the militia, when in actual service in time of war or public danger; nor shall any person be subject for the same offense to be twice put in jeopardy of life or limb; nor shall be compelled in any criminal case to be a witness against himself, nor be deprived of life, liberty, or property, without due process of law; nor shall private property be taken for public use, without just compensation.

Amendment VI

In all criminal prosecutions, the accused shall enjoy the right to a speedy and public trial, by an impartial jury of the state and district wherein the crime shall have been committed, which district shall have been previously ascertained by law, and to be informed of the nature and cause of the accusation; to be confronted with the witnesses against
him; to have compulsory process for obtaining witnesses in his favor, and to have the assistance of counsel for his defense.

Amendment VII

In suits at common law, where the value in controversy shall exceed twenty dollars, the right of trial by jury shall be

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Amendment VIII

Excessive bail shall not be required, nor excessive fines imposed, nor cruel and unusual punishments inflicted.

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1.79 netty-project 4.1.9.Final

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* /opt/cola/permits/1274700152_1649800590.85/0/netty-resolver-4-1-9-final-sources-jar/io/netty/resolver/HostsFileEntriesResolver.java
* /opt/cola/permits/1274700152_1649800590.85/0/netty-resolver-4-1-9-final-sources-jar/io/netty/resolver/InetSocketAddressResolver.java
* /opt/cola/permits/1274700152_1649800590.85/0/netty-resolver-4-1-9-final-sources-jar/io/netty/resolver/DefaultAddressResolverGroup.java
*
 /opt/cola/permits/1274700152_1649800590.85/0/netty-resolver-4-1-9-final-sources-jar/io/netty/resolver/AbstractAddressResolver.java
* /opt/cola/permits/1274700152_1649800590.85/0/netty-resolver-4-1-9-final-sources-jar/io/netty/resolver/CompositeNameResolver.java
* /opt/cola/permits/1274700152_1649800590.85/0/netty-resolver-4-1-9-final-sources-jar/io/netty/resolver/DefaultNameResolver.java
* /opt/cola/permits/1274700152_1649800590.85/0/netty-resolver-4-1-9-final-sources-jar/io/netty/resolver/DefaultHostsFileEntriesResolver.java
* /opt/cola/permits/1274700152_1649800590.85/0/netty-resolver-4-1-9-final-sources-jar/io/netty/resolver/AddressResolver.java
* /opt/cola/permits/1274700152_1649800590.85/0/netty-resolver-4-1-9-final-sources-jar/io/netty/resolver/HostsFileParser.java
* /opt/cola/permits/1274700152_1649800590.85/0/netty-resolver-4-1-9-final-sources-jar/io/netty/resolver/InetNameResolver.java
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* /opt/cola/permits/1274700152_1649800590.85/0/netty-resolver-4-1-9-final-sources-jar/io/netty/resolver/ResolvedAddressTypes.java
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* /opt/cola/permits/1274700152_1649800590.85/0/netty-resolver-4-1-9-final-sources-jar/io/netty/resolver/AddressResolverGroup.java
* /opt/cola/permits/1274700152_1649800590.85/0/netty-resolver-4-1-9-final-sources-jar/io/netty/resolver/NameResolver.java
*
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* /opt/cola/permits/1274700152_1649800590.85/0/netty-resolver-4-1-9-final-sources-jar/io/netty/resolver/SimpleNameResolver.java
* /opt/cola/permits/1274700152_1649800590.85/0/netty-resolver-4-1-9-final-sources-jar/io/netty/resolver/package-info.java
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1.80 feign-jackson 8.15.1

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1.81 slf4j-simple-binding 1.8.0-beta4

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1.82 unfiltered-netty-server 0.9.1

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1.83 argparse 0.8.1

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* /opt/cola/permits/1274701436_1645235201.06/0/argparse4j-0-8-1-sources-jar/net/sourceforge/argparse4j/helper/TextWidthCounter.java
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* /opt/cola/permits/1274701436_1645235201.06/0/argparse4j-0-8-1-sources-jar/net/sourceforge/argparse4j/annotation/Arg.java
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* /opt/cola/permits/1274701436_1645235201.06/0/argparse4j-0-8-1-sources-jar/net/sourceforge/argparse4j/internal/UnrecognizedCommandException.java
* /opt/cola/permits/1274701436_1645235201.06/0/argparse4j-0-8-1-sources-jar/net/sourceforge/argparse4j/impl/action/StoreArgumentAction.java
* /opt/cola/permits/1274701436_1645235201.06/0/argparse4j-0-8-1-sources-jar/net/sourceforge/argparse4j/inf/Namespace.java
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* /opt/cola/permits/1274701436_1645235201.06/0/argparse4j-0-8-1-sources-jar/net/sourceforge/argparse4j/ArgumentParsers.java
* /opt/cola/permits/1274701436_1645235201.06/0/argparse4j-0-8-1-sources-jar/net/sourceforge/argparse4j/internal/ArgumentParserImpl.java
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* /opt/cola/permits/1274701436_1645235201.06/0/argparse4j-0-8-1-sources-jar/net/sourceforge/argparse4j/inf/FeatureControl.java
* /opt/cola/permits/1274701436_1645235201.06/0/argparse4j-0-8-1-sources-jar/net/sourceforge/argparse4j/impl/choice/RangeArgumentChoice.java
* /opt/cola/permits/1274701436_1645235201.06/0/argparse4j-0-8-1-sources-jar/net/sourceforge/argparse4j/internal/SubparsersImpl.java
*
 /opt/cola/permits/1274701436_1645235201.06/0/argparse4j-0-8-1-sources-jar/net/sourceforge/argparse4j/internal/SubparserImpl.java
* /opt/cola/permits/1274701436_1645235201.06/0/argparse4j-0-8-1-sources-jar/net/sourceforge/argparse4j/inf/Subparser.java
* /opt/cola/permits/1274701436_1645235201.06/0/argparse4j-0-8-1-sources-jar/net/sourceforge/argparse4j/impl/type/StringArgumentType.java
* /opt/cola/permits/1274701436_1645235201.06/0/argparse4j-0-8-1-sources-jar/net/sourceforge/argparse4j/impl/action/AppendArgumentAction.java
* /opt/cola/permits/1274701436_1645235201.06/0/argparse4j-0-8-1-sources-jar/net/sourceforge/argparse4j/helper/ASCIITextWidthCounter.java
* /opt/cola/permits/1274701436_1645235201.06/0/argparse4j-0-8-1-sources-

jar/net/sourceforge/argparse4j/impl/type/FileVerification.java
* /opt/cola/permits/1274701436_1645235201.06/0/argparse4j-0-8-1-sources-
jar/net/sourceforge/argparse4j/helper/TextHelper.java
*
 /opt/cola/permits/1274701436_1645235201.06/0/argparse4j-0-8-1-sources-
jar/net/sourceforge/argparse4j/impl/type/EnumArgumentType.java
* /opt/cola/permits/1274701436_1645235201.06/0/argparse4j-0-8-1-sources-
jar/net/sourceforge/argparse4j/impl/action/StoreTrueArgumentAction.java
* /opt/cola/permits/1274701436_1645235201.06/0/argparse4j-0-8-1-sources-
jar/net/sourceforge/argparse4j/impl/type/ConstructorArgumentType.java
* /opt/cola/permits/1274701436_1645235201.06/0/argparse4j-0-8-1-sources-
jar/net/sourceforge/argparse4j/internal/ParseState.java
* /opt/cola/permits/1274701436_1645235201.06/0/argparse4j-0-8-1-sources-
jar/net/sourceforge/argparse4j/internal/ArgumentImpl.java
* /opt/cola/permits/1274701436_1645235201.06/0/argparse4j-0-8-1-sources-
jar/net/sourceforge/argparse4j/impl/action/VersionArgumentAction.java
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* /opt/cola/permits/1274701436_1645235201.06/0/argparse4j-0-8-1-sources-jar/net/sourceforge/argparse4j/inf/MetavarInference.java

1.84 unfiltered-netty 0.9.1

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1.85 rxjava 1.1.2

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* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorDoOnUnsubscribe.java
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 /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/subscriptions/CompositeSubscription.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorDoOnSubscribe.java
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* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/subjects/SubjectSubscriptionManager.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorSkipLastTimed.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorSwitchIfEmpty.java
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 /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/schedulers/CachedThreadScheduler.java
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* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorWindowWithTime.java
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 /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorBufferWithSize.java
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* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorTakeUntil.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/exceptions/OnErrorFailedException.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/operators/CompletableOnSubscribeMergeDelayErrorIterable.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorUnsubscribeOn.java
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* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/operators/CachedObservable.java
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* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/subjects/PublishSubject.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/functions/Action9.java
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* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/exceptions/Exceptions.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/schedulers/Timestamped.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/functions/Func3.java
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/opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/functions/Functions.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/operators/BlockingOperatorMostRecent.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/subscriptions/SerialSubscription.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/operators/CompletableOnSubscribeMergeIterable.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/operators/CompletableOnSubscribeMerge.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/functions/Action1.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OnSubscribeFromArray.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/Observer.java
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/opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/exceptions/OnCompletedFailedException.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorTakeUntilPredicate.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorDematerialize.java
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* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorAll.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/subjects/SerializedSubject.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/functions/ActionN.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/functions/Func4.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorMap.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorMapNotification.java
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/opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorTimestamp.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/operators/CompletableOnSubscribeTimeout.java
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jar/rx/internal/operators/OnSubscribeAutoConnect.java
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* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/observers/SerializedSubscriber.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/observers/SerializedObserver.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorTimeoutBase.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/observables/ConnectableObservable.java
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* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorAny.java
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* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/operators/CompletableOnSubscribeMergeArray.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/util/LinkedArrayList.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OnSubscribeGroupJoin.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/functions/Action3.java
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* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorIgnoreElements.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/subscriptions/Subscriptions.java
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* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-
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* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/util/SubscriptionList.java
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jar/rx/internal/operators/OnSubscribeJoin.java
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* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorTake.java
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* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/util/IndexedRingBuffer.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-
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jar/rx/internal/operators/BlockingOperatorToIterator.java
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jar/rx/internal/util/ScalarSynchronousObservable.java
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* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-
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* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/Completable.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-
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* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-
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* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-
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* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/functions/Func0.java
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* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-
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* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-
jar/rx/exceptions/OnErrorNotImplementedException.java
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*/
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*/
```

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* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/producers/ProducerObserverArbiter.java
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This package "rx.internal.operators" is for internal implementation details and can change at any time.

It is excluded from the public Javadocs (http://netflix.github.io/RxJava/javadoc/) and should not be relied upon by any code.

In short, changes to public signatures of these classes will not be accounted for in the versioning
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*/
```

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/**
* This plugin class provides 2 ways to customize {@link Scheduler} functionality
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* the 3 methods that return Scheduler (io(), computation(), newThread()).
* 2. You may wrap/decorate an {@link Action0}, before it is handed off to a Scheduler. The system-
* supplied Schedulers (Schedulers.ioScheduler, Schedulers.computationScheduler,
* Scheduler.newThreadScheduler) all use this hook, so it's a convenient way to
* modify Scheduler functionality without redefining Schedulers wholesale.
*
* Also, when redefining Schedulers, you are free to use/not use the onSchedule decoration hook.
* <p>
* See {@link RxJavaPlugins} or the RxJava GitHub Wiki for information on configuring plugins:

* <a
href="https://github.com/ReactiveX/RxJava/wiki/Plugins">https://github.com/ReactiveX/RxJava/wiki/Plugins.
*/

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jar/rx/internal/operators/OnSubscribeConcatMap.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-
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*/

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This package contains code that relies on sun.misc.Unsafe. Before using it you MUST assert UnsafeAccess.isUnsafeAvailable() == true

Much of the code in this package comes from or is inspired by the JCTools project:
https://github.com/JCTools/JCTools

JCTools has now published artifacts (https://github.com/JCTools/JCTools/issues/17) so RxJava could add JCTools as a "shadow" dependency (https://github.com/ReactiveX/RxJava/issues/1735).
RxJava has a "zero dependency" policy for the core library, so if we do add it as a dependency, it won't be an externally visible dependency that results in a separate jar.

The license for the JCTools code is https://github.com/JCTools/JCTools/blob/master/LICENSE

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Found in path(s):
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/util/unsafe/README.md
No license file was found, but licenses were detected in source scan.

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Found in path(s):
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/observables/AsyncOnSubscribe.java
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/SingleSubscriber.java
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Found in path(s):
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/util/ScalarSynchronousSingle.java
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* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/functions/Actions.java
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* Original location: https://github.com/JCTools/JCTools/blob/master/jctools-
core/src/main/java/org/jctools/queues/ConcurrentCircularArrayQueue.java
*/

Found in path(s):
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-
jar/rx/internal/util/unsafe/ConcurrentCircularArrayQueue.java
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*/

Found in path(s):
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/util/unsafe/MpscLinkedQueue.java
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*/

Found in path(s):
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/util/unsafe/BaseLinkedQueue.java
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Found in path(s):
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/util/unsafe/SpscUnboundedArrayQueue.java
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Found in path(s):
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/util/unsafe/SpscArrayQueue.java
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* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/Single.java

* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OnSubscribeCombineLatest.java
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* Inspired from https://code.google.com/p/guava-libraries/source/browse/guava/src/com/google/common/annotations/Beta.java
*/
```

Found in path(s):
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/annotations/Experimental.java
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        * Original location: https://github.com/JCTools/JCTools/blob/master/jctools-core/src/main/java/org/jctools/util/UnsafeAccess.java
        */
```

Found
in path(s):
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/util/unsafe/UnsafeAccess.java
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*/
```

Found in path(s):
* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/util/unsafe/MessagePassingQueue.java
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* Modified from http://www.javacodegeeks.com/2013/08/simple-and-lightweight-pool-implementation.html
*/
```

Found in path(s):

* /opt/cola/permits/1274704083_1645234944.44/0/rxjava-1-1-2-sources-jar/rx/internal/util/ObjectPool.java

1.86 java-semver 0.9.0

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Found in path(s):
* /opt/cola/permits/1274705241_1645234225.55/0/java-semver-0-9-0-sources-jar/com/github/zafarkhaja/semver/UnexpectedCharacterException.java
* /opt/cola/permits/1274705241_1645234225.55/0/java-semver-0-9-0-sources-jar/com/github/zafarkhaja/semver/expr/LexerException.java
* /opt/cola/permits/1274705241_1645234225.55/0/java-semver-0-9-0-sources-jar/com/github/zafarkhaja/semver/expr/package-info.java
* /opt/cola/permits/1274705241_1645234225.55/0/java-semver-0-9-0-sources-jar/com/github/zafarkhaja/semver/expr/Greater.java
* /opt/cola/permits/1274705241_1645234225.55/0/java-semver-0-9-0-sources-jar/com/github/zafarkhaja/semver/expr/Expression.java
* /opt/cola/permits/1274705241_1645234225.55/0/java-semver-0-9-0-sources-jar/com/github/zafarkhaja/semver/MetadataVersion.java
*

/opt/cola/permits/1274705241_1645234225.55/0/java-semver-0-9-0-sources-jar/com/github/zafarkhaja/semver/VersionParser.java
* /opt/cola/permits/1274705241_1645234225.55/0/java-semver-0-9-0-sources-jar/com/github/zafarkhaja/semver/NormalVersion.java
* /opt/cola/permits/1274705241_1645234225.55/0/java-semver-0-9-0-sources-jar/com/github/zafarkhaja/semver/expr/Not.java
* /opt/cola/permits/1274705241_1645234225.55/0/java-semver-0-9-0-sources-jar/com/github/zafarkhaja/semver/expr/ExpressionParser.java
* /opt/cola/permits/1274705241_1645234225.55/0/java-semver-0-9-0-sources-jar/com/github/zafarkhaja/semver/package-info.java
* /opt/cola/permits/1274705241_1645234225.55/0/java-semver-0-9-0-sources-jar/com/github/zafarkhaja/semver/util/package-info.java
* /opt/cola/permits/1274705241_1645234225.55/0/java-semver-0-9-0-sources-jar/com/github/zafarkhaja/semver/util/Stream.java
* /opt/cola/permits/1274705241_1645234225.55/0/java-semver-0-9-0-sources-jar/com/github/zafarkhaja/semver/expr/UnexpectedTokenException.java
*
/opt/cola/permits/1274705241_1645234225.55/0/java-semver-0-9-0-sources-jar/com/github/zafarkhaja/semver/expr/Less.java
* /opt/cola/permits/1274705241_1645234225.55/0/java-semver-0-9-0-sources-jar/com/github/zafarkhaja/semver/expr/LessOrEqual.java
* /opt/cola/permits/1274705241_1645234225.55/0/java-semver-0-9-0-sources-jar/com/github/zafarkhaja/semver/expr/Equal.java
* /opt/cola/permits/1274705241_1645234225.55/0/java-semver-0-9-0-sources-jar/com/github/zafarkhaja/semver/expr/NotEqual.java
* /opt/cola/permits/1274705241_1645234225.55/0/java-semver-0-9-0-sources-jar/com/github/zafarkhaja/semver/expr/GreaterOrEqual.java
* /opt/cola/permits/1274705241_1645234225.55/0/java-semver-0-9-0-sources-jar/com/github/zafarkhaja/semver/expr/Lexer.java
* /opt/cola/permits/1274705241_1645234225.55/0/java-semver-0-9-0-sources-jar/com/github/zafarkhaja/semver/expr/CompositeExpression.java
* /opt/cola/permits/1274705241_1645234225.55/0/java-semver-0-9-0-sources-jar/com/github/zafarkhaja/semver/ParseException.java
*
/opt/cola/permits/1274705241_1645234225.55/0/java-semver-0-9-0-sources-jar/com/github/zafarkhaja/semver/expr/And.java
* /opt/cola/permits/1274705241_1645234225.55/0/java-semver-0-9-0-sources-jar/com/github/zafarkhaja/semver/expr/Or.java
* /opt/cola/permits/1274705241_1645234225.55/0/java-semver-0-9-0-sources-jar/com/github/zafarkhaja/semver/Parser.java
* /opt/cola/permits/1274705241_1645234225.55/0/java-semver-0-9-0-sources-jar/com/github/zafarkhaja/semver/Version.java
* /opt/cola/permits/1274705241_1645234225.55/0/java-semver-0-9-0-sources-jar/com/github/zafarkhaja/semver/util/UnexpectedElementException.java

1.87 json-path 0.6.9

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* /opt/cola/permits/1274701418_1650417730.37/0/jsonpath-2-11-0-6-9-sources-jar/io/gatling/jsonpath/ComparisonOperators.scala
* /opt/cola/permits/1274701418_1650417730.37/0/jsonpath-2-11-0-6-9-sources-jar/io/gatling/jsonpath/AST.scala
* /opt/cola/permits/1274701418_1650417730.37/0/jsonpath-2-11-0-6-9-sources-jar/io/gatling/jsonpath/Parser.scala
*
 /opt/cola/permits/1274701418_1650417730.37/0/jsonpath-2-11-0-6-9-sources-jar/io/gatling/jsonpath/JsonPath.scala

1.88 metrics---dropwizard 4.0.2

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Manifest-Version: 1.0
Bnd-LastModified: 1515178493049
Build-Jdk: 1.8.0_151
Built-By: artem
Bundle-Description: An Apache HttpClient wrapper providing Metrics ins
trumentation of connection pools, request durations and rates,
 and other useful information.
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: Metrics Integration for Apache HttpClient
Bundle-SymbolicName: io.dropwizard.metrics.httpclient
Bundle-Version: 4.0.2

Created-By: Apache Maven Bundle Plugin
Export-Package: com.codahale.metrics.httpclient;uses:="com.codahale.me
trics,org.apache.http,org.apache.http.config,org.apache.http.conn,org
.apache.http.conn.routing,org.apache.http.conn.socket,org.apache.http
.impl.client,org.apache.http.impl.conn,org.apache.http.protocol";vers
ion="4.0.2"
Implementation-Title: Metrics Integration for Apache HttpClient
Implementation-URL: http://metrics.dropwizard.io/metrics-httpclient
Implementation-Vendor-Id:
io.dropwizard.metrics
Implementation-Version: 4.0.2
Import-Package: com.codahale.metrics;version="[4.0,5)",org.apache.http
,org.apache.http.client,org.apache.http.client.methods,org.apache.htt
p.client.utils,org.apache.http.config,org.apache.http.conn,org.apache
.http.conn.routing,org.apache.http.conn.socket,org.apache.http.conn.s
sl,org.apache.http.impl.client,org.apache.http.impl.conn,org.apache.h
ttp.pool,org.apache.http.protocol
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-3.3.0.201609221906

Found in path(s):
* /opt/cola/permits/1274705448_1655257418.1485806/0/metrics-httpclient-4-0-2-jar/META-INF/MANIFEST.MF

1.89 unfiltered-util 0.9.1

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1.90 slf4j-api-module 1.8.0-beta4

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* /opt/cola/permits/1274704929_1650660403.58/0/slf4j-api-1-8-0-beta4-sources-jar/org/slf4j/helpers/Util.java
* /opt/cola/permits/1274704929_1650660403.58/0/slf4j-api-1-8-0-beta4-sources-jar/org/slf4j/spi/MarkerFactoryBinder.java
* /opt/cola/permits/1274704929_1650660403.58/0/slf4j-api-1-8-0-beta4-sources-jar/org/slf4j/Logger.java
* /opt/cola/permits/1274704929_1650660403.58/0/slf4j-api-1-8-0-beta4-sources-jar/org/slf4j/helpers/SubstituteLoggerFactory.java
* /opt/cola/permits/1274704929_1650660403.58/0/slf4j-api-1-8-0-beta4-sources-jar/org/slf4j/helpers/MessageFormatter.java
* /opt/cola/permits/1274704929_1650660403.58/0/slf4j-api-1-8-0-beta4-sources-jar/org/slf4j/ILoggerFactory.java
* /opt/cola/permits/1274704929_1650660403.58/0/slf4j-api-1-8-0-beta4-sources-

jar/org/slf4j/helpers/BasicMDCAdapter.java
*
/opt/cola/permits/1274704929_1650660403.58/0/slf4j-api-1-8-0-beta4-sources-jar/org/slf4j/helpers/NOPLoggerFactory.java
* /opt/cola/permits/1274704929_1650660403.58/0/slf4j-api-1-8-0-beta4-sources-jar/org/slf4j/helpers/BasicMarkerFactory.java
* /opt/cola/permits/1274704929_1650660403.58/0/slf4j-api-1-8-0-beta4-sources-jar/org/slf4j/helpers/FormattingTuple.java
* /opt/cola/permits/1274704929_1650660403.58/0/slf4j-api-1-8-0-beta4-sources-jar/org/slf4j/LoggerFactory.java
* /opt/cola/permits/1274704929_1650660403.58/0/slf4j-api-1-8-0-beta4-sources-jar/org/slf4j/helpers/NOPLogger.java
* /opt/cola/permits/1274704929_1650660403.58/0/slf4j-api-1-8-0-beta4-sources-jar/org/slf4j/MDC.java
* /opt/cola/permits/1274704929_1650660403.58/0/slf4j-api-1-8-0-beta4-sources-jar/org/slf4j/helpers/MarkerIgnoringBase.java
* /opt/cola/permits/1274704929_1650660403.58/0/slf4j-api-1-8-0-beta4-sources-jar/org/slf4j/spi/MDCAdapter.java
*
/opt/cola/permits/1274704929_1650660403.58/0/slf4j-api-1-8-0-beta4-sources-jar/org/slf4j/helpers/SubstituteLogger.java
* /opt/cola/permits/1274704929_1650660403.58/0/slf4j-api-1-8-0-beta4-sources-jar/org/slf4j/MarkerFactory.java
* /opt/cola/permits/1274704929_1650660403.58/0/slf4j-api-1-8-0-beta4-sources-jar/org/slf4j/helpers/NOPMDCAdapter.java
* /opt/cola/permits/1274704929_1650660403.58/0/slf4j-api-1-8-0-beta4-sources-jar/org/slf4j/helpers/BasicMarker.java
* /opt/cola/permits/1274704929_1650660403.58/0/slf4j-api-1-8-0-beta4-sources-jar/org/slf4j/Marker.java
* /opt/cola/permits/1274704929_1650660403.58/0/slf4j-api-1-8-0-beta4-sources-jar/org/slf4j/spi/LocationAwareLogger.java
* /opt/cola/permits/1274704929_1650660403.58/0/slf4j-api-1-8-0-beta4-sources-jar/org/slf4j/helpers/NamedLoggerBase.java
* /opt/cola/permits/1274704929_1650660403.58/0/slf4j-api-1-8-0-beta4-sources-jar/org/slf4j/spi/LoggerFactoryBinder.java
* /opt/cola/permits/1274704929_1650660403.58/0/slf4j-api-1-8-0-beta4-sources-jar/org/slf4j/IMarkerFactory.java

1.91 metrics-integration-for-apache-httpasyncclient 3.2.5

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Manifest-Version: 1.0
Bnd-LastModified: 1505464763109
Build-Jdk: 1.8.0_131
Built-By: artem
Bundle-Description: An Apache HttpAsyncClient wrapper providing Metrics instrumentation of connection pools, request durations and rates
, and other useful information.
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.html

Bundle-ManifestVersion: 2
Bundle-Name: Metrics Integration for Apache HttpAsyncClient
Bundle-SymbolicName: io.dropwizard.metrics.httpasyncclient
Bundle-Version: 3.2.5
Created-By: Apache Maven Bundle Plugin
Export-Package: com.codahale.metrics.httpasyncclient;uses:="org.apache.h
ttp.nio.conn,org.apache.http.config,com.codahale.metrics,org.apache.htt
p.nio.reactor,org.apache.http.pool,org.apache.http.conn,org.apache.http
.impl.nio.conn,org.apache.http.impl.nio.client,org.apache.http.nio.prot
ocol,org.apache.http.concurrent,org.apache.http.protocol,org.apache.htt
p,com.codahale.metrics.httpclient";version="3.2.5"
Implementation-Title:
Metrics Integration for Apache HttpAsyncClient
Implementation-Vendor-Id: io.dropwizard.metrics
Implementation-Version: 3.2.5
Import-Package: com.codahale.metrics;version="[3.2,4)",com.codahale.metr
ics.httpclient;version="[3.2,4)",org.apache.http,org.apache.http.concur
rent,org.apache.http.config,org.apache.http.conn,org.apache.http.impl.n
io.client,org.apache.http.impl.nio.conn,org.apache.http.nio.conn,org.ap
ache.http.nio.protocol,org.apache.http.nio.reactor,org.apache.http.pool
,org.apache.http.protocol
Tool: Bnd-1.50.0

Found in path(s):
* /opt/cola/permits/1274704149_1655257274.9345021/0/metrics-httpasyncclient-3-2-5-jar/META-INF/MANIFEST.MF

1.92 unfiltered 0.9.1

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1.93 expression-language 3.0.0

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1.94 kotlin-logging 1.4.4

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1.95 scala-parser-combinators 1.0.5

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1.96 feign-core 8.15.1

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Found in path(s):
* /opt/cola/permits/1274700536_1645234140.34/0/feign-core-8-15-1-sources-jar/feign/codec/Encoder.java
* /opt/cola/permits/1274700536_1645234140.34/0/feign-core-8-15-1-sources-jar/feign/codec/Decoder.java
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* /opt/cola/permits/1274700536_1645234140.34/0/feign-core-8-15-1-sources-jar/feign/InvocationHandlerFactory.java
* /opt/cola/permits/1274700536_1645234140.34/0/feign-core-8-15-1-sources-jar/feign/SynchronousMethodHandler.java
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* /opt/cola/permits/1274700536_1645234140.34/0/feign-core-8-15-1-sources-jar/feign/RequestTemplate.java
* /opt/cola/permits/1274700536_1645234140.34/0/feign-core-8-15-1-sources-jar/feign/auth/BasicAuthRequestInterceptor.java
* /opt/cola/permits/1274700536_1645234140.34/0/feign-core-8-15-1-sources-jar/feign/codec/EncodeException.java
*
 /opt/cola/permits/1274700536_1645234140.34/0/feign-core-8-15-1-sources-jar/feign/Feign.java
* /opt/cola/permits/1274700536_1645234140.34/0/feign-core-8-15-1-sources-jar/feign/Request.java
* /opt/cola/permits/1274700536_1645234140.34/0/feign-core-8-15-1-sources-jar/feign/codec/ErrorDecoder.java
* /opt/cola/permits/1274700536_1645234140.34/0/feign-core-8-15-1-sources-jar/feign/RetryableException.java
* /opt/cola/permits/1274700536_1645234140.34/0/feign-core-8-15-1-sources-jar/feign/Target.java
* /opt/cola/permits/1274700536_1645234140.34/0/feign-core-8-15-1-sources-jar/feign/FeignException.java
* /opt/cola/permits/1274700536_1645234140.34/0/feign-core-8-15-1-sources-jar/feign/Contract.java
* /opt/cola/permits/1274700536_1645234140.34/0/feign-core-8-15-1-sources-jar/feign/Logger.java
* /opt/cola/permits/1274700536_1645234140.34/0/feign-core-8-15-1-sources-jar/feign/Retryer.java
* /opt/cola/permits/1274700536_1645234140.34/0/feign-core-8-15-1-sources-jar/feign/ReflectiveFeign.java
*
 /opt/cola/permits/1274700536_1645234140.34/0/feign-core-8-15-1-sources-jar/feign/RequestInterceptor.java
* /opt/cola/permits/1274700536_1645234140.34/0/feign-core-8-15-1-sources-jar/feign/Util.java
* /opt/cola/permits/1274700536_1645234140.34/0/feign-core-8-15-1-sources-jar/feign/Response.java
* /opt/cola/permits/1274700536_1645234140.34/0/feign-core-8-15-1-sources-jar/feign/auth/Base64.java
* /opt/cola/permits/1274700536_1645234140.34/0/feign-core-8-15-1-sources-jar/feign/Client.java
* /opt/cola/permits/1274700536_1645234140.34/0/feign-core-8-15-1-sources-jar/feign/MethodMetadata.java
* /opt/cola/permits/1274700536_1645234140.34/0/feign-core-8-15-1-sources-jar/feign/codec/DecodeException.java
* /opt/cola/permits/1274700536_1645234140.34/0/feign-core-8-15-1-sources-jar/feign/codec/StringDecoder.java
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* /opt/cola/permits/1274700536_1645234140.34/0/feign-core-8-15-1-sources-jar/feign/Types.java

1.97 caffeine-cache 2.8.1

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1.100 hibernate-validator 6.1.6.Final

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* /opt/cola/permits/1290493546_1647560268.44/0/jool-0-9-11-sources-jar/org/jooq/lambda/function/Function11.java
* /opt/cola/permits/1290493546_1647560268.44/0/jool-0-9-11-sources-jar/org/jooq/lambda/function/Consumer6.java
* /opt/cola/permits/1290493546_1647560268.44/0/jool-0-9-11-sources-jar/org/jooq/lambda/tuple/Tuple4.java
* /opt/cola/permits/1290493546_1647560268.44/0/jool-0-9-11-sources-jar/org/jooq/lambda/WindowSpecification.java
* /opt/cola/permits/1290493546_1647560268.44/0/jool-0-9-11-sources-jar/org/jooq/lambda/Blocking.java
* /opt/cola/permits/1290493546_1647560268.44/0/jool-0-9-11-sources-jar/org/jooq/lambda/tuple/Tuple1.java
*
/opt/cola/permits/1290493546_1647560268.44/0/jool-0-9-11-sources-jar/org/jooq/lambda/function/Consumer9.java
* /opt/cola/permits/1290493546_1647560268.44/0/jool-0-9-11-sources-jar/org/jooq/lambda/function/Consumer0.java
* /opt/cola/permits/1290493546_1647560268.44/0/jool-0-9-11-sources-jar/org/jooq/lambda/tuple/Tuple11.java
* /opt/cola/permits/1290493546_1647560268.44/0/jool-0-9-11-sources-jar/org/jooq/lambda/function/Function4.java
* /opt/cola/permits/1290493546_1647560268.44/0/jool-0-9-11-sources-jar/org/jooq/lambda/function/Consumer3.java
* /opt/cola/permits/1290493546_1647560268.44/0/jool-0-9-11-sources-jar/org/jooq/lambda/tuple/Tuple12.java
* /opt/cola/permits/1290493546_1647560268.44/0/jool-0-9-11-sources-jar/org/jooq/lambda/Agg.java
* /opt/cola/permits/1290493546_1647560268.44/0/jool-0-9-11-sources-jar/org/jooq/lambda/function/Function14.java
* /opt/cola/permits/1290493546_1647560268.44/0/jool-0-9-11-sources-jar/org/jooq/lambda/tuple/Tuple0.java
*
/opt/cola/permits/1290493546_1647560268.44/0/jool-0-9-11-sources-jar/org/jooq/lambda/function/Consumer5.java
* /opt/cola/permits/1290493546_1647560268.44/0/jool-0-9-11-sources-jar/org/jooq/lambda/tuple/Tuple14.java
* /opt/cola/permits/1290493546_1647560268.44/0/jool-0-9-11-sources-jar/org/jooq/lambda/tuple/Tuple3.java
* /opt/cola/permits/1290493546_1647560268.44/0/jool-0-9-11-sources-jar/org/jooq/lambda/function/Function0.java
* /opt/cola/permits/1290493546_1647560268.44/0/jool-0-9-11-sources-jar/org/jooq/lambda/fi/package-info.java
* /opt/cola/permits/1290493546_1647560268.44/0/jool-0-9-11-sources-jar/org/jooq/lambda/tuple/Tuple15.java

1.103 spotbugs 4.1.1

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1.104 spotbugs-annotations 4.1.1

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1.105 asm-util 8.0.1

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* /opt/cola/permits/1290493595_1647560258.38/0/asm-util-8-0-1-sources-jar/org/objectweb/asm/util/CheckSignatureAdapter.java
*
/opt/cola/permits/1290493595_1647560258.38/0/asm-util-8-0-1-sources-jar/org/objectweb/asm/util/TraceAnnotationVisitor.java
* /opt/cola/permits/1290493595_1647560258.38/0/asm-util-8-0-1-sources-jar/org/objectweb/asm/util/ASMifier.java
* /opt/cola/permits/1290493595_1647560258.38/0/asm-util-8-0-1-sources-jar/org/objectweb/asm/util/CheckMethodAdapter.java
* /opt/cola/permits/1290493595_1647560258.38/0/asm-util-8-0-1-sources-jar/org/objectweb/asm/util/Printer.java
* /opt/cola/permits/1290493595_1647560258.38/0/asm-util-8-0-1-sources-jar/org/objectweb/asm/util/TraceClassVisitor.java
* /opt/cola/permits/1290493595_1647560258.38/0/asm-util-8-0-1-sources-jar/org/objectweb/asm/util/TraceModuleVisitor.java
* /opt/cola/permits/1290493595_1647560258.38/0/asm-util-8-0-1-sources-jar/org/objectweb/asm/util/CheckAnnotationAdapter.java
* /opt/cola/permits/1290493595_1647560258.38/0/asm-util-8-0-1-sources-jar/org/objectweb/asm/util/TraceMethodVisitor.java
* /opt/cola/permits/1290493595_1647560258.38/0/asm-util-8-0-1-sources-jar/org/objectweb/asm/util/TraceSignatureVisitor.java
*
/opt/cola/permits/1290493595_1647560258.38/0/asm-util-8-0-1-sources-jar/org/objectweb/asm/util/Textifier.java
* /opt/cola/permits/1290493595_1647560258.38/0/asm-util-8-0-1-sources-jar/org/objectweb/asm/util/CheckClassAdapter.java
* /opt/cola/permits/1290493595_1647560258.38/0/asm-util-8-0-1-sources-jar/org/objectweb/asm/util/CheckModuleAdapter.java
* /opt/cola/permits/1290493595_1647560258.38/0/asm-util-8-0-1-sources-

jar/org/objectweb/asm/util/CheckFieldAdapter.java
* /opt/cola/permits/1290493595_1647560258.38/0/asm-util-8-0-1-sources-jar/org/objectweb/asm/util/TraceRecordComponentVisitor.java
* /opt/cola/permits/1290493595_1647560258.38/0/asm-util-8-0-1-sources-jar/org/objectweb/asm/util/CheckRecordComponentAdapter.java
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* /opt/cola/permits/1290493595_1647560258.38/0/asm-util-8-0-1-sources-jar/org/objectweb/asm/util/ASMifierSupport.java
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1.106 saxon-xslt-and-xquery-processor 10.1

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<!-- ..... -->
<!-- XHTML Qname Module ..... -->
<!-- file: xhtml-qname-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2000 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: xhtml-qname-1.mod,v 1.1 2001/02/13 12:24:22 ht Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES XHTML Qualified Names 1.0//EN"
     SYSTEM "http://www.w3.org/TR/xhtml-modulatization/DTD/xhtml-qname-1.mod"

   Revisions:
   (none)

```
    ..... -->

<!-- XHTML Qname (Qualified Name) Module

    This module is contained in two parts, labeled Section 'A' and 'B':

      Section A declares parameter entities to support namespace-

   qualified names, namespace declarations, and name prefixing
      for XHTML and extensions.

      Section B declares parameter entities used to provide
      namespace-qualified names for all XHTML element types:

        %applet.qname;   the xmlns-qualified name for <applet>
        %base.qname;     the xmlns-qualified name for <base>
        ...

    XHTML extensions would create a module similar to this one.
    Included in the XHTML distribution is a template module
    ('template-qname-1.mod') suitable for this purpose.
-->

<!-- Section A: XHTML XML Namespace Framework :::::::::::::::::::: -->

<!-- 1. Declare a %XHTML.prefixed; conditional section keyword, used
       to activate namespace prefixing. The default value should
       inherit '%NS.prefixed;' from the DTD driver, so that unless
       overridden, the default behaviour follows the overall DTD
       prefixing scheme.
-->
<!ENTITY % NS.prefixed "IGNORE" >
<!ENTITY % XHTML.prefixed "%NS.prefixed;"
 >

<!-- 2. Declare a parameter entity (eg., %XHTML.xmlns;) containing
       the URI reference used to identify the XHTML namespace:
-->
<!ENTITY % XHTML.xmlns  "http://www.w3.org/1999/xhtml" >

<!-- 3. Declare parameter entities (eg., %XHTML.prefix;) containing
       the default namespace prefix string(s) to use when prefixing
       is enabled. This may be overridden in the DTD driver or the
       internal subset of an document instance. If no default prefix
       is desired, this may be declared as an empty string.

    NOTE: As specified in [XMLNAMES], the namespace prefix serves
    as a proxy for the URI reference, and is not in itself significant.
```

```
-->
<!ENTITY % XHTML.prefix  "" >

<!-- 4. Declare parameter entities (eg., %XHTML.pfx;) containing the
      colonized prefix(es) (eg., '%XHTML.prefix;:') used when
      prefixing is active, an empty string when it is not.
-->
<![%XHTML.prefixed;[
<!ENTITY % XHTML.pfx  "%XHTML.prefix;:" >
]]>
<!ENTITY % XHTML.pfx
  "" >

<!-- declare qualified name extensions here ..... -->
<!ENTITY % xhtml-qname-extra.mod "" >
%xhtml-qname-extra.mod;

<!-- 5. The parameter entity %XHTML.xmlns.extra.attrib; may be
      redeclared to contain any non-XHTML namespace declaration
      attributes for namespaces embedded in XHTML. The default
      is an empty string.  XLink should be included here if used
      in the DTD.
-->
<!ENTITY % XHTML.xmlns.extra.attrib "" >

<!-- The remainder of Section A is only followed in XHTML, not extensions. -->

<!-- Declare a parameter entity %NS.decl.attrib; containing
   all XML Namespace declarations used in the DTD, plus the
   xmlns declaration for XHTML, its form dependent on whether
   prefixing is active.
-->
<![%XHTML.prefixed;[
<!ENTITY % NS.decl.attrib
   "xmlns:%XHTML.prefix;  %URI.datatype;   #FIXED '%XHTML.xmlns;'
    %XHTML.xmlns.extra.attrib;"
>
]]>
<!ENTITY % NS.decl.attrib
   "%XHTML.xmlns.extra.attrib;"
>

<!-- This is a placeholder
 for future XLink support.
-->
<!ENTITY % XLINK.xmlns.attrib "" >

<!-- Declare a parameter entity %NS.decl.attrib; containing all
```

```
   XML namespace declaration attributes used by XHTML, including
   a default xmlns attribute when prefixing is inactive.
-->
<![%XHTML.prefixed;[
<!ENTITY % XHTML.xmlns.attrib
   "%NS.decl.attrib;
    %XLINK.xmlns.attrib;"
>
]]>
<!ENTITY % XHTML.xmlns.attrib
   "xmlns       %URI.datatype;          #FIXED '%XHTML.xmlns;'
    %XLINK.xmlns.attrib;"
>

<!-- placeholder for qualified name redeclarations -->
<!ENTITY % xhtml-qname.redecl "" >
%xhtml-qname.redecl;

<!-- Section B: XHTML Qualified Names :::::::::::::::::::::::::::::: -->

<!-- 6. This section declares parameter entities used to provide
      namespace-qualified names for all XHTML element types.
-->

<!-- module:  xhtml-applet-1.mod -->
<!ENTITY % applet.qname  "%XHTML.pfx;applet" >

<!-- module:  xhtml-base-1.mod -->
<!ENTITY % base.qname    "%XHTML.pfx;base" >

<!-- module:
  xhtml-bdo-1.mod -->
<!ENTITY % bdo.qname     "%XHTML.pfx;bdo" >

<!-- module:  xhtml-blkphras-1.mod -->
<!ENTITY % address.qname "%XHTML.pfx;address" >
<!ENTITY % blockquote.qname  "%XHTML.pfx;blockquote" >
<!ENTITY % pre.qname     "%XHTML.pfx;pre" >
<!ENTITY % h1.qname      "%XHTML.pfx;h1" >
<!ENTITY % h2.qname      "%XHTML.pfx;h2" >
<!ENTITY % h3.qname      "%XHTML.pfx;h3" >
<!ENTITY % h4.qname      "%XHTML.pfx;h4" >
<!ENTITY % h5.qname      "%XHTML.pfx;h5" >
<!ENTITY % h6.qname      "%XHTML.pfx;h6" >

<!-- module:  xhtml-blkpres-1.mod -->
<!ENTITY % hr.qname      "%XHTML.pfx;hr" >
```

```
<!-- module:  xhtml-blkstruct-1.mod -->
<!ENTITY % div.qname     "%XHTML.pfx;div" >
<!ENTITY % p.qname       "%XHTML.pfx;p" >

<!-- module:  xhtml-edit-1.mod -->
<!ENTITY % ins.qname     "%XHTML.pfx;ins" >
<!ENTITY % del.qname     "%XHTML.pfx;del" >

<!-- module:  xhtml-form-1.mod -->
<!ENTITY % form.qname    "%XHTML.pfx;form" >
<!ENTITY % label.qname   "%XHTML.pfx;label" >
<!ENTITY % input.qname   "%XHTML.pfx;input"
 >
<!ENTITY % select.qname  "%XHTML.pfx;select" >
<!ENTITY % optgroup.qname  "%XHTML.pfx;optgroup" >
<!ENTITY % option.qname  "%XHTML.pfx;option" >
<!ENTITY % textarea.qname  "%XHTML.pfx;textarea" >
<!ENTITY % fieldset.qname  "%XHTML.pfx;fieldset" >
<!ENTITY % legend.qname  "%XHTML.pfx;legend" >
<!ENTITY % button.qname  "%XHTML.pfx;button" >

<!-- module:  xhtml-hypertext-1.mod -->
<!ENTITY % a.qname       "%XHTML.pfx;a" >

<!-- module:  xhtml-image-1.mod -->
<!ENTITY % img.qname     "%XHTML.pfx;img" >

<!-- module:  xhtml-inlphras-1.mod -->
<!ENTITY % abbr.qname    "%XHTML.pfx;abbr" >
<!ENTITY % acronym.qname "%XHTML.pfx;acronym" >
<!ENTITY % cite.qname    "%XHTML.pfx;cite" >
<!ENTITY % code.qname    "%XHTML.pfx;code" >
<!ENTITY % dfn.qname     "%XHTML.pfx;dfn" >
<!ENTITY % em.qname      "%XHTML.pfx;em" >
<!ENTITY % kbd.qname     "%XHTML.pfx;kbd" >
<!ENTITY % q.qname       "%XHTML.pfx;q" >
<!ENTITY % samp.qname    "%XHTML.pfx;samp" >
<!ENTITY % strong.qname  "%XHTML.pfx;strong"
 >
<!ENTITY % var.qname     "%XHTML.pfx;var" >

<!-- module:  xhtml-inlpres-1.mod -->
<!ENTITY % b.qname       "%XHTML.pfx;b" >
<!ENTITY % big.qname     "%XHTML.pfx;big" >
<!ENTITY % i.qname       "%XHTML.pfx;i" >
<!ENTITY % small.qname   "%XHTML.pfx;small" >
<!ENTITY % sub.qname     "%XHTML.pfx;sub" >
<!ENTITY % sup.qname     "%XHTML.pfx;sup" >
```

```
<!ENTITY % tt.qname      "%XHTML.pfx;tt" >

<!-- module:  xhtml-inlstruct-1.mod -->
<!ENTITY % br.qname      "%XHTML.pfx;br" >
<!ENTITY % span.qname    "%XHTML.pfx;span" >

<!-- module:  xhtml-ismap-1.mod (also csismap, ssismap) -->
<!ENTITY % map.qname     "%XHTML.pfx;map" >
<!ENTITY % area.qname    "%XHTML.pfx;area" >

<!-- module:  xhtml-link-1.mod -->
<!ENTITY % link.qname    "%XHTML.pfx;link" >

<!-- module:  xhtml-list-1.mod -->
<!ENTITY % dl.qname      "%XHTML.pfx;dl" >
<!ENTITY % dt.qname      "%XHTML.pfx;dt" >
<!ENTITY % dd.qname      "%XHTML.pfx;dd" >
<!ENTITY % ol.qname      "%XHTML.pfx;ol" >
<!ENTITY % ul.qname      "%XHTML.pfx;ul"
 >
<!ENTITY % li.qname      "%XHTML.pfx;li" >

<!-- module:  xhtml-meta-1.mod -->
<!ENTITY % meta.qname    "%XHTML.pfx;meta" >

<!-- module:  xhtml-param-1.mod -->
<!ENTITY % param.qname   "%XHTML.pfx;param" >

<!-- module:  xhtml-object-1.mod -->
<!ENTITY % object.qname  "%XHTML.pfx;object" >

<!-- module:  xhtml-script-1.mod -->
<!ENTITY % script.qname  "%XHTML.pfx;script" >
<!ENTITY % noscript.qname  "%XHTML.pfx;noscript" >

<!-- module:  xhtml-struct-1.mod -->
<!ENTITY % html.qname    "%XHTML.pfx;html" >
<!ENTITY % head.qname    "%XHTML.pfx;head" >
<!ENTITY % title.qname   "%XHTML.pfx;title" >
<!ENTITY % body.qname    "%XHTML.pfx;body" >

<!-- module:  xhtml-style-1.mod -->
<!ENTITY % style.qname   "%XHTML.pfx;style" >

<!-- module:  xhtml-table-1.mod -->
<!ENTITY % table.qname   "%XHTML.pfx;table" >
<!ENTITY % caption.qname "%XHTML.pfx;caption" >
<!ENTITY % thead.qname   "%XHTML.pfx;thead" >
```

```
<!ENTITY % tfoot.qname   "%XHTML.pfx;tfoot" >
<!ENTITY % tbody.qname   "%XHTML.pfx;tbody"
 >
<!ENTITY % colgroup.qname  "%XHTML.pfx;colgroup" >
<!ENTITY % col.qname     "%XHTML.pfx;col" >
<!ENTITY % tr.qname      "%XHTML.pfx;tr" >
<!ENTITY % th.qname      "%XHTML.pfx;th" >
<!ENTITY % td.qname      "%XHTML.pfx;td" >


<!-- Provisional XHTML 2.0 Qualified Names  ..... -->

<!-- module:  xhtml-image-2.mod -->
<!ENTITY % alt.qname     "%XHTML.pfx;alt" >

<!-- end of xhtml-qname-1.mod -->
```

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```
<!-- ..................................................................... -->
<!-- XHTML Lists Module  ..................................................... -->
<!-- file: xhtml-list-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2000 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: xhtml-list-1.mod,v 1.1 2001/02/13 12:24:22 ht Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Lists 1.0//EN"
     SYSTEM "http://www.w3.org/TR/xhtml-modulatization/DTD/xhtml-list-1.mod"

   Revisions:
   (none)
   ..................................................................... -->

<!-- Lists

      dl, dt, dd, ol, ul, li

   This module declares the list-oriented element types
   and their attributes.
-->

<!ENTITY % dl.qname  "dl" >
```

```
<!ENTITY % dt.qname  "dt" >
<!ENTITY % dd.qname
  "dd" >
<!ENTITY % ol.qname  "ol" >
<!ENTITY % ul.qname  "ul" >
<!ENTITY % li.qname  "li" >

<!-- dl: Definition List ..... -->

<!ENTITY % dl.element  "INCLUDE" >
<![%dl.element;[
<!ENTITY % dl.content  "( %dt.qname; | %dd.qname; )+" >
<!ELEMENT %dl.qname;  %dl.content; >
<!-- end of dl.element -->]]>

<!ENTITY % dl.attlist  "INCLUDE" >
<![%dl.attlist;[
<!ATTLIST %dl.qname;
    %Common.attrib;
>
<!-- end of dl.attlist -->]]>

<!-- dt: Definition Term ..... -->

<!ENTITY % dt.element  "INCLUDE" >
<![%dt.element;[
<!ENTITY % dt.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ELEMENT %dt.qname;  %dt.content; >
<!-- end of dt.element -->]]>

<!ENTITY % dt.attlist  "INCLUDE" >
<![%dt.attlist;[
<!ATTLIST %dt.qname;
    %Common.attrib;
>
<!-- end of dt.attlist -->]]>

<!-- dd: Definition Description ..... -->

<!ENTITY % dd.element  "INCLUDE" >
<![%dd.element;[
<!ENTITY % dd.content
   "( #PCDATA | %Flow.mix;
 )*"
>
<!ELEMENT %dd.qname;  %dd.content; >
```

```
<!-- end of dd.element -->]]>

<!ENTITY % dd.attlist  "INCLUDE" >
<![%dd.attlist;[
<!ATTLIST %dd.qname;
    %Common.attrib;
>
<!-- end of dd.attlist -->]]>

<!-- ol: Ordered List (numbered styles) ..... -->

<!ENTITY % ol.element  "INCLUDE" >
<![%ol.element;[
<!ENTITY % ol.content  "( %li.qname; )+" >
<!ELEMENT %ol.qname;  %ol.content; >
<!-- end of ol.element -->]]>

<!ENTITY % ol.attlist  "INCLUDE" >
<![%ol.attlist;[
<!ATTLIST %ol.qname;
    %Common.attrib;
>
<!-- end of ol.attlist -->]]>

<!-- ul: Unordered List (bullet styles) ..... -->

<!ENTITY % ul.element  "INCLUDE" >
<![%ul.element;[
<!ENTITY % ul.content  "( %li.qname; )+" >
<!ELEMENT %ul.qname;  %ul.content; >
<!-- end of ul.element -->]]>

<!ENTITY % ul.attlist  "INCLUDE" >
<![%ul.attlist;[
<!ATTLIST %ul.qname;
    %Common.attrib;
>
<!-- end of ul.attlist -->]]>

<!-- li: List Item ..... -->

<!ENTITY % li.element  "INCLUDE"
 >
<![%li.element;[
<!ENTITY % li.content
   "( #PCDATA | %Flow.mix; )*"
>
<!ELEMENT %li.qname;  %li.content; >
```

<!-- end of li.element -->]]>

<!ENTITY % li.attlist "INCLUDE" >
<![%li.attlist;[
<!ATTLIST %li.qname;
    %Common.attrib;
>
<!-- end of li.attlist -->]]>

<!-- end of xhtml-list-1.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/rddl/xhtml-list-1.mod
No license file was found, but licenses were detected in source scan.

dimensional graphics in XML.

   The Scalable Vector Graphics (SVG)
   Copyright 2001, 2002 World Wide Web Consortium
     (Massachusetts Institute of Technology, Institut National de
      Recherche en Informatique et en Automatique, Keio University).
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   It is provided "as is" without expressed or implied warranty.

     Author: Jun Fujisawa <fujisawa.jun@canon.co.jp>
     Revision: $Id: svg11.dtd,v 1.2 2002/04/20 18:07:43 fujisawa Exp $

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg11.dtd
No license file was found, but licenses were detected in source scan.

<!-- .... -->
<!-- XHTML RDFa Qname Module ..... -->
<!-- file: xhtml-rdfa-qname-1.mod

   This is XHTML RDFa - the RDFa Attribute Module for XHTML.

   Copyright 2007 W3C (MIT, ERCIM, Keio), All Rights Reserved.

```
   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES XHTML RDFa Attribute Qnames 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-rdfa-qname-1.mod"

   Revisions:
   (none)
   ..... -->

<!-- XHTML RDFa Attribute Qname (Qualified Name) Module

   This module is contained in two parts, labeled Section 'A' and 'B':

     Section A declares parameter entities to support namespace-
     qualified names, namespace declarations, and name prefixing
     for XHTML RDFa
 and extensions.

     Section B declares parameter entities used to provide
     namespace-qualified names for the XHTML RDFa elements
     and attributes:

      %link.qname;   the xmlns-qualified name for link
      ...

   XHTML RDFa extensions would create a module similar to this one.
-->

<!-- Section A: XHTML RDFa Attribute XML Namespace Framework :::::::::::::::: -->

<!-- 1. Declare a %XHTML-RDFA.prefixed; conditional section keyword, used
      to activate namespace prefixing. The default value should
      inherit '%NS.prefixed;' from the DTD driver, so that unless
      overridden, the default behavior follows the overall DTD
      prefixing scheme.
-->
<!ENTITY % NS.prefixed "IGNORE" >
<!ENTITY % XHTML-RDFA.prefixed "%NS.prefixed;" >

<!-- 2. Declare a parameter entity (eg., %XHTML-RDFA.xmlns;) containing
      the URI reference used to identify the XHTML RDFa Attribute namespace
-->
<!ENTITY % XHTML-RDFA.xmlns  "http://www.w3.org/1999/xhtml" >

<!--
 3. Declare parameter entities (eg., %XML.prefix;) containing
      the default namespace prefix string(s) to use when prefixing
      is enabled. This may be overridden in the DTD driver or the
```

```
      internal subset of an document instance. If no default prefix
      is desired, this may be declared as an empty string.

    NOTE: As specified in [XMLNAMES], the namespace prefix serves
    as a proxy for the URI reference, and is not in itself significant.
-->
<!ENTITY % XHTML-RDFA.prefix  "" >

<!-- 4. Declare parameter entities (eg., %XHTML-RDFA.pfx;) containing the
      colonized prefix(es) (eg., '%XHTML-RDFA.prefix;:') used when
      prefixing is active, an empty string when it is not.
-->
<![%XHTML-RDFA.prefixed;[
<!ENTITY % XHTML-RDFA.pfx  "%XHTML-RDFA.prefix;:" >
]]>
<![%XHTML.prefixed;[
<!ENTITY % XHTML-RDFA.pfx  "%XHTML.prefix;:" >
]]>
<!ENTITY % XHTML-RDFA.pfx  "" >

<!-- declare qualified name extensions here ..... -->
<!ENTITY % xhtml-rdfa-qname-extra.mod
 "" >
%xhtml-rdfa-qname-extra.mod;

<!-- 5. The parameter entity %XHTML-RDFA.xmlns.extra.attrib; may be
      redeclared to contain any non-XHTML RDFa Attribute namespace
      declaration attributes for namespaces embedded in XML. The default
      is an empty string.  XLink should be included here if used
      in the DTD.
-->
<!ENTITY % XHTML-RDFA.xmlns.extra.attrib "" >


<!-- Section B: XML Qualified Names :::::::::::::::::::::::::::::: -->

<!-- 6. This section declares parameter entities used to provide
      namespace-qualified names for the XHTML RDFa attribute modules.

      Note that these names are NOT prefixed to be compatible with
      XHTML Modularization 1.1
-->

<!-- end of xhtml-rdfa-qname-1.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/data/w3c/xhtml11/xhtml-rdfa-qname-1.mod
```

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

```
<!-- ..................................................................... -->
<!-- XHTML Inputmode Module  ..................................... -->
<!-- file: xhtml-inputmode-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2007 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-inputmode-1.mod,v 1.2 2007/07/13 14:37:53 jigsaw Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Inputmode 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-inputmode-1.mod"

   Revisions:
   (none)
   ..................................................................... -->

<!-- Inputmode

      inputmode

   This module declares the 'inputmode' attribute used for suggesting the
   input mode associated with an input or textarea element.
-->

<!-- render in this frame
 -->
<!ENTITY % Inputmode.datatype "CDATA" >

<!-- add 'inputmode' attribute to 'input' element -->
<!ATTLIST %input.qname;
    inputmode       %Inputmode.datatype;   #IMPLIED
>

<!-- add 'inputmode' attribute to 'textarea' element -->
<!ATTLIST %textarea.qname;
    inputmode       %Inputmode.datatype;   #IMPLIED
>

<!-- end of xhtml-inputmode-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml-inputmode-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- SVG 1.1 Gradient Module ..................................... -->
<!-- file: svg-gradient.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-gradient.mod,v 1.3 2002/10/24 17:40:15 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS SVG 1.1 Gradient//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-gradient.mod"

   ..................................................................... -->

<!-- Gradient

     linearGradient, radialGradient, stop

   This module declares markup to provide support for gradient fill.
-->

<!-- a <number> or a <percentage> -->
<!ENTITY % NumberOrPercentage.datatype "CDATA" >

<!--
 Qualified Names (Default) ..... -->

<!ENTITY % SVG.linearGradient.qname "linearGradient" >
<!ENTITY % SVG.radialGradient.qname "radialGradient" >
<!ENTITY % SVG.stop.qname "stop" >

<!-- Attribute Collections (Default) ..... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.XLink.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Gradient.class ..... -->

<!ENTITY % SVG.Gradient.extra.class "" >

<!ENTITY % SVG.Gradient.class
  "| %SVG.linearGradient.qname; | %SVG.radialGradient.qname;
    %SVG.Gradient.extra.class;"
>
```

```
<!-- SVG.Gradient.attrib ..... -->

<!ENTITY % SVG.Gradient.extra.attrib "" >

<!ENTITY % SVG.Gradient.attrib
   "stop-color %SVGColor.datatype; #IMPLIED
    stop-opacity %OpacityValue.datatype; #IMPLIED
    %SVG.Gradient.extra.attrib;"
>

<!-- linearGradient: Linear Gradient Element ..... -->

<!ENTITY
 % SVG.linearGradient.extra.content "" >

<!ENTITY % SVG.linearGradient.element "INCLUDE" >
<![%SVG.linearGradient.element;[
<!ENTITY % SVG.linearGradient.content
   "(( %SVG.Description.class; )*, ( %SVG.stop.qname; | %SVG.animate.qname;
     | %SVG.set.qname; | %SVG.animateTransform.qname;
       %SVG.linearGradient.extra.content; )*)"
>
<!ELEMENT %SVG.linearGradient.qname; %SVG.linearGradient.content; >
<!-- end of SVG.linearGradient.element -->]]>

<!ENTITY % SVG.linearGradient.attlist "INCLUDE" >
<![%SVG.linearGradient.attlist;[
<!ATTLIST %SVG.linearGradient.qname;
   %SVG.Core.attrib;
   %SVG.Style.attrib;
   %SVG.Color.attrib;
   %SVG.Gradient.attrib;
   %SVG.XLink.attrib;
   %SVG.External.attrib;
   x1 %Coordinate.datatype; #IMPLIED
   y1 %Coordinate.datatype; #IMPLIED
   x2 %Coordinate.datatype; #IMPLIED
   y2 %Coordinate.datatype; #IMPLIED
   gradientUnits ( userSpaceOnUse | objectBoundingBox ) #IMPLIED
   gradientTransform %TransformList.datatype; #IMPLIED
    spreadMethod ( pad | reflect | repeat ) #IMPLIED
>
<!-- end of SVG.linearGradient.attlist -->]]>

<!-- radialGradient: Radial Gradient Element ..... -->

<!ENTITY % SVG.radialGradient.extra.content "" >
```

```
<!ENTITY % SVG.radialGradient.element "INCLUDE" >
<![%SVG.radialGradient.element;[
<!ENTITY % SVG.radialGradient.content
  "(( %SVG.Description.class; )*, ( %SVG.stop.qname; | %SVG.animate.qname;
    | %SVG.set.qname; | %SVG.animateTransform.qname;
      %SVG.radialGradient.extra.content; )*)"
>
<!ELEMENT %SVG.radialGradient.qname; %SVG.radialGradient.content; >
<!-- end of SVG.radialGradient.element -->]]>

<!ENTITY % SVG.radialGradient.attlist "INCLUDE" >
<![%SVG.radialGradient.attlist;[
<!ATTLIST %SVG.radialGradient.qname;
  %SVG.Core.attrib;
  %SVG.Style.attrib;
  %SVG.Color.attrib;
  %SVG.Gradient.attrib;
  %SVG.XLink.attrib;
  %SVG.External.attrib;
  cx %Coordinate.datatype; #IMPLIED
  cy %Coordinate.datatype; #IMPLIED
  r %Length.datatype;
 #IMPLIED
  fx %Coordinate.datatype; #IMPLIED
  fy %Coordinate.datatype; #IMPLIED
  gradientUnits ( userSpaceOnUse | objectBoundingBox ) #IMPLIED
  gradientTransform %TransformList.datatype; #IMPLIED
  spreadMethod ( pad | reflect | repeat ) #IMPLIED
>
<!-- end of SVG.radialGradient.attlist -->]]>

<!-- stop: Stop Element ..... -->

<!ENTITY % SVG.stop.extra.content "" >

<!ENTITY % SVG.stop.element "INCLUDE" >
<![%SVG.stop.element;[
<!ENTITY % SVG.stop.content
  "( %SVG.animate.qname; | %SVG.set.qname; | %SVG.animateColor.qname;
    %SVG.stop.extra.content; )*"
>
<!ELEMENT %SVG.stop.qname; %SVG.stop.content; >
<!-- end of SVG.stop.element -->]]>

<!ENTITY % SVG.stop.attlist "INCLUDE" >
<![%SVG.stop.attlist;[
<!ATTLIST %SVG.stop.qname;
```

```
  %SVG.Core.attrib;
  %SVG.Style.attrib;
  %SVG.Color.attrib;
  %SVG.Gradient.attrib;
  offset %NumberOrPercentage.datatype; #REQUIRED
>
<!-- end of SVG.stop.attlist -->]]>

<!-- end of svg-gradient.mod
 -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-gradient.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML Datatypes Module  ..................................... -->
<!-- file: xhtml-datatypes-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-datatypes-1.mod,v 4.1 2001/04/06 19:23:32 altheim Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES XHTML Datatypes 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-datatypes-1.mod"

   Revisions:
   (none)
   ..................................................................... -->

<!-- Datatypes

   defines containers for the following datatypes, many of
   these imported from other specifications and standards.
-->

<!-- Length defined for cellpadding/cellspacing -->

<!--
 nn for pixels or nn% for percentage length -->
<!ENTITY % Length.datatype "CDATA" >

<!-- space-separated list of link types -->
<!ENTITY % LinkTypes.datatype "NMTOKENS" >
```

```
<!-- single or comma-separated list of media descriptors -->
<!ENTITY % MediaDesc.datatype "CDATA" >

<!-- pixel, percentage, or relative -->
<!ENTITY % MultiLength.datatype "CDATA" >

<!-- one or more digits (NUMBER) -->
<!ENTITY % Number.datatype "CDATA" >

<!-- integer representing length in pixels -->
<!ENTITY % Pixels.datatype "CDATA" >

<!-- script expression -->
<!ENTITY % Script.datatype "CDATA" >

<!-- textual content -->
<!ENTITY % Text.datatype "CDATA" >

<!-- Placeholder Compact URI-related types -->
<!ENTITY % CURIE.datatype "CDATA" >
<!ENTITY % CURIEs.datatype "CDATA" >
<!ENTITY % SafeCURIE.datatype "CDATA" >
<!ENTITY % SafeCURIEs.datatype "CDATA" >
<!ENTITY % URIorSafeCURIE.datatype "CDATA" >
<!ENTITY % URIorSafeCURIEs.datatype "CDATA" >

<!-- Imported Datatypes ..... -->

<!--
 a single character from [ISO10646] -->
<!ENTITY % Character.datatype "CDATA" >

<!-- a character encoding, as per [RFC2045] -->
<!ENTITY % Charset.datatype "CDATA" >

<!-- a space separated list of character encodings, as per [RFC2045] -->
<!ENTITY % Charsets.datatype "CDATA" >

<!-- Color specification using color name or sRGB (#RRGGBB) values -->
<!ENTITY % Color.datatype "CDATA" >

<!-- media type, as per [RFC2045] -->
<!ENTITY % ContentType.datatype "CDATA" >

<!-- comma-separated list of media types, as per [RFC2045] -->
<!ENTITY % ContentTypes.datatype "CDATA" >

<!-- date and time information. ISO date format -->
```

```
<!ENTITY % Datetime.datatype "CDATA" >

<!-- formal public identifier, as per [ISO8879] -->
<!ENTITY % FPI.datatype "CDATA" >

<!-- a language code, as per [RFC3066] or its successor -->
<!ENTITY % LanguageCode.datatype "CDATA" >

<!-- a comma separated list of language code ranges -->
<!ENTITY % LanguageCodes.datatype "CDATA" >

<!-- a qualified name , as per
 [XMLNS] or its successor -->
<!ENTITY % QName.datatype "CDATA" >
<!ENTITY % QNames.datatype "CDATA" >

<!-- a Uniform Resource Identifier, see [URI] -->
<!ENTITY % URI.datatype "CDATA" >

<!-- a space-separated list of Uniform Resource Identifiers, see [URI] -->
<!ENTITY % URIs.datatype "CDATA" >

<!-- end of xhtml-datatypes-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml-datatypes-1.mod
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dev/

```
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  This is the driver file for version 1.0 of the RDDL 1.0 DTD as an extension of XHTML Basic 1.0.

   This DTD is identified by the PUBLIC and SYSTEM identifiers:

   PUBLIC: "
2000 World Wide Web Consortium
      (Massachusetts Institute of Technology, Institut National de
       Recherche en Informatique et en Automatique, Keio University).
       All Rights Reserved.
```

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Editors: Murray M. Altheim <mailto:altheim@eng.sun.com>
Peter Stark <mailto:Peter.Stark@ecs.ericsson.se>
Revision: $Id: rddl

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/rddl/rddl-xhtml.dtd
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
<!-- XHTML Legacy Redeclarations Module ..... -->
<!-- file: xhtml-legacy-redecl-1.mod

This is an extension of XHTML, a reformulation of HTML as a modular XML application.
Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
Revision: $Id: xhtml-legacy-redecl-1.mod,v 4.4 2001/04/10 09:42:30 altheim Exp $ SMI

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ELEMENTS XHTML Legacy Redeclarations 1.0//EN"
SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-legacy-redecl-1.mod"

Revisions:
(none)
..... -->

<!-- Legacy Redeclarations

This optional module replaces the Modular Framework module, interspersing
redeclarations of various parameter entities
to allow for inclusions of
Transitional markup in the XHTML 1.1 document model. This instantiates
the modules needed to support the XHTML modularization model, including:

+ notations
+ datatypes
+ namespace-qualified names

```
      + common attributes
      + document model
      + character entities

   By default, the Object module is included, with Frames and IFrames ignored.

   The Intrinsic Events module is ignored by default but
   occurs in this module because it must be instantiated
   prior to Attributes but after Datatypes.
-->
<!ENTITY % xhtml-legacy.module "INCLUDE" >

<!ENTITY % xhtml-arch.module "IGNORE" >
<![%xhtml-arch.module;[
<!ENTITY % xhtml-arch.mod
   PUBLIC "-//W3C//ELEMENTS XHTML Base Architecture 1.0//EN"
         "xhtml-arch-1.mod" >
%xhtml-arch.mod;]]>

<!ENTITY % xhtml-notations.module "INCLUDE" >
<![%xhtml-notations.module;[
<!ENTITY % xhtml-notations.mod
   PUBLIC "-//W3C//NOTATIONS XHTML Notations
 1.0//EN"
         "xhtml-notations-1.mod" >
%xhtml-notations.mod;]]>

<!-- Datatypes Module ..... -->
<!ENTITY % xhtml-datatypes.module "INCLUDE" >
<![%xhtml-datatypes.module;[
<!ENTITY % xhtml-datatypes.mod
   PUBLIC "-//W3C//ENTITIES XHTML Datatypes 1.0//EN"
         "xhtml-datatypes-1.mod" >
%xhtml-datatypes.mod;]]>

<!-- Qualified Names Module ..... -->
<!ENTITY % xhtml-qname.module "INCLUDE" >
<![%xhtml-qname.module;[
<!ENTITY % xhtml-qname.mod
   PUBLIC "-//W3C//ENTITIES XHTML Qualified Names 1.0//EN"
         "xhtml-qname-1.mod" >
%xhtml-qname.mod;]]>

<!-- Additional Qualified Names ..... -->

<!-- xhtml-legacy-1.mod -->
<!ENTITY % font.qname     "%XHTML.pfx;font" >
<!ENTITY % basefont.qname "%XHTML.pfx;basefont" >
```

```
<!ENTITY % center.qname   "%XHTML.pfx;center" >
<!ENTITY % s.qname       "%XHTML.pfx;s" >
<!ENTITY % strike.qname   "%XHTML.pfx;strike" >
<!ENTITY %
 u.qname       "%XHTML.pfx;u" >
<!ENTITY % dir.qname     "%XHTML.pfx;dir" >
<!ENTITY % menu.qname    "%XHTML.pfx;menu" >
<!ENTITY % isindex.qname  "%XHTML.pfx;isindex" >

<!-- xhtml-frames-1.mod -->
<!ENTITY % frameset.qname "%XHTML.pfx;frameset" >
<!ENTITY % frame.qname    "%XHTML.pfx;frame" >
<!ENTITY % noframes.qname "%XHTML.pfx;noframes" >

<!-- xhtml-iframe-1.mod -->
<!ENTITY % iframe.qname   "%XHTML.pfx;iframe" >

<!ENTITY % xhtml-events.module "IGNORE" >
<![%xhtml-events.module;[
<!ENTITY % xhtml-events.mod
   PUBLIC "-//W3C//ENTITIES XHTML Intrinsic Events 1.0//EN"
         "xhtml-events-1.mod" >
%xhtml-events.mod;]]>

<!-- Additional Common Attributes ..... -->

<!-- include historical 'lang' attribute (which should
   always match the value of 'xml:lang')
-->
<!ENTITY % lang.attrib
   "xml:lang     %LanguageCode.datatype;  #IMPLIED
    lang         %LanguageCode.datatype;  #IMPLIED"
>

<!-- Common Attributes Module .....
 -->
<!ENTITY % xhtml-attribs.module "INCLUDE" >
<![%xhtml-attribs.module;[
<!ENTITY % xhtml-attribs.mod
   PUBLIC "-//W3C//ENTITIES XHTML Common Attributes 1.0//EN"
         "xhtml-attribs-1.mod" >
%xhtml-attribs.mod;]]>

<!-- placeholder for content model redeclarations -->
<!ENTITY % xhtml-model.redecl "" >
%xhtml-model.redecl;

<!-- Document Model Redeclarations ..... -->
```

```
<!ENTITY % InlPres.class
   "| %tt.qname; | %i.qname; | %b.qname; | %big.qname;
    | %small.qname; | %sub.qname; | %sup.qname;
    | %font.qname; | %basefont.qname; | %iframe.qname;
    | %s.qname; | %strike.qname; | %u.qname;"
>

<!ENTITY % InlSpecial.class
   "| %img.qname; | %map.qname;
    | %applet.qname; | %object.qname;" >

<!ENTITY % BlkPres.class
   "| %hr.qname; | %center.qname;"
>

<!ENTITY % BlkSpecial.class
   "| %table.qname; | %form.qname; | %fieldset.qname;
    | %noframes.qname; | %isindex.qname;"
>

<!ENTITY % List.class
   "%ul.qname;
 | %ol.qname; | %dl.qname;
    | %dir.qname; | %menu.qname;"
>

<!-- Document Model Module  ..................................... -->
<!ENTITY % xhtml-model.module "INCLUDE" >
<![%xhtml-model.module;[
<!-- instantiate the Document Model module declared in the DTD driver
-->
%xhtml-model.mod;]]>

<!ENTITY % blockquote.content
   "( #PCDATA | %Flow.mix; )*"
>

<!ENTITY % noscript.content
    "( #PCDATA | %Flow.mix; )*"
>

<!ENTITY % body.content
   "( #PCDATA | %Flow.mix; )*"
>

<!-- redeclare content model of <html> to allow for either
   body or frameset content. The SGML markup minimization
```

```
   features used in HTML 4 do not apply, so the ambiguity
   that necessitated separation into the separate Frameset
   and Transitional DTDs is eliminated.
-->
<!ENTITY % html.content
   "( %head.qname;, ( %body.qname; | %frameset.qname; ) )"
>


<!ENTITY % xhtml-charent.module "INCLUDE" >
<![%xhtml-charent.module;[
<!ENTITY % xhtml-charent.mod
   PUBLIC "-//W3C//ENTITIES
 XHTML Character Entities 1.0//EN"
         "xhtml-charent-1.mod" >
%xhtml-charent.mod;]]>

<!-- end of xhtml-legacy-redecl-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml-legacy-redecl-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ....................................................................... -->
<!-- XHTML Hypertext Module  ..................................... -->
<!-- file: xhtml-hypertext-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2000 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: xhtml-hypertext-1.mod,v 1.1 2001/02/13 12:24:22 ht Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Hypertext 1.0//EN"
     SYSTEM "http://www.w3.org/TR/xhtml-modulatization/DTD/xhtml-hypertext-1.mod"

   Revisions:
   (none)
   ....................................................................... -->

<!-- Hypertext

      a

   This module declares the anchor ('a') element type, which
   defines the source of a hypertext link. The destination
   (or link 'target') is identified
```

```
 via its 'id' attribute
    rather than the 'name' attribute as was used in HTML.
-->

<!-- .....  Anchor Element  ..... -->

<!ENTITY % a.element  "INCLUDE" >
<![%a.element;[
<!ENTITY % a.content
   "( #PCDATA | %InlNoAnchor.mix; )*"
>
<!ENTITY % a.qname  "a" >
<!ELEMENT %a.qname;  %a.content; >
<!-- end of a.element -->]]>

<!ENTITY % a.attlist  "INCLUDE" >
<![%a.attlist;[
<!ATTLIST %a.qname;
    %Common.attrib;
    href         %URI.datatype;          #IMPLIED
    charset      %Charset.datatype;      #IMPLIED
    type         %ContentType.datatype;  #IMPLIED
    hreflang     %LanguageCode.datatype; #IMPLIED
    rel          %LinkTypes.datatype;    #IMPLIED
    rev          %LinkTypes.datatype;    #IMPLIED
    accesskey    %Character.datatype;    #IMPLIED
    tabindex     %Number.datatype;       #IMPLIED
>
<!-- end of a.attlist -->]]>

<!-- end of xhtml-hypertext-1.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/rddl/xhtml-hypertext-1.mod
No license file was found, but licenses were detected in source scan.

<!-- ..................................................................... -->
<!-- XHTML Server-side Image Map Module  ..................................... -->
<!-- file: xhtml-ssismap-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-ssismap-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Server-side Image Maps 1.0//EN"
```

```
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-ssismap-1.mod"

   Revisions:
#2000-10-22: added declaration for 'ismap' on <input>
   ..................................................................... -->

<!-- Server-side Image Maps

   This adds the 'ismap' attribute to the img and input elements
   to support server-side processing of a user selection.
-->

<!ATTLIST
 %img.qname;
    ismap       ( ismap )              #IMPLIED
>

<!ATTLIST %input.qname;
    ismap       ( ismap )              #IMPLIED
>

<!-- end of xhtml-ssismap-1.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/data/w3c/xhtml11/xhtml-ssismap-1.mod
No license file was found, but licenses were detected in source scan.

<!-- ..................................................................... -->
<!-- SVG 1.1 Viewport Attribute Module ..................................... -->
<!-- file: svg-viewport-attrib.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-viewport-attrib.mod,v 1.2 2002/04/20 18:07:43 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES SVG 1.1 Viewport Attribute//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-viewport-attrib.mod"

   ..................................................................... -->

<!-- Viewport Attribute

     clip, overflow

   This module defines the Viewport attribute set.
```

```
-->

<!-- 'clip' property/attribute value (e.g., 'auto', rect(...)) -->
<!ENTITY % ClipValue.datatype
 "CDATA" >

<!ENTITY % SVG.clip.attrib
   "clip %ClipValue.datatype; #IMPLIED"
>

<!ENTITY % SVG.overflow.attrib
   "overflow ( visible | hidden | scroll | auto | inherit ) #IMPLIED"
>

<!ENTITY % SVG.Viewport.extra.attrib "" >

<!ENTITY % SVG.Viewport.attrib
   "%SVG.clip.attrib;
    %SVG.overflow.attrib;
    %SVG.Viewport.extra.attrib;"
>

<!-- end of svg-viewport-attrib.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-viewport-attrib.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML Document Metainformation Module  ..... -->
<!-- file: xhtml-meta-2.mod

    This is XHTML-RDFa, modules to annotate XHTML family documents.
    Copyright 2007 W3C (MIT, ERCIM, Keio), All Rights Reserved.
    Revision: $Id: xhtml-meta-2.mod,v 1.1 2007/04/02 16:44:01 jigsaw Exp $

    This DTD module is identified by the PUBLIC and SYSTEM identifiers:

      PUBLIC "-//W3C//ELEMENTS XHTML Metainformation 2.0//EN"
      SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-meta-2.mod"

    Revisions:
    (none)
    ..................................................................... -->

<!-- Meta Information
```

```
      meta
      link

   This module declares the meta and link element types,
   used to provide declarative document metainformation.
-->

<!-- meta: Generic Metainformation .....................
 -->

<!ENTITY % meta.element  "INCLUDE" >
<![%meta.element;[
<!ENTITY % meta.content  "( #PCDATA | %Inline.mix; )*" >
<!ENTITY % meta.qname  "meta" >
<!ELEMENT %meta.qname;  %meta.content; >
<!-- end of meta.element -->]]>

<!ENTITY % meta.attlist  "INCLUDE" >
<![%meta.attlist;[
<!ATTLIST %meta.qname;
    %Common.attrib;
    http-equiv   NMTOKEN                #IMPLIED
    name         NMTOKEN                #IMPLIED
    scheme       CDATA                  #IMPLIED
>
<!-- end of meta.attlist -->]]>

<!-- link: Media-Independent Link ..................... -->

<!ENTITY % link.element  "INCLUDE" >
<![%link.element;[
<!ENTITY % link.content  "( %link.qname; | %meta.qname; )*" >
<!ENTITY % link.qname  "link" >
<!ELEMENT %link.qname;  %link.content; >
<!-- end of link.element -->]]>

<!ENTITY % link.attlist  "INCLUDE" >
<![%link.attlist;[
<!ATTLIST %link.qname;
    %Common.attrib;
    charset      %Charset.datatype;       #IMPLIED
    type         %ContentType.datatype;
  #IMPLIED
    media        %MediaDesc.datatype;     #IMPLIED
>
<!-- end of link.attlist -->]]>

<!-- end of xhtml-meta-2.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml-meta-2.mod
No license file was found, but licenses were detected in source scan.

<!--
   File isoamsa.ent produced by the XSL script entities.xsl
   from input data in unicode.xml.

   Copyright 1998 - 2009 W3C.

   Use and distribution of this code are permitted under the terms of the
   W3C Software Notice and License.
   http://www.w3.org/Consortium/Legal/2002/copyright-software-20021231.html

   Please report any errors to David Carlisle
   via the public W3C list www-math@w3.org.

   The numeric character values assigned to each entity
   (should) match the Unicode assignments in Unicode 5.x.

   Entity names in this file are derived from files carrying the
   following notice:

   (C) International Organization for Standardization 1991
   Permission to copy in any form is granted for use with
   conforming SGML systems and applications as defined in
   ISO 8879, provided this notice is included in all copies.

-->

<!--

     Public identifier: -//W3C//ENTITIES
 Added Math Symbols: Arrow Relations//EN//XML
     System identifier: http://www.w3.org/2003/entities/2007/isoamsa.ent

   The public identifier should always be used verbatim.
   The system identifier may be changed to suit local requirements.

   Typical invocation:

     <!ENTITY % isoamsa PUBLIC
       "-//W3C//ENTITIES Added Math Symbols: Arrow Relations//EN//XML"
       "http://www.w3.org/2003/entities/2007/isoamsa.ent"
     >

```
    %isoamsa;

-->

<!ENTITY angzarr        "&#x0237C;" ><!--RIGHT ANGLE WITH DOWNWARDS ZIGZAG ARROW -->
<!ENTITY cirmid         "&#x02AEF;" ><!--VERTICAL LINE WITH CIRCLE ABOVE -->
<!ENTITY cudarrl        "&#x02938;" ><!--RIGHT-SIDE ARC CLOCKWISE ARROW -->
<!ENTITY cudarrr        "&#x02935;" ><!--ARROW POINTING RIGHTWARDS THEN CURVING
DOWNWARDS -->
<!ENTITY cularr         "&#x021B6;" ><!--ANTICLOCKWISE TOP SEMICIRCLE ARROW -->
<!ENTITY cularrp        "&#x0293D;" ><!--TOP ARC ANTICLOCKWISE ARROW WITH PLUS -->
<!ENTITY curarr
        "&#x021B7;" ><!--CLOCKWISE TOP SEMICIRCLE ARROW -->
<!ENTITY curarrm        "&#x0293C;" ><!--TOP ARC CLOCKWISE ARROW WITH MINUS -->
<!ENTITY dArr           "&#x021D3;" ><!--DOWNWARDS DOUBLE ARROW -->
<!ENTITY Darr           "&#x021A1;" ><!--DOWNWARDS TWO HEADED ARROW -->
<!ENTITY ddarr          "&#x021CA;" ><!--DOWNWARDS PAIRED ARROWS -->
<!ENTITY DDotrahd       "&#x02911;" ><!--RIGHTWARDS ARROW WITH DOTTED STEM -->
<!ENTITY dfisht         "&#x0297F;" ><!--DOWN FISH TAIL -->
<!ENTITY dHar           "&#x02965;" ><!--DOWNWARDS HARPOON WITH BARB LEFT BESIDE
DOWNWARDS HARPOON WITH BARB RIGHT -->
<!ENTITY dharl          "&#x021C3;" ><!--DOWNWARDS HARPOON WITH BARB LEFTWARDS -->
<!ENTITY dharr          "&#x021C2;" ><!--DOWNWARDS HARPOON WITH BARB RIGHTWARDS -->
<!ENTITY duarr          "&#x021F5;" ><!--DOWNWARDS ARROW LEFTWARDS OF UPWARDS ARROW -->
<!ENTITY duhar          "&#x0296F;" ><!--DOWNWARDS HARPOON WITH BARB LEFT BESIDE
UPWARDS HARPOON WITH BARB RIGHT
 -->
<!ENTITY dzigrarr       "&#x027FF;" ><!--LONG RIGHTWARDS SQUIGGLE ARROW -->
<!ENTITY erarr          "&#x02971;" ><!--EQUALS SIGN ABOVE RIGHTWARDS ARROW -->
<!ENTITY harr           "&#x02194;" ><!--LEFT RIGHT ARROW -->
<!ENTITY hArr           "&#x021D4;" ><!--LEFT RIGHT DOUBLE ARROW -->
<!ENTITY harrcir        "&#x02948;" ><!--LEFT RIGHT ARROW THROUGH SMALL CIRCLE -->
<!ENTITY harrw          "&#x021AD;" ><!--LEFT RIGHT WAVE ARROW -->
<!ENTITY hoarr          "&#x021FF;" ><!--LEFT RIGHT OPEN-HEADED ARROW -->
<!ENTITY imof           "&#x022B7;" ><!--IMAGE OF -->
<!ENTITY lAarr          "&#x021DA;" ><!--LEFTWARDS TRIPLE ARROW -->
<!ENTITY Larr           "&#x0219E;" ><!--LEFTWARDS TWO HEADED ARROW -->
<!ENTITY larrbfs        "&#x0291F;" ><!--LEFTWARDS ARROW FROM BAR TO BLACK DIAMOND -->
<!ENTITY larrfs         "&#x0291D;" ><!--LEFTWARDS ARROW TO BLACK DIAMOND -->
<!ENTITY larrhk         "&#x021A9;" ><!--LEFTWARDS ARROW WITH HOOK -->
<!ENTITY larrlp
  "&#x021AB;" ><!--LEFTWARDS ARROW WITH LOOP -->
<!ENTITY larrpl         "&#x02939;" ><!--LEFT-SIDE ARC ANTICLOCKWISE ARROW -->
<!ENTITY larrsim        "&#x02973;" ><!--LEFTWARDS ARROW ABOVE TILDE OPERATOR -->
<!ENTITY larrtl         "&#x021A2;" ><!--LEFTWARDS ARROW WITH TAIL -->
<!ENTITY latail         "&#x02919;" ><!--LEFTWARDS ARROW-TAIL -->
<!ENTITY lAtail         "&#x0291B;" ><!--LEFTWARDS DOUBLE ARROW-TAIL -->
<!ENTITY lbarr          "&#x0290C;" ><!--LEFTWARDS DOUBLE DASH ARROW -->
```

```
<!ENTITY lBarr          "&#x0290E;" ><!--LEFTWARDS TRIPLE DASH ARROW -->
<!ENTITY ldca           "&#x02936;" ><!--ARROW POINTING DOWNWARDS THEN CURVING
LEFTWARDS -->
<!ENTITY ldrdhar        "&#x02967;" ><!--LEFTWARDS HARPOON WITH BARB DOWN ABOVE
RIGHTWARDS HARPOON WITH BARB DOWN -->
<!ENTITY ldrushar       "&#x0294B;" ><!--LEFT BARB DOWN RIGHT BARB UP HARPOON -->
<!ENTITY ldsh           "&#x021B2;" ><!--DOWNWARDS ARROW WITH TIP LEFTWARDS -->
<!ENTITY lfisht         "&#x0297C;" ><!--LEFT
 FISH TAIL -->
<!ENTITY lHar           "&#x02962;" ><!--LEFTWARDS HARPOON WITH BARB UP ABOVE LEFTWARDS
HARPOON WITH BARB DOWN -->
<!ENTITY lhard          "&#x021BD;" ><!--LEFTWARDS HARPOON WITH BARB DOWNWARDS -->
<!ENTITY lharu          "&#x021BC;" ><!--LEFTWARDS HARPOON WITH BARB UPWARDS -->
<!ENTITY lharul         "&#x0296A;" ><!--LEFTWARDS HARPOON WITH BARB UP ABOVE LONG DASH -
->
<!ENTITY llarr          "&#x021C7;" ><!--LEFTWARDS PAIRED ARROWS -->
<!ENTITY llhard         "&#x0296B;" ><!--LEFTWARDS HARPOON WITH BARB DOWN BELOW LONG
DASH -->
<!ENTITY loarr          "&#x021FD;" ><!--LEFTWARDS OPEN-HEADED ARROW -->
<!ENTITY lrarr          "&#x021C6;" ><!--LEFTWARDS ARROW OVER RIGHTWARDS ARROW -->
<!ENTITY lrhar          "&#x021CB;" ><!--LEFTWARDS HARPOON OVER RIGHTWARDS HARPOON -->
<!ENTITY lrhard         "&#x0296D;" ><!--RIGHTWARDS HARPOON WITH BARB DOWN BELOW LONG
DASH -->
<!ENTITY lsh            "&#x021B0;" ><!--UPWARDS ARROW WITH TIP LEFTWARDS -->
<!ENTITY
 lurdshar       "&#x0294A;" ><!--LEFT BARB UP RIGHT BARB DOWN HARPOON -->
<!ENTITY luruhar        "&#x02966;" ><!--LEFTWARDS HARPOON WITH BARB UP ABOVE
RIGHTWARDS HARPOON WITH BARB UP -->
<!ENTITY map            "&#x021A6;" ><!--RIGHTWARDS ARROW FROM BAR -->
<!ENTITY Map            "&#x02905;" ><!--RIGHTWARDS TWO-HEADED ARROW FROM BAR -->
<!ENTITY midcir         "&#x02AF0;" ><!--VERTICAL LINE WITH CIRCLE BELOW -->
<!ENTITY mumap          "&#x022B8;" ><!--MULTIMAP -->
<!ENTITY nearhk         "&#x02924;" ><!--NORTH EAST ARROW WITH HOOK -->
<!ENTITY nearr          "&#x02197;" ><!--NORTH EAST ARROW -->
<!ENTITY neArr          "&#x021D7;" ><!--NORTH EAST DOUBLE ARROW -->
<!ENTITY nesear         "&#x02928;" ><!--NORTH EAST ARROW AND SOUTH EAST ARROW -->
<!ENTITY nharr          "&#x021AE;" ><!--LEFT RIGHT ARROW WITH STROKE -->
<!ENTITY nhArr          "&#x021CE;" ><!--LEFT RIGHT DOUBLE ARROW WITH STROKE -->
<!ENTITY nlarr          "&#x0219A;" ><!--LEFTWARDS ARROW WITH
 STROKE -->
<!ENTITY nlArr          "&#x021CD;" ><!--LEFTWARDS DOUBLE ARROW WITH STROKE -->
<!ENTITY nrarr          "&#x0219B;" ><!--RIGHTWARDS ARROW WITH STROKE -->
<!ENTITY nrArr          "&#x021CF;" ><!--RIGHTWARDS DOUBLE ARROW WITH STROKE -->
<!ENTITY nrarrc         "&#x02933;&#x00338;" ><!--WAVE ARROW POINTING DIRECTLY RIGHT with
slash -->
<!ENTITY nrarrw         "&#x0219D;&#x00338;" ><!--RIGHTWARDS WAVE ARROW with slash -->
<!ENTITY nvHarr         "&#x02904;" ><!--LEFT RIGHT DOUBLE ARROW WITH VERTICAL STROKE -->
<!ENTITY nvlArr         "&#x02902;" ><!--LEFTWARDS DOUBLE ARROW WITH VERTICAL STROKE -->
```

<!ENTITY nvrArr "⤃" ><!--RIGHTWARDS DOUBLE ARROW WITH VERTICAL STROKE -->
<!ENTITY nwarhk "⤣" ><!--NORTH WEST ARROW WITH HOOK -->
<!ENTITY nwarr "↖" ><!--NORTH WEST ARROW -->
<!ENTITY nwArr "⇖" ><!--NORTH WEST DOUBLE ARROW -->
<!ENTITY nwnear "⤧" ><!--NORTH WEST ARROW AND NORTH
EAST ARROW -->
<!ENTITY olarr "↺" ><!--ANTICLOCKWISE OPEN CIRCLE ARROW -->
<!ENTITY orarr "↻" ><!--CLOCKWISE OPEN CIRCLE ARROW -->
<!ENTITY origof "⊶" ><!--ORIGINAL OF -->
<!ENTITY rAarr "⇛" ><!--RIGHTWARDS TRIPLE ARROW -->
<!ENTITY Rarr "↠" ><!--RIGHTWARDS TWO HEADED ARROW -->
<!ENTITY rarrap "⥵" ><!--RIGHTWARDS ARROW ABOVE ALMOST EQUAL TO -->
<!ENTITY rarrbfs "⤠" ><!--RIGHTWARDS ARROW FROM BAR TO BLACK DIAMOND -->
<!ENTITY rarrc "⤳" ><!--WAVE ARROW POINTING DIRECTLY RIGHT -->
<!ENTITY rarrfs "⤞" ><!--RIGHTWARDS ARROW TO BLACK DIAMOND -->
<!ENTITY rarrhk "↪" ><!--RIGHTWARDS ARROW WITH HOOK -->
<!ENTITY rarrlp "↬" ><!--RIGHTWARDS ARROW WITH LOOP -->
<!ENTITY rarrpl "⥅" ><!--RIGHTWARDS ARROW WITH PLUS BELOW -->
<!ENTITY rarrsim "⥴" ><!--RIGHTWARDS ARROW
ABOVE TILDE OPERATOR -->
<!ENTITY rarrtl "↣" ><!--RIGHTWARDS ARROW WITH TAIL -->
<!ENTITY Rarrtl "⤖" ><!--RIGHTWARDS TWO-HEADED ARROW WITH TAIL -->
<!ENTITY rarrw "↝" ><!--RIGHTWARDS WAVE ARROW -->
<!ENTITY ratail "⤚" ><!--RIGHTWARDS ARROW-TAIL -->
<!ENTITY rAtail "⤜" ><!--RIGHTWARDS DOUBLE ARROW-TAIL -->
<!ENTITY rbarr "⤍" ><!--RIGHTWARDS DOUBLE DASH ARROW -->
<!ENTITY rBarr "⤏" ><!--RIGHTWARDS TRIPLE DASH ARROW -->
<!ENTITY RBarr "⤐" ><!--RIGHTWARDS TWO-HEADED TRIPLE DASH ARROW -->
<!ENTITY rdca "⤷" ><!--ARROW POINTING DOWNWARDS THEN CURVING
RIGHTWARDS -->
<!ENTITY rdldhar "⥩" ><!--RIGHTWARDS HARPOON WITH BARB DOWN ABOVE
LEFTWARDS HARPOON WITH BARB DOWN -->
<!ENTITY rdsh "↳" ><!--DOWNWARDS ARROW WITH TIP RIGHTWARDS -->
<!ENTITY rfisht "⥽" ><!--RIGHT FISH TAIL -->
<!ENTITY
rHar "⥤" ><!--RIGHTWARDS HARPOON WITH BARB UP ABOVE RIGHTWARDS
HARPOON WITH BARB DOWN -->
<!ENTITY rhard "⇁" ><!--RIGHTWARDS HARPOON WITH BARB DOWNWARDS -->
<!ENTITY rharu "⇀" ><!--RIGHTWARDS HARPOON WITH BARB UPWARDS -->
<!ENTITY rharul "⥬" ><!--RIGHTWARDS HARPOON WITH BARB UP ABOVE LONG DASH
-->
<!ENTITY rlarr "⇄" ><!--RIGHTWARDS ARROW OVER LEFTWARDS ARROW -->
<!ENTITY rlhar "⇌" ><!--RIGHTWARDS HARPOON OVER LEFTWARDS HARPOON -->
<!ENTITY roarr "⇾" ><!--RIGHTWARDS OPEN-HEADED ARROW -->
<!ENTITY rrarr "⇉" ><!--RIGHTWARDS PAIRED ARROWS -->
<!ENTITY rsh "↱" ><!--UPWARDS ARROW WITH TIP RIGHTWARDS -->
<!ENTITY ruluhar "⥨" ><!--RIGHTWARDS HARPOON WITH BARB UP ABOVE
LEFTWARDS HARPOON WITH BARB UP -->

<!ENTITY searhk "⤥" ><!--SOUTH EAST ARROW WITH HOOK -->
<!ENTITY searr
"↘" ><!--SOUTH EAST ARROW -->
<!ENTITY seArr "⇘" ><!--SOUTH EAST DOUBLE ARROW -->
<!ENTITY seswar "⤩" ><!--SOUTH EAST ARROW AND SOUTH WEST ARROW -->
<!ENTITY simrarr "⥲" ><!--TILDE OPERATOR ABOVE RIGHTWARDS ARROW -->
<!ENTITY slarr "←" ><!--LEFTWARDS ARROW -->
<!ENTITY srarr "→" ><!--RIGHTWARDS ARROW -->
<!ENTITY swarhk "⤦" ><!--SOUTH WEST ARROW WITH HOOK -->
<!ENTITY swarr "↙" ><!--SOUTH WEST ARROW -->
<!ENTITY swArr "⇙" ><!--SOUTH WEST DOUBLE ARROW -->
<!ENTITY swnwar "⤪" ><!--SOUTH WEST ARROW AND NORTH WEST ARROW -->
<!ENTITY uArr "⇑" ><!--UPWARDS DOUBLE ARROW -->
<!ENTITY Uarr "↟" ><!--UPWARDS TWO HEADED ARROW -->
<!ENTITY Uarrocir "⥉" ><!--UPWARDS TWO-HEADED ARROW FROM SMALL CIRCLE -->
<!ENTITY udarr "⇅" ><!--UPWARDS ARROW LEFTWARDS
OF DOWNWARDS ARROW -->
<!ENTITY udhar "⥮" ><!--UPWARDS HARPOON WITH BARB LEFT BESIDE
DOWNWARDS HARPOON WITH BARB RIGHT -->
<!ENTITY ufisht "⥾" ><!--UP FISH TAIL -->
<!ENTITY uHar "⥣" ><!--UPWARDS HARPOON WITH BARB LEFT BESIDE UPWARDS
HARPOON WITH BARB RIGHT -->
<!ENTITY uharl "↿" ><!--UPWARDS HARPOON WITH BARB LEFTWARDS -->
<!ENTITY uharr "↾" ><!--UPWARDS HARPOON WITH BARB RIGHTWARDS -->
<!ENTITY uuarr "⇈" ><!--UPWARDS PAIRED ARROWS -->
<!ENTITY varr "↕" ><!--UP DOWN ARROW -->
<!ENTITY vArr "⇕" ><!--UP DOWN DOUBLE ARROW -->
<!ENTITY xharr "⟷" ><!--LONG LEFT RIGHT ARROW -->
<!ENTITY xhArr "⟺" ><!--LONG LEFT RIGHT DOUBLE ARROW -->
<!ENTITY xlarr "⟵" ><!--LONG LEFTWARDS ARROW -->
<!ENTITY xlArr "⟸" ><!--LONG LEFTWARDS DOUBLE ARROW -->
<!ENTITY xmap "⟼"
><!--LONG RIGHTWARDS ARROW FROM BAR -->
<!ENTITY xrarr "⟶" ><!--LONG RIGHTWARDS ARROW -->
<!ENTITY xrArr "⟹" ><!--LONG RIGHTWARDS DOUBLE ARROW -->
<!ENTITY zigrarr "⇝" ><!--RIGHTWARDS SQUIGGLE ARROW -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/data/w3c/mathml/mathml3/isoamsa.ent
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
<!-- XHTML Character Entities Module ..... -->
<!-- file: xhtml-charent-1.mod

This is XHTML, a reformulation of HTML as a modular XML application.
Copyright 1998-2000 W3C (MIT, INRIA, Keio), All Rights Reserved.

```
   Revision: $Id: xhtml-charent-1.mod,v 1.1 2001/02/13 12:24:22 ht Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES XHTML Character Entities 1.0//EN"
     SYSTEM "http://www.w3.org/TR/xhtml-modulatization/DTD/xhtml-charent-1.mod"

   Revisions:
   (none)
   ..................................................................... -->

<!-- Character Entities for XHTML

   This module declares the set of character entities for XHTML,
   including the Latin 1, Symbol and Special character collections.
-->

<!ENTITY
 % xhtml-lat1
  PUBLIC "-//W3C//ENTITIES Latin 1 for XHTML//EN"
        "xhtml-lat1.ent" >
<!ENTITY % xhtml-symbol
  PUBLIC "-//W3C//ENTITIES Symbols for XHTML//EN"
        "xhtml-symbol.ent" >
<!ENTITY % xhtml-special
  PUBLIC "-//W3C//ENTITIES Special for XHTML//EN"
        "xhtml-special.ent" >

%xhtml-lat1;
%xhtml-symbol;
%xhtml-special;

<!-- end of xhtml-charent-1.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/rddl/xhtml-charent-1.mod
No license file was found, but licenses were detected in source scan.

<!-- ..................................................................... -->
<!-- SVG 1.1 Filter Module ..................................................... -->
<!-- file: svg-filter.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-filter.mod,v 1.4 2002/11/14 15:11:02 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:
```

```
      PUBLIC "-//W3C//ELEMENTS SVG 1.1 Filter//EN"
      SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-filter.mod"

    ..... -->

<!-- Filter

      filter, feBlend, feColorMatrix, feComponentTransfer, feComposite,
      feConvolveMatrix, feDiffuseLighting, feDisplacementMap, feFlood,
      feGaussianBlur, feImage, feMerge, feMergeNode, feMorphology, feOffset,
       feSpecularLighting, feTile, feTurbulence, feDistantLight, fePointLight,
      feSpotLight, feFuncR, feFuncG, feFuncB, feFuncA

    This module declares markup to provide support for filter effect.
-->

<!-- 'filter' property/attribute value (e.g., 'none', <uri>) -->
<!ENTITY % FilterValue.datatype "CDATA" >

<!-- list of <number>s, but at least one and at most two -->
<!ENTITY % NumberOptionalNumber.datatype "CDATA" >

<!-- Qualified Names (Default) ..... -->

<!ENTITY % SVG.filter.qname "filter" >
<!ENTITY % SVG.feBlend.qname "feBlend" >
<!ENTITY % SVG.feColorMatrix.qname "feColorMatrix" >
<!ENTITY % SVG.feComponentTransfer.qname "feComponentTransfer" >
<!ENTITY % SVG.feComposite.qname "feComposite" >
<!ENTITY % SVG.feConvolveMatrix.qname "feConvolveMatrix" >
<!ENTITY % SVG.feDiffuseLighting.qname "feDiffuseLighting" >
<!ENTITY % SVG.feDisplacementMap.qname "feDisplacementMap" >
<!ENTITY % SVG.feFlood.qname "feFlood" >
<!ENTITY % SVG.feGaussianBlur.qname
 "feGaussianBlur" >
<!ENTITY % SVG.feImage.qname "feImage" >
<!ENTITY % SVG.feMerge.qname "feMerge" >
<!ENTITY % SVG.feMergeNode.qname "feMergeNode" >
<!ENTITY % SVG.feMorphology.qname "feMorphology" >
<!ENTITY % SVG.feOffset.qname "feOffset" >
<!ENTITY % SVG.feSpecularLighting.qname "feSpecularLighting" >
<!ENTITY % SVG.feTile.qname "feTile" >
<!ENTITY % SVG.feTurbulence.qname "feTurbulence" >
<!ENTITY % SVG.feDistantLight.qname "feDistantLight" >
<!ENTITY % SVG.fePointLight.qname "fePointLight" >
<!ENTITY % SVG.feSpotLight.qname "feSpotLight" >
<!ENTITY % SVG.feFuncR.qname "feFuncR" >
```

```
<!ENTITY % SVG.feFuncG.qname "feFuncG" >
<!ENTITY % SVG.feFuncB.qname "feFuncB" >
<!ENTITY % SVG.feFuncA.qname "feFuncA" >

<!-- Attribute Collections (Default) ..... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Container.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY
 % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.ColorProfile.attrib "" >
<!ENTITY % SVG.Gradient.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.XLink.attrib "" >
<!ENTITY % SVG.XLinkEmbed.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Filter.class ..... -->

<!ENTITY % SVG.Filter.extra.class "" >

<!ENTITY % SVG.Filter.class
   "| %SVG.filter.qname; %SVG.Filter.extra.class;"
>

<!-- SVG.FilterPrimitive.class ..... -->

<!ENTITY % SVG.FilterPrimitive.extra.class "" >

<!ENTITY % SVG.FilterPrimitive.class
   "| %SVG.feBlend.qname; | %SVG.feColorMatrix.qname;
    | %SVG.feComponentTransfer.qname; | %SVG.feComposite.qname;
    | %SVG.feConvolveMatrix.qname; | %SVG.feDiffuseLighting.qname;
     | %SVG.feDisplacementMap.qname; | %SVG.feFlood.qname;
    | %SVG.feGaussianBlur.qname; | %SVG.feImage.qname; | %SVG.feMerge.qname;
    | %SVG.feMorphology.qname; | %SVG.feOffset.qname;
    | %SVG.feSpecularLighting.qname; | %SVG.feTile.qname;
```

```
   | %SVG.feTurbulence.qname; %SVG.FilterPrimitive.extra.class;"
>

<!-- SVG.Filter.attrib ..................................... -->

<!ENTITY % SVG.Filter.extra.attrib "" >

<!ENTITY % SVG.Filter.attrib
  "filter %FilterValue.datatype; #IMPLIED
   %SVG.Filter.extra.attrib;"
>

<!-- SVG.FilterColor.attrib ............................. -->

<!ENTITY % SVG.FilterColor.extra.attrib "" >

<!ENTITY % SVG.FilterColor.attrib
  "color-interpolation-filters ( auto | sRGB | linearRGB | inherit )
                               #IMPLIED
   %SVG.FilterColor.extra.attrib;"
>

<!-- SVG.FilterPrimitive.attrib ......................... -->

<!ENTITY % SVG.FilterPrimitive.extra.attrib "" >

<!ENTITY % SVG.FilterPrimitive.attrib
  "x %Coordinate.datatype;
#IMPLIED
   y %Coordinate.datatype; #IMPLIED
   width %Length.datatype; #IMPLIED
   height %Length.datatype; #IMPLIED
   result CDATA #IMPLIED
   %SVG.FilterPrimitive.extra.attrib;"
>

<!-- SVG.FilterPrimitiveWithIn.attrib .................. -->

<!ENTITY % SVG.FilterPrimitiveWithIn.extra.attrib "" >

<!ENTITY % SVG.FilterPrimitiveWithIn.attrib
  "%SVG.FilterPrimitive.attrib;
   in CDATA #IMPLIED
   %SVG.FilterPrimitiveWithIn.extra.attrib;"
>

<!-- SVG.Presentation.attrib ............................ -->
```

```
<!ENTITY % SVG.Presentation.extra.attrib "" >

<!ENTITY % SVG.Presentation.attrib
  "%SVG.Container.attrib;
   %SVG.Viewport.attrib;
   %SVG.Text.attrib;
   %SVG.TextContent.attrib;
   %SVG.Font.attrib;
   %SVG.Paint.attrib;
   %SVG.Color.attrib;
   %SVG.Opacity.attrib;
   %SVG.Graphics.attrib;
   %SVG.Marker.attrib;
   %SVG.ColorProfile.attrib;
   %SVG.Gradient.attrib;
   %SVG.Clip.attrib;
   %SVG.Mask.attrib;
   %SVG.Filter.attrib;
    %SVG.FilterColor.attrib;
   %SVG.Cursor.attrib;
   flood-color %SVGColor.datatype; #IMPLIED
   flood-opacity %OpacityValue.datatype; #IMPLIED
   lighting-color %SVGColor.datatype; #IMPLIED
   %SVG.Presentation.extra.attrib;"
>

<!-- filter: Filter Element ..... -->

<!ENTITY % SVG.filter.extra.content "" >

<!ENTITY % SVG.filter.element "INCLUDE" >
<![%SVG.filter.element;[
<!ENTITY % SVG.filter.content
  "(( %SVG.Description.class; )*, ( %SVG.animate.qname; | %SVG.set.qname;
     %SVG.FilterPrimitive.class; %SVG.filter.extra.content; )*)"
>
<!ELEMENT %SVG.filter.qname; %SVG.filter.content; >
<!-- end of SVG.filter.element -->]]>

<!ENTITY % SVG.filter.attlist "INCLUDE" >
<![%SVG.filter.attlist;[
<!ATTLIST %SVG.filter.qname;
  %SVG.Core.attrib;
  %SVG.Style.attrib;
  %SVG.Presentation.attrib;
  %SVG.XLink.attrib;
  %SVG.External.attrib;
  x %Coordinate.datatype; #IMPLIED
```

```
  y %Coordinate.datatype; #IMPLIED
  width %Length.datatype;
 #IMPLIED
  height %Length.datatype; #IMPLIED
  filterRes %NumberOptionalNumber.datatype; #IMPLIED
  filterUnits ( userSpaceOnUse | objectBoundingBox ) #IMPLIED
  primitiveUnits ( userSpaceOnUse | objectBoundingBox ) #IMPLIED
>
<!-- end of SVG.filter.attlist -->]]>

<!-- feBlend: Filter Effect Blend Element ..... -->

<!ENTITY % SVG.feBlend.extra.content "" >

<!ENTITY % SVG.feBlend.element "INCLUDE" >
<![%SVG.feBlend.element;[
<!ENTITY % SVG.feBlend.content
  "( %SVG.animate.qname; | %SVG.set.qname; %SVG.feBlend.extra.content; )*"
>
<!ELEMENT %SVG.feBlend.qname; %SVG.feBlend.content; >
<!-- end of SVG.feBlend.element -->]]>

<!ENTITY % SVG.feBlend.attlist "INCLUDE" >
<![%SVG.feBlend.attlist;[
<!ATTLIST %SVG.feBlend.qname;
  %SVG.Core.attrib;
  %SVG.FilterColor.attrib;
  %SVG.FilterPrimitiveWithIn.attrib;
  in2 CDATA #REQUIRED
  mode ( normal | multiply | screen | darken | lighten ) 'normal'
>
<!-- end of SVG.feBlend.attlist -->]]>

<!-- feColorMatrix: Filter
 Effect Color Matrix Element . -->

<!ENTITY % SVG.feColorMatrix.extra.content "" >

<!ENTITY % SVG.feColorMatrix.element "INCLUDE" >
<![%SVG.feColorMatrix.element;[
<!ENTITY % SVG.feColorMatrix.content
  "( %SVG.animate.qname; | %SVG.set.qname;
    %SVG.feColorMatrix.extra.content; )*"
>
<!ELEMENT %SVG.feColorMatrix.qname; %SVG.feColorMatrix.content; >
<!-- end of SVG.feColorMatrix.element -->]]>

<!ENTITY % SVG.feColorMatrix.attlist "INCLUDE" >
```

```
<![%SVG.feColorMatrix.attlist;[
<!ATTLIST %SVG.feColorMatrix.qname;
  %SVG.Core.attrib;
  %SVG.FilterColor.attrib;
  %SVG.FilterPrimitiveWithIn.attrib;
  type ( matrix | saturate | hueRotate | luminanceToAlpha ) 'matrix'
  values CDATA #IMPLIED
>
<!-- end of SVG.feColorMatrix.attlist -->]]>

<!-- feComponentTransfer: Filter Effect Component Transfer Element -->

<!ENTITY % SVG.feComponentTransfer.extra.content "" >

<!ENTITY % SVG.feComponentTransfer.element "INCLUDE" >
<![%SVG.feComponentTransfer.element;[
<!ENTITY % SVG.feComponentTransfer.content
   "( %SVG.feFuncR.qname;?, %SVG.feFuncG.qname;?, %SVG.feFuncB.qname;?,
     %SVG.feFuncA.qname;? %SVG.feComponentTransfer.extra.content; )"
>
<!ELEMENT %SVG.feComponentTransfer.qname; %SVG.feComponentTransfer.content; >
<!-- end of SVG.feComponentTransfer.element -->]]>

<!ENTITY % SVG.feComponentTransfer.attlist "INCLUDE" >
<![%SVG.feComponentTransfer.attlist;[
<!ATTLIST %SVG.feComponentTransfer.qname;
  %SVG.Core.attrib;
  %SVG.FilterColor.attrib;
  %SVG.FilterPrimitiveWithIn.attrib;
>
<!-- end of SVG.feComponentTransfer.attlist -->]]>

<!-- feComposite: Filter Effect Composite Element ..... -->

<!ENTITY % SVG.feComposite.extra.content "" >

<!ENTITY % SVG.feComposite.element "INCLUDE" >
<![%SVG.feComposite.element;[
<!ENTITY % SVG.feComposite.content
  "( %SVG.animate.qname; | %SVG.set.qname; %SVG.feComposite.extra.content; )*"
>
<!ELEMENT %SVG.feComposite.qname; %SVG.feComposite.content; >
<!-- end of SVG.feComposite.element -->]]>

<!ENTITY
 % SVG.feComposite.attlist "INCLUDE" >
<![%SVG.feComposite.attlist;[
<!ATTLIST %SVG.feComposite.qname;
```

```
  %SVG.Core.attrib;
  %SVG.FilterColor.attrib;
  %SVG.FilterPrimitiveWithIn.attrib;
  in2 CDATA #REQUIRED
  operator ( over | in | out | atop | xor | arithmetic ) 'over'
  k1 %Number.datatype; #IMPLIED
  k2 %Number.datatype; #IMPLIED
  k3 %Number.datatype; #IMPLIED
  k4 %Number.datatype; #IMPLIED
>
<!-- end of SVG.feComposite.attlist -->]]>

<!-- feConvolveMatrix: Filter Effect Convolve Matrix Element -->

<!ENTITY % SVG.feConvolveMatrix.extra.content "" >

<!ENTITY % SVG.feConvolveMatrix.element "INCLUDE" >
<![%SVG.feConvolveMatrix.element;[
<!ENTITY % SVG.feConvolveMatrix.content
  "( %SVG.animate.qname; | %SVG.set.qname;
    %SVG.feConvolveMatrix.extra.content; )*"
>
<!ELEMENT %SVG.feConvolveMatrix.qname; %SVG.feConvolveMatrix.content; >
<!-- end of SVG.feConvolveMatrix.element -->]]>

<!ENTITY % SVG.feConvolveMatrix.attlist "INCLUDE" >
<![%SVG.feConvolveMatrix.attlist;[
<!ATTLIST
 %SVG.feConvolveMatrix.qname;
  %SVG.Core.attrib;
  %SVG.FilterColor.attrib;
  %SVG.FilterPrimitiveWithIn.attrib;
  order %NumberOptionalNumber.datatype; #REQUIRED
  kernelMatrix CDATA #REQUIRED
  divisor %Number.datatype; #IMPLIED
  bias %Number.datatype; #IMPLIED
  targetX %Integer.datatype; #IMPLIED
  targetY %Integer.datatype; #IMPLIED
  edgeMode ( duplicate | wrap | none ) 'duplicate'
  kernelUnitLength %NumberOptionalNumber.datatype; #IMPLIED
  preserveAlpha %Boolean.datatype; #IMPLIED
>
<!-- end of SVG.feConvolveMatrix.attlist -->]]>

<!-- feDiffuseLighting: Filter Effect Diffuse Lighting Element -->

<!ENTITY % SVG.feDiffuseLighting.extra.content "" >
```

```
<!ENTITY % SVG.feDiffuseLighting.element "INCLUDE" >
<![%SVG.feDiffuseLighting.element;[
<!ENTITY % SVG.feDiffuseLighting.content
  "(( %SVG.feDistantLight.qname; | %SVG.fePointLight.qname;
    | %SVG.feSpotLight.qname; ), ( %SVG.animate.qname; | %SVG.set.qname;
    | %SVG.animateColor.qname;
 %SVG.feDiffuseLighting.extra.content; )*)"
>
<!ELEMENT %SVG.feDiffuseLighting.qname; %SVG.feDiffuseLighting.content; >
<!-- end of SVG.feDiffuseLighting.element -->]]>

<!ENTITY % SVG.feDiffuseLighting.attlist "INCLUDE" >
<![%SVG.feDiffuseLighting.attlist;[
<!ATTLIST %SVG.feDiffuseLighting.qname;
  %SVG.Core.attrib;
  %SVG.Style.attrib;
  %SVG.Color.attrib;
  %SVG.FilterColor.attrib;
  %SVG.FilterPrimitiveWithIn.attrib;
  lighting-color %SVGColor.datatype; #IMPLIED
  surfaceScale %Number.datatype; #IMPLIED
  diffuseConstant %Number.datatype; #IMPLIED
  kernelUnitLength %NumberOptionalNumber.datatype; #IMPLIED
>
<!-- end of SVG.feDiffuseLighting.attlist -->]]>

<!-- feDisplacementMap: Filter Effect Displacement Map Element -->

<!ENTITY % SVG.feDisplacementMap.extra.content "" >

<!ENTITY % SVG.feDisplacementMap.element "INCLUDE" >
<![%SVG.feDisplacementMap.element;[
<!ENTITY % SVG.feDisplacementMap.content
  "( %SVG.animate.qname; | %SVG.set.qname;

    %SVG.feDisplacementMap.extra.content; )*"
>
<!ELEMENT %SVG.feDisplacementMap.qname; %SVG.feDisplacementMap.content; >
<!-- end of SVG.feDisplacementMap.element -->]]>

<!ENTITY % SVG.feDisplacementMap.attlist "INCLUDE" >
<![%SVG.feDisplacementMap.attlist;[
<!ATTLIST %SVG.feDisplacementMap.qname;
  %SVG.Core.attrib;
  %SVG.FilterColor.attrib;
  %SVG.FilterPrimitiveWithIn.attrib;
  in2 CDATA #REQUIRED
  scale %Number.datatype; #IMPLIED
```

```
  xChannelSelector ( R | G | B | A ) 'A'
  yChannelSelector ( R | G | B | A ) 'A'
>
<!-- end of SVG.feDisplacementMap.attlist -->]]>

<!-- feFlood: Filter Effect Flood Element ..... -->

<!ENTITY % SVG.feFlood.extra.content "" >

<!ENTITY % SVG.feFlood.element "INCLUDE" >
<![%SVG.feFlood.element;[
<!ENTITY % SVG.feFlood.content
  "( %SVG.animate.qname; | %SVG.set.qname; | %SVG.animateColor.qname;
    %SVG.feFlood.extra.content; )*"
>
<!ELEMENT %SVG.feFlood.qname; %SVG.feFlood.content; >
<!-- end of SVG.feFlood.element -->]]>

<!ENTITY
 % SVG.feFlood.attlist "INCLUDE" >
<![%SVG.feFlood.attlist;[
<!ATTLIST %SVG.feFlood.qname;
  %SVG.Core.attrib;
  %SVG.Style.attrib;
  %SVG.Color.attrib;
  %SVG.FilterColor.attrib;
  %SVG.FilterPrimitiveWithIn.attrib;
  flood-color %SVGColor.datatype; #IMPLIED
  flood-opacity %OpacityValue.datatype; #IMPLIED
>
<!-- end of SVG.feFlood.attlist -->]]>

<!-- feGaussianBlur: Filter Effect Gaussian Blur Element -->

<!ENTITY % SVG.feGaussianBlur.extra.content "" >

<!ENTITY % SVG.feGaussianBlur.element "INCLUDE" >
<![%SVG.feGaussianBlur.element;[
<!ENTITY % SVG.feGaussianBlur.content
  "( %SVG.animate.qname; | %SVG.set.qname;
    %SVG.feGaussianBlur.extra.content; )*"
>
<!ELEMENT %SVG.feGaussianBlur.qname; %SVG.feGaussianBlur.content; >
<!-- end of SVG.feGaussianBlur.element -->]]>

<!ENTITY % SVG.feGaussianBlur.attlist "INCLUDE" >
<![%SVG.feGaussianBlur.attlist;[
<!ATTLIST %SVG.feGaussianBlur.qname;
```

```
  %SVG.Core.attrib;
  %SVG.FilterColor.attrib;
  %SVG.FilterPrimitiveWithIn.attrib;
   stdDeviation %NumberOptionalNumber.datatype; #IMPLIED
>
<!-- end of SVG.feGaussianBlur.attlist -->]]>

<!-- feImage: Filter Effect Image Element ..... -->

<!ENTITY % SVG.feImage.extra.content "" >

<!ENTITY % SVG.feImage.element "INCLUDE" >
<![%SVG.feImage.element;[
<!ENTITY % SVG.feImage.content
  "( %SVG.animate.qname; | %SVG.set.qname; | %SVG.animateTransform.qname;
     %SVG.feImage.extra.content; )*"
>
<!ELEMENT %SVG.feImage.qname; %SVG.feImage.content; >
<!-- end of SVG.feImage.element -->]]>

<!ENTITY % SVG.feImage.attlist "INCLUDE" >
<![%SVG.feImage.attlist;[
<!ATTLIST %SVG.feImage.qname;
  %SVG.Core.attrib;
  %SVG.Style.attrib;
  %SVG.Presentation.attrib;
  %SVG.FilterPrimitive.attrib;
  %SVG.XLinkEmbed.attrib;
  %SVG.External.attrib;
  preserveAspectRatio %PreserveAspectRatioSpec.datatype; 'xMidYMid meet'
>
<!-- end of SVG.feImage.attlist -->]]>

<!-- feMerge: Filter Effect Merge Element ..... -->

<!ENTITY %
 SVG.feMerge.extra.content "" >

<!ENTITY % SVG.feMerge.element "INCLUDE" >
<![%SVG.feMerge.element;[
<!ENTITY % SVG.feMerge.content
  "( %SVG.feMergeNode.qname; %SVG.feMerge.extra.content; )*"
>
<!ELEMENT %SVG.feMerge.qname; %SVG.feMerge.content; >
<!-- end of SVG.feMerge.element -->]]>

<!ENTITY % SVG.feMerge.attlist "INCLUDE" >
<![%SVG.feMerge.attlist;[
```

```
<!ATTLIST %SVG.feMerge.qname;
  %SVG.Core.attrib;
  %SVG.FilterColor.attrib;
  %SVG.FilterPrimitive.attrib;
>
<!-- end of SVG.feMerge.attlist -->]]>

<!-- feMergeNode: Filter Effect Merge Node Element ..... -->

<!ENTITY % SVG.feMergeNode.extra.content "" >

<!ENTITY % SVG.feMergeNode.element "INCLUDE" >
<![%SVG.feMergeNode.element;[
<!ENTITY % SVG.feMergeNode.content
  "( %SVG.animate.qname; | %SVG.set.qname; %SVG.feMergeNode.extra.content; )*"
>
<!ELEMENT %SVG.feMergeNode.qname; %SVG.feMergeNode.content; >
<!-- end of SVG.feMergeNode.element -->]]>

<!ENTITY % SVG.feMergeNode.attlist "INCLUDE" >
<![%SVG.feMergeNode.attlist;[
<!ATTLIST
 %SVG.feMergeNode.qname;
  %SVG.Core.attrib;
  in CDATA #IMPLIED
>
<!-- end of SVG.feMergeNode.attlist -->]]>

<!-- feMorphology: Filter Effect Morphology Element .... -->

<!ENTITY % SVG.feMorphology.extra.content "" >

<!ENTITY % SVG.feMorphology.element "INCLUDE" >
<![%SVG.feMorphology.element;[
<!ENTITY % SVG.feMorphology.content
  "( %SVG.animate.qname; | %SVG.set.qname;
    %SVG.feMorphology.extra.content; )*"
>
<!ELEMENT %SVG.feMorphology.qname; %SVG.feMorphology.content; >
<!-- end of SVG.feMorphology.element -->]]>

<!ENTITY % SVG.feMorphology.attlist "INCLUDE" >
<![%SVG.feMorphology.attlist;[
<!ATTLIST %SVG.feMorphology.qname;
  %SVG.Core.attrib;
  %SVG.FilterColor.attrib;
  %SVG.FilterPrimitiveWithIn.attrib;
  operator ( erode | dilate ) 'erode'
```

```
  radius %NumberOptionalNumber.datatype; #IMPLIED
>
<!-- end of SVG.feMorphology.attlist -->]]>

<!-- feOffset: Filter Effect Offset Element ..... -->

<!ENTITY % SVG.feOffset.extra.content "" >

<!ENTITY
 % SVG.feOffset.element "INCLUDE" >
<![%SVG.feOffset.element;[
<!ENTITY % SVG.feOffset.content
  "( %SVG.animate.qname; | %SVG.set.qname; %SVG.feOffset.extra.content; )*"
>
<!ELEMENT %SVG.feOffset.qname; %SVG.feOffset.content; >
<!-- end of SVG.feOffset.element -->]]>

<!ENTITY % SVG.feOffset.attlist "INCLUDE" >
<![%SVG.feOffset.attlist;[
<!ATTLIST %SVG.feOffset.qname;
  %SVG.Core.attrib;
  %SVG.FilterColor.attrib;
  %SVG.FilterPrimitiveWithIn.attrib;
  dx %Number.datatype; #IMPLIED
  dy %Number.datatype; #IMPLIED
>
<!-- end of SVG.feOffset.attlist -->]]>

<!-- feSpecularLighting: Filter Effect Specular Lighting Element -->

<!ENTITY % SVG.feSpecularLighting.extra.content "" >

<!ENTITY % SVG.feSpecularLighting.element "INCLUDE" >
<![%SVG.feSpecularLighting.element;[
<!ENTITY % SVG.feSpecularLighting.content
  "(( %SVG.feDistantLight.qname; | %SVG.fePointLight.qname;
    | %SVG.feSpotLight.qname; ), ( %SVG.animate.qname; | %SVG.set.qname;
    | %SVG.animateColor.qname;
 %SVG.feSpecularLighting.extra.content; )*)"
>
<!ELEMENT %SVG.feSpecularLighting.qname; %SVG.feSpecularLighting.content; >
<!-- end of SVG.feSpecularLighting.element -->]]>

<!ENTITY % SVG.feSpecularLighting.attlist "INCLUDE" >
<![%SVG.feSpecularLighting.attlist;[
<!ATTLIST %SVG.feSpecularLighting.qname;
  %SVG.Core.attrib;
  %SVG.Style.attrib;
```

```
  %SVG.Color.attrib;
  %SVG.FilterColor.attrib;
  %SVG.FilterPrimitiveWithIn.attrib;
  lighting-color %SVGColor.datatype; #IMPLIED
  surfaceScale %Number.datatype; #IMPLIED
  specularConstant %Number.datatype; #IMPLIED
  specularExponent %Number.datatype; #IMPLIED
  kernelUnitLength %NumberOptionalNumber.datatype; #IMPLIED
>
<!-- end of SVG.feSpecularLighting.attlist -->]]>

<!-- feTile: Filter Effect Tile Element ..... -->

<!ENTITY % SVG.feTile.extra.content "" >

<!ENTITY % SVG.feTile.element "INCLUDE" >
<![%SVG.feTile.element;[
<!ENTITY % SVG.feTile.content
  "( %SVG.animate.qname; | %SVG.set.qname;
 %SVG.feTile.extra.content; )*"
>
<!ELEMENT %SVG.feTile.qname; %SVG.feTile.content; >
<!-- end of SVG.feTile.element -->]]>

<!ENTITY % SVG.feTile.attlist "INCLUDE" >
<![%SVG.feTile.attlist;[
<!ATTLIST %SVG.feTile.qname;
  %SVG.Core.attrib;
  %SVG.FilterColor.attrib;
  %SVG.FilterPrimitiveWithIn.attrib;
>
<!-- end of SVG.feTile.attlist -->]]>

<!-- feTurbulence: Filter Effect Turbulence Element .... -->

<!ENTITY % SVG.feTurbulence.extra.content "" >

<!ENTITY % SVG.feTurbulence.element "INCLUDE" >
<![%SVG.feTurbulence.element;[
<!ENTITY % SVG.feTurbulence.content
  "( %SVG.animate.qname; | %SVG.set.qname;
    %SVG.feTurbulence.extra.content; )*"
>
<!ELEMENT %SVG.feTurbulence.qname; %SVG.feTurbulence.content; >
<!-- end of SVG.feTurbulence.element -->]]>

<!ENTITY % SVG.feTurbulence.attlist "INCLUDE" >
<![%SVG.feTurbulence.attlist;[
```

```
<!ATTLIST %SVG.feTurbulence.qname;
  %SVG.Core.attrib;
  %SVG.FilterColor.attrib;
  %SVG.FilterPrimitive.attrib;
  baseFrequency %NumberOptionalNumber.datatype;
 #IMPLIED
  numOctaves %Integer.datatype; #IMPLIED
  seed %Number.datatype; #IMPLIED
  stitchTiles ( stitch | noStitch ) 'noStitch'
  type ( fractalNoise | turbulence ) 'turbulence'
>
<!-- end of SVG.feTurbulence.attlist -->]]>

<!-- feDistantLight: Filter Effect Distant Light Element -->

<!ENTITY % SVG.feDistantLight.extra.content "" >

<!ENTITY % SVG.feDistantLight.element "INCLUDE" >
<![%SVG.feDistantLight.element;[
<!ENTITY % SVG.feDistantLight.content
  "( %SVG.animate.qname; | %SVG.set.qname;
    %SVG.feDistantLight.extra.content; )*"
>
<!ELEMENT %SVG.feDistantLight.qname; %SVG.feDistantLight.content; >
<!-- end of SVG.feDistantLight.element -->]]>

<!ENTITY % SVG.feDistantLight.attlist "INCLUDE" >
<![%SVG.feDistantLight.attlist;[
<!ATTLIST %SVG.feDistantLight.qname;
  %SVG.Core.attrib;
  azimuth %Number.datatype; #IMPLIED
  elevation %Number.datatype; #IMPLIED
>
<!-- end of SVG.feDistantLight.attlist -->]]>

<!-- fePointLight: Filter
 Effect Point Light Element ... -->

<!ENTITY % SVG.fePointLight.extra.content "" >

<!ENTITY % SVG.fePointLight.element "INCLUDE" >
<![%SVG.fePointLight.element;[
<!ENTITY % SVG.fePointLight.content
  "( %SVG.animate.qname; | %SVG.set.qname;
    %SVG.fePointLight.extra.content; )*"
>
<!ELEMENT %SVG.fePointLight.qname; %SVG.fePointLight.content; >
<!-- end of SVG.fePointLight.element -->]]>
```

```
<!ENTITY % SVG.fePointLight.attlist "INCLUDE" >
<![%SVG.fePointLight.attlist;[
<!ATTLIST %SVG.fePointLight.qname;
  %SVG.Core.attrib;
  x %Number.datatype; #IMPLIED
  y %Number.datatype; #IMPLIED
  z %Number.datatype; #IMPLIED
>
<!-- end of SVG.fePointLight.attlist -->]]>

<!-- feSpotLight: Filter Effect Spot Light Element ..... -->

<!ENTITY % SVG.feSpotLight.extra.content "" >

<!ENTITY % SVG.feSpotLight.element "INCLUDE" >
<![%SVG.feSpotLight.element;[
<!ENTITY % SVG.feSpotLight.content
  "( %SVG.animate.qname; | %SVG.set.qname; %SVG.feSpotLight.extra.content; )*"
>
<!ELEMENT %SVG.feSpotLight.qname;
 %SVG.feSpotLight.content; >
<!-- end of SVG.feSpotLight.element -->]]>

<!ENTITY % SVG.feSpotLight.attlist "INCLUDE" >
<![%SVG.feSpotLight.attlist;[
<!ATTLIST %SVG.feSpotLight.qname;
  %SVG.Core.attrib;
  x %Number.datatype; #IMPLIED
  y %Number.datatype; #IMPLIED
  z %Number.datatype; #IMPLIED
  pointsAtX %Number.datatype; #IMPLIED
  pointsAtY %Number.datatype; #IMPLIED
  pointsAtZ %Number.datatype; #IMPLIED
  specularExponent %Number.datatype; #IMPLIED
  limitingConeAngle %Number.datatype; #IMPLIED
>
<!-- end of SVG.feSpotLight.attlist -->]]>

<!-- feFuncR: Filter Effect Function Red Element ..... -->

<!ENTITY % SVG.feFuncR.extra.content "" >

<!ENTITY % SVG.feFuncR.element "INCLUDE" >
<![%SVG.feFuncR.element;[
<!ENTITY % SVG.feFuncR.content
  "( %SVG.animate.qname; | %SVG.set.qname; %SVG.feFuncR.extra.content; )*"
>
```

```
<!ELEMENT %SVG.feFuncR.qname; %SVG.feFuncR.content; >
<!-- end of SVG.feFuncR.element -->]]>

<!ENTITY % SVG.feFuncR.attlist "INCLUDE"
 >
<![%SVG.feFuncR.attlist;[
<!ATTLIST %SVG.feFuncR.qname;
  %SVG.Core.attrib;
  type ( identity | table | discrete | linear | gamma ) #REQUIRED
  tableValues CDATA #IMPLIED
  slope %Number.datatype; #IMPLIED
  intercept %Number.datatype; #IMPLIED
  amplitude %Number.datatype; #IMPLIED
  exponent %Number.datatype; #IMPLIED
  offset %Number.datatype; #IMPLIED
>
<!-- end of SVG.feFuncR.attlist -->]]>

<!-- feFuncG: Filter Effect Function Green Element ..... -->

<!ENTITY % SVG.feFuncG.extra.content "" >

<!ENTITY % SVG.feFuncG.element "INCLUDE" >
<![%SVG.feFuncG.element;[
<!ENTITY % SVG.feFuncG.content
  "( %SVG.animate.qname; | %SVG.set.qname; %SVG.feFuncG.extra.content; )*"
>
<!ELEMENT %SVG.feFuncG.qname; %SVG.feFuncG.content; >
<!-- end of SVG.feFuncG.element -->]]>

<!ENTITY % SVG.feFuncG.attlist "INCLUDE" >
<![%SVG.feFuncG.attlist;[
<!ATTLIST %SVG.feFuncG.qname;
  %SVG.Core.attrib;
  type ( identity | table | discrete | linear | gamma ) #REQUIRED
  tableValues
 CDATA #IMPLIED
  slope %Number.datatype; #IMPLIED
  intercept %Number.datatype; #IMPLIED
  amplitude %Number.datatype; #IMPLIED
  exponent %Number.datatype; #IMPLIED
  offset %Number.datatype; #IMPLIED
>
<!-- end of SVG.feFuncG.attlist -->]]>

<!-- feFuncB: Filter Effect Function Blue Element ..... -->

<!ENTITY % SVG.feFuncB.extra.content "" >
```

```
<!ENTITY % SVG.feFuncB.element "INCLUDE" >
<![%SVG.feFuncB.element;[
<!ENTITY % SVG.feFuncB.content
  "( %SVG.animate.qname; | %SVG.set.qname; %SVG.feFuncB.extra.content; )*"
>
<!ELEMENT %SVG.feFuncB.qname; %SVG.feFuncB.content; >
<!-- end of SVG.feFuncB.element -->]]>

<!ENTITY % SVG.feFuncB.attlist "INCLUDE" >
<![%SVG.feFuncB.attlist;[
<!ATTLIST %SVG.feFuncB.qname;
  %SVG.Core.attrib;
  type ( identity | table | discrete | linear | gamma ) #REQUIRED
  tableValues CDATA #IMPLIED
  slope %Number.datatype; #IMPLIED
  intercept %Number.datatype; #IMPLIED
  amplitude %Number.datatype; #IMPLIED
  exponent %Number.datatype;
 #IMPLIED
  offset %Number.datatype; #IMPLIED
>
<!-- end of SVG.feFuncB.attlist -->]]>

<!-- feFuncA: Filter Effect Function Alpha Element ..... -->

<!ENTITY % SVG.feFuncA.extra.content "" >

<!ENTITY % SVG.feFuncA.element "INCLUDE" >
<![%SVG.feFuncA.element;[
<!ENTITY % SVG.feFuncA.content
  "( %SVG.animate.qname; | %SVG.set.qname; %SVG.feFuncA.extra.content; )*"
>
<!ELEMENT %SVG.feFuncA.qname; %SVG.feFuncA.content; >
<!-- end of SVG.feFuncA.element -->]]>

<!ENTITY % SVG.feFuncA.attlist "INCLUDE" >
<![%SVG.feFuncA.attlist;[
<!ATTLIST %SVG.feFuncA.qname;
  %SVG.Core.attrib;
  type ( identity | table | discrete | linear | gamma ) #REQUIRED
  tableValues CDATA #IMPLIED
  slope %Number.datatype; #IMPLIED
  intercept %Number.datatype; #IMPLIED
  amplitude %Number.datatype; #IMPLIED
  exponent %Number.datatype; #IMPLIED
  offset %Number.datatype; #IMPLIED
>
```

<!-- end of SVG.feFuncA.attlist -->]]>

<!-- end of svg-filter.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-filter.mod
No license file was found, but licenses were detected in source scan.

dimensional graphics in XML.

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Author: Jun Fujisawa <fujisawa.jun@canon.co.jp>
Revision: $Id: svg11

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/templates/svg11-template.dtd
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
<!-- SVG 1.1 Basic Clip Module ..... -->
<!-- file: svg-basic-clip.mod

This is SVG, a language for describing two-dimensional graphics in XML.
Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
Revision: $Id: svg-basic-clip.mod,v 1.4 2002/11/03 15:54:14 fujisawa Exp $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ELEMENTS SVG 1.1 Basic Clip//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-basic-clip.mod"

..... -->

```
<!-- Basic Clip

      clipPath

   This module declares markup to provide support for clipping.
-->

<!-- 'clip-path' property/attribute value (e.g., 'none', <uri>) -->
<!ENTITY % ClipPathValue.datatype "CDATA" >

<!--
 Qualified Names (Default) ..... -->

<!ENTITY % SVG.clipPath.qname "clipPath" >

<!-- Attribute Collections (Default) ..... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Clip.class ..... -->

<!ENTITY % SVG.Clip.extra.class "" >

<!ENTITY % SVG.Clip.class
   "| %SVG.clipPath.qname; %SVG.Clip.extra.class;"
>

<!-- SVG.Clip.attrib ..... -->

<!ENTITY % SVG.Clip.extra.attrib "" >

<!ENTITY % SVG.Clip.attrib
   "clip-path %ClipPathValue.datatype; #IMPLIED
    clip-rule %ClipFillRule.datatype; #IMPLIED
    %SVG.Clip.extra.attrib;"
```

```
>

<!-- clipPath: Clip Path Element ..... -->

<!ENTITY % SVG.clipPath.extra.content "" >

<!ENTITY % SVG.clipPath.element "INCLUDE" >
<![%SVG.clipPath.element;[
<!ENTITY % SVG.clipPath.content
  "(( %SVG.Description.class; )*, (( %SVG.Animation.class; %SVG.Use.class;
     %SVG.clipPath.extra.content; )*, ( %SVG.Animation.class; %SVG.Use.class;
     %SVG.Shape.class; )?, ( %SVG.Animation.class; %SVG.Use.class;
     %SVG.clipPath.extra.content; )*))"
>
<!ELEMENT %SVG.clipPath.qname; %SVG.clipPath.content; >
<!-- end of SVG.clipPath.element -->]]>

<!ENTITY % SVG.clipPath.attlist "INCLUDE" >
<![%SVG.clipPath.attlist;[
<!ATTLIST %SVG.clipPath.qname;
  %SVG.Core.attrib;
  %SVG.Conditional.attrib;
  %SVG.Style.attrib;
  %SVG.Text.attrib;
  %SVG.TextContent.attrib;
  %SVG.Font.attrib;
  %SVG.Paint.attrib;
  %SVG.Color.attrib;
  %SVG.Opacity.attrib;
  %SVG.Graphics.attrib;
   %SVG.Clip.attrib;
  %SVG.Mask.attrib;
  %SVG.Filter.attrib;
  %SVG.Cursor.attrib;
  %SVG.External.attrib;
  transform %TransformList.datatype; #IMPLIED
  clipPathUnits ( userSpaceOnUse | objectBoundingBox ) #IMPLIED
>
<!-- end of SVG.clipPath.attlist -->]]>

<!-- end of svg-basic-clip.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-basic-clip.mod
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
```

```
<!-- MathML Qualified Names Module  ..................................... -->
<!-- file: mathml2-qname-1.mod

   This is the Mathematical Markup Language (MathML) 2.0, an XML
   application for describing mathematical notation and capturing
   both its structure and content.

   Copyright 1998-2000 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: mathml2-qname-1.mod,v 1.2 2003/04/08 00:11:16 davidc Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES MathML 2.0 Qualified Names 1.0//EN"
     SYSTEM "mathml2-qname-1.mod"

   Revisions:
   (none)
   ..................................................................... -->

<!-- MathML Qualified Names

   This module is contained in two parts, labeled Section 'A' and 'B':

     Section A declares
 parameter entities to support namespace-
     qualified names, namespace declarations, and name prefixing
     for MathML.

     Section B declares parameter entities used to provide
     namespace-qualified names for all MathML element types.

   This module is derived from the XHTML Qualified Names Template module.
-->

<!-- Section A: XHTML XML Namespace Framework :::::::::::::::::::: -->

<!ENTITY % NS.prefixed     "IGNORE" >
<!ENTITY % MATHML.prefixed "%NS.prefixed;" >

<!-- XLink ..............  -->

<!ENTITY % XLINK.prefix         "xlink" >
<!ENTITY % XLINK.xmlns "http://www.w3.org/1999/xlink" >
<!ENTITY % XLINK.xmlns.attrib
   "xmlns:%XLINK.prefix;  CDATA          #FIXED '%XLINK.xmlns;'"
>

<!-- W3C XML Schema ..............  -->
```

```
<!ENTITY % Schema.prefix         "xsi" >
<!ENTITY % Schema.xmlns "http://www.w3.org/2001/XMLSchema-instance" >
<!ENTITY % Schema.xmlns.attrib
   "xmlns:%Schema.prefix;  CDATA           #IMPLIED"
>

<!-- MathML .....
 -->

<!ENTITY % MATHML.xmlns    "http://www.w3.org/1998/Math/MathML" >
<!ENTITY % MATHML.prefix   "m" >
<![%MATHML.prefixed;[
<!ENTITY % MATHML.xmlns.extra.attrib  "" >
]]>
<!ENTITY % MATHML.xmlns.extra.attrib
   "%XLINK.xmlns.attrib;
    %Schema.xmlns.attrib;" >

<![%MATHML.prefixed;[
<!ENTITY % MATHML.pfx  "%MATHML.prefix;:" >
<!ENTITY % MATHML.xmlns.attrib
   "xmlns:%MATHML.prefix;  CDATA   #FIXED '%MATHML.xmlns;'
    %MATHML.xmlns.extra.attrib;"
>
]]>
<!ENTITY % MATHML.pfx  "" >
<!ENTITY % MATHML.xmlns.attrib
   "xmlns       CDATA          #FIXED '%MATHML.xmlns;'
    %MATHML.xmlns.extra.attrib;"
>

<![%NS.prefixed;[
<!ENTITY % XHTML.xmlns.extra.attrib
   "%MATHML.xmlns.attrib;" >
]]>
<!ENTITY % XHTML.xmlns.extra.attrib
   "%XLINK.xmlns.attrib;
    %Schema.xmlns.attrib;"
>

<!-- Section B: MathML Qualified Names ::::::::::::::::::::::::::::: -->

<!-- 9. This section declares parameter entities used to provide
      namespace-qualified names for all MathML
 element types.
-->
```

```
<!ENTITY % abs.qname           "%MATHML.pfx;abs" >
<!ENTITY % and.qname           "%MATHML.pfx;and" >
<!ENTITY % annotation-xml.qname "%MATHML.pfx;annotation-xml" >
<!ENTITY % annotation.qname     "%MATHML.pfx;annotation" >
<!ENTITY % apply.qname         "%MATHML.pfx;apply" >
<!ENTITY % approx.qname         "%MATHML.pfx;approx" >
<!ENTITY % arccos.qname         "%MATHML.pfx;arccos" >
<!ENTITY % arccosh.qname        "%MATHML.pfx;arccosh" >
<!ENTITY % arccosh.qname        "%MATHML.pfx;arccosh" >
<!ENTITY % arccot.qname         "%MATHML.pfx;arccot" >
<!ENTITY % arccoth.qname        "%MATHML.pfx;arccoth" >
<!ENTITY % arccsc.qname         "%MATHML.pfx;arccsc" >
<!ENTITY % arccsch.qname        "%MATHML.pfx;arccsch" >
<!ENTITY % arcsec.qname         "%MATHML.pfx;arcsec" >
<!ENTITY % arcsech.qname        "%MATHML.pfx;arcsech" >
<!ENTITY % arcsin.qname         "%MATHML.pfx;arcsin" >
<!ENTITY % arcsinh.qname        "%MATHML.pfx;arcsinh" >
<!ENTITY % arctan.qname
   "%MATHML.pfx;arctan" >
<!ENTITY % arctanh.qname        "%MATHML.pfx;arctanh" >
<!ENTITY % arg.qname           "%MATHML.pfx;arg" >
<!ENTITY % bvar.qname           "%MATHML.pfx;bvar" >
<!ENTITY % card.qname           "%MATHML.pfx;card" >
<!ENTITY % cartesianproduct.qname "%MATHML.pfx;cartesianproduct" >
<!ENTITY % ceiling.qname        "%MATHML.pfx;ceiling" >
<!ENTITY % ci.qname            "%MATHML.pfx;ci" >
<!ENTITY % cn.qname            "%MATHML.pfx;cn" >
<!ENTITY % codomain.qname       "%MATHML.pfx;codomain" >
<!ENTITY % complexes.qname      "%MATHML.pfx;complexes" >
<!ENTITY % compose.qname        "%MATHML.pfx;compose" >
<!ENTITY % condition.qname      "%MATHML.pfx;condition" >
<!ENTITY % conjugate.qname      "%MATHML.pfx;conjugate" >
<!ENTITY % cos.qname           "%MATHML.pfx;cos" >
<!ENTITY % cosh.qname           "%MATHML.pfx;cosh" >
<!ENTITY % cot.qname           "%MATHML.pfx;cot" >
<!ENTITY % coth.qname           "%MATHML.pfx;coth" >
<!ENTITY % csc.qname           "%MATHML.pfx;csc"
 >
<!ENTITY % csch.qname           "%MATHML.pfx;csch" >
<!ENTITY % csymbol.qname        "%MATHML.pfx;csymbol" >
<!ENTITY % curl.qname           "%MATHML.pfx;curl" >
<!ENTITY % declare.qname        "%MATHML.pfx;declare" >
<!ENTITY % degree.qname         "%MATHML.pfx;degree" >
<!ENTITY % determinant.qname    "%MATHML.pfx;determinant" >
<!ENTITY % diff.qname          "%MATHML.pfx;diff" >
<!ENTITY % divergence.qname     "%MATHML.pfx;divergence" >
<!ENTITY % divide.qname         "%MATHML.pfx;divide" >
<!ENTITY % domain.qname         "%MATHML.pfx;domain" >
```

```
<!ENTITY % domainofapplication.qname "%MATHML.pfx;domainofapplication" >
<!ENTITY % emptyset.qname       "%MATHML.pfx;emptyset" >
<!ENTITY % eq.qname             "%MATHML.pfx;eq" >
<!ENTITY % equivalent.qname     "%MATHML.pfx;equivalent" >
<!ENTITY % eulergamma.qname     "%MATHML.pfx;eulergamma" >
<!ENTITY % exists.qname         "%MATHML.pfx;exists" >
<!ENTITY % exp.qname            "%MATHML.pfx;exp" >
<!ENTITY % exponentiale.qname
  "%MATHML.pfx;exponentiale" >
<!ENTITY % factorial.qname      "%MATHML.pfx;factorial" >
<!ENTITY % factorof.qname       "%MATHML.pfx;factorof" >
<!ENTITY % false.qname          "%MATHML.pfx;false" >
<!ENTITY % floor.qname          "%MATHML.pfx;floor" >
<!ENTITY % fn.qname             "%MATHML.pfx;fn" >
<!ENTITY % forall.qname         "%MATHML.pfx;forall" >
<!ENTITY % gcd.qname            "%MATHML.pfx;gcd" >
<!ENTITY % geq.qname            "%MATHML.pfx;geq" >
<!ENTITY % grad.qname           "%MATHML.pfx;grad" >
<!ENTITY % gt.qname             "%MATHML.pfx;gt" >
<!ENTITY % ident.qname          "%MATHML.pfx;ident" >
<!ENTITY % image.qname          "%MATHML.pfx;image" >
<!ENTITY % imaginary.qname      "%MATHML.pfx;imaginary" >
<!ENTITY % imaginaryi.qname     "%MATHML.pfx;imaginaryi" >
<!ENTITY % implies.qname        "%MATHML.pfx;implies" >
<!ENTITY % in.qname             "%MATHML.pfx;in" >
<!ENTITY % infinity.qname       "%MATHML.pfx;infinity" >
<!ENTITY % int.qname            "%MATHML.pfx;int"
 >
<!ENTITY % integers.qname       "%MATHML.pfx;integers" >
<!ENTITY % intersect.qname      "%MATHML.pfx;intersect" >
<!ENTITY % interval.qname       "%MATHML.pfx;interval" >
<!ENTITY % inverse.qname        "%MATHML.pfx;inverse" >
<!ENTITY % lambda.qname         "%MATHML.pfx;lambda" >
<!ENTITY % laplacian.qname      "%MATHML.pfx;laplacian" >
<!ENTITY % lcm.qname            "%MATHML.pfx;lcm" >
<!ENTITY % leq.qname            "%MATHML.pfx;leq" >
<!ENTITY % limit.qname          "%MATHML.pfx;limit" >
<!ENTITY % list.qname           "%MATHML.pfx;list" >
<!ENTITY % ln.qname             "%MATHML.pfx;ln" >
<!ENTITY % log.qname            "%MATHML.pfx;log" >
<!ENTITY % logbase.qname        "%MATHML.pfx;logbase" >
<!ENTITY % lowlimit.qname       "%MATHML.pfx;lowlimit" >
<!ENTITY % lt.qname             "%MATHML.pfx;lt" >
<!ENTITY % maction.qname        "%MATHML.pfx;maction" >
<!ENTITY % maligngroup.qname    "%MATHML.pfx;maligngroup" >
<!ENTITY % malignmark.qname     "%MATHML.pfx;malignmark"
 >
<!ENTITY % math.qname           "%MATHML.pfx;math" >
```

```
<!ENTITY % matrix.qname         "%MATHML.pfx;matrix" >
<!ENTITY % matrixrow.qname      "%MATHML.pfx;matrixrow" >
<!ENTITY % max.qname            "%MATHML.pfx;max" >
<!ENTITY % mean.qname           "%MATHML.pfx;mean" >
<!ENTITY % median.qname         "%MATHML.pfx;median" >
<!ENTITY % menclose.qname       "%MATHML.pfx;menclose" >
<!ENTITY % merror.qname         "%MATHML.pfx;merror" >
<!ENTITY % mfenced.qname        "%MATHML.pfx;mfenced" >
<!ENTITY % mfrac.qname          "%MATHML.pfx;mfrac" >
<!ENTITY % mglyph.qname         "%MATHML.pfx;mglyph" >
<!ENTITY % mi.qname             "%MATHML.pfx;mi" >
<!ENTITY % min.qname            "%MATHML.pfx;min" >
<!ENTITY % minus.qname          "%MATHML.pfx;minus" >
<!ENTITY % mlabeledtr.qname     "%MATHML.pfx;mlabeledtr" >
<!ENTITY % mmultiscripts.qname  "%MATHML.pfx;mmultiscripts" >
<!ENTITY % mn.qname             "%MATHML.pfx;mn" >
<!ENTITY % mo.qname             "%MATHML.pfx;mo" >
<!ENTITY
 % mode.qname           "%MATHML.pfx;mode" >
<!ENTITY % moment.qname         "%MATHML.pfx;moment" >
<!ENTITY % momentabout.qname    "%MATHML.pfx;momentabout" >
<!ENTITY % mover.qname          "%MATHML.pfx;mover" >
<!ENTITY % mpadded.qname        "%MATHML.pfx;mpadded" >
<!ENTITY % mphantom.qname       "%MATHML.pfx;mphantom" >
<!ENTITY % mprescripts.qname    "%MATHML.pfx;mprescripts" >
<!ENTITY % mroot.qname          "%MATHML.pfx;mroot" >
<!ENTITY % mrow.qname           "%MATHML.pfx;mrow" >
<!ENTITY % ms.qname             "%MATHML.pfx;ms" >
<!ENTITY % mspace.qname         "%MATHML.pfx;mspace" >
<!ENTITY % msqrt.qname          "%MATHML.pfx;msqrt" >
<!ENTITY % mstyle.qname         "%MATHML.pfx;mstyle" >
<!ENTITY % msub.qname           "%MATHML.pfx;msub" >
<!ENTITY % msubsup.qname        "%MATHML.pfx;msubsup" >
<!ENTITY % msup.qname           "%MATHML.pfx;msup" >
<!ENTITY % mtable.qname         "%MATHML.pfx;mtable" >
<!ENTITY % mtd.qname            "%MATHML.pfx;mtd" >
<!ENTITY % mtext.qname
        "%MATHML.pfx;mtext" >
<!ENTITY % mtr.qname            "%MATHML.pfx;mtr" >
<!ENTITY % munder.qname         "%MATHML.pfx;munder" >
<!ENTITY % munderover.qname     "%MATHML.pfx;munderover" >
<!ENTITY % naturalnumbers.qname "%MATHML.pfx;naturalnumbers" >
<!ENTITY % neq.qname            "%MATHML.pfx;neq" >
<!ENTITY % none.qname           "%MATHML.pfx;none" >
<!ENTITY % not.qname            "%MATHML.pfx;not" >
<!ENTITY % notanumber.qname     "%MATHML.pfx;notanumber" >
<!ENTITY % notin.qname          "%MATHML.pfx;notin" >
<!ENTITY % notprsubset.qname    "%MATHML.pfx;notprsubset" >
```

```
<!ENTITY % notsubset.qname      "%MATHML.pfx;notsubset" >
<!ENTITY % or.qname             "%MATHML.pfx;or" >
<!ENTITY % otherwise.qname      "%MATHML.pfx;otherwise" >
<!ENTITY % outerproduct.qname   "%MATHML.pfx;outerproduct" >
<!ENTITY % partialdiff.qname    "%MATHML.pfx;partialdiff" >
<!ENTITY % pi.qname             "%MATHML.pfx;pi" >
<!ENTITY % piece.qname          "%MATHML.pfx;piece" >
<!ENTITY % piecewise.qname
    "%MATHML.pfx;piecewise" >
<!ENTITY % plus.qname           "%MATHML.pfx;plus" >
<!ENTITY % power.qname          "%MATHML.pfx;power" >
<!ENTITY % primes.qname         "%MATHML.pfx;primes" >
<!ENTITY % product.qname        "%MATHML.pfx;product" >
<!ENTITY % prsubset.qname       "%MATHML.pfx;prsubset" >
<!ENTITY % quotient.qname       "%MATHML.pfx;quotient" >
<!ENTITY % rationals.qname      "%MATHML.pfx;rationals" >
<!ENTITY % real.qname           "%MATHML.pfx;real" >
<!ENTITY % reals.qname          "%MATHML.pfx;reals" >
<!ENTITY % reln.qname           "%MATHML.pfx;reln" >
<!ENTITY % rem.qname            "%MATHML.pfx;rem" >
<!ENTITY % root.qname           "%MATHML.pfx;root" >
<!ENTITY % scalarproduct.qname  "%MATHML.pfx;scalarproduct" >
<!ENTITY % sdev.qname           "%MATHML.pfx;sdev" >
<!ENTITY % sec.qname            "%MATHML.pfx;sec" >
<!ENTITY % sech.qname           "%MATHML.pfx;sech" >
<!ENTITY % selector.qname       "%MATHML.pfx;selector" >
<!ENTITY % semantics.qname
    "%MATHML.pfx;semantics" >
<!ENTITY % sep.qname            "%MATHML.pfx;sep" >
<!ENTITY % set.qname            "%MATHML.pfx;set" >
<!ENTITY % setdiff.qname        "%MATHML.pfx;setdiff" >
<!ENTITY % sin.qname            "%MATHML.pfx;sin" >
<!ENTITY % sinh.qname           "%MATHML.pfx;sinh" >
<!ENTITY % subset.qname         "%MATHML.pfx;subset" >
<!ENTITY % sum.qname            "%MATHML.pfx;sum" >
<!ENTITY % tan.qname            "%MATHML.pfx;tan" >
<!ENTITY % tanh.qname           "%MATHML.pfx;tanh" >
<!ENTITY % tendsto.qname        "%MATHML.pfx;tendsto" >
<!ENTITY % times.qname          "%MATHML.pfx;times" >
<!ENTITY % transpose.qname      "%MATHML.pfx;transpose" >
<!ENTITY % true.qname           "%MATHML.pfx;true" >
<!ENTITY % union.qname          "%MATHML.pfx;union" >
<!ENTITY % uplimit.qname        "%MATHML.pfx;uplimit" >
<!ENTITY % variance.qname       "%MATHML.pfx;variance" >
<!ENTITY % vector.qname         "%MATHML.pfx;vector" >
<!ENTITY % vectorproduct.qname  "%MATHML.pfx;vectorproduct"
 >
<!ENTITY % xor.qname            "%MATHML.pfx;xor" >
```

<!-- ignores subsequent instantiation of this module when
   used as external subset rather than module fragment.
   NOTE: Do not modify this parameter entity, otherwise
   a recursive parsing situation may result.
-->
<!ENTITY % mathml-qname.module "IGNORE" >

<!-- end of template-qname-1.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/mathml/mathml2/mathml2-qname-1.mod
No license file was found, but licenses were detected in source scan.

<!--
   File isodia.ent produced by the XSL script entities.xsl
   from input data in unicode.xml.

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   W3C Software Notice and License.
   http://www.w3.org/Consortium/Legal/2002/copyright-software-20021231.html

   Please report any errors to David Carlisle
   via the public W3C list www-math@w3.org.

   The numeric character values assigned to each entity
   (should) match the Unicode assignments in Unicode 5.x.

   Entity names in this file are derived from files carrying the
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   ISO 8879, provided this notice is included in all copies.

-->

<!--

     Public identifier: -//W3C//ENTITIES
 Diacritical Marks//EN//XML
     System identifier: http://www.w3.org/2003/entities/2007/isodia.ent

The public identifier should always be used verbatim.
The system identifier may be changed to suit local requirements.

Typical invocation:

<!ENTITY % isodia PUBLIC
"-//W3C//ENTITIES Diacritical Marks//EN//XML"
"http://www.w3.org/2003/entities/2007/isodia.ent"
>
%isodia;

-->

<!ENTITY acute "´" ><!--ACUTE ACCENT -->
<!ENTITY breve "˘" ><!--BREVE -->
<!ENTITY caron "ˇ" ><!--CARON -->
<!ENTITY cedil "¸" ><!--CEDILLA -->
<!ENTITY circ "ˆ" ><!--MODIFIER LETTER CIRCUMFLEX ACCENT -->
<!ENTITY dblac "˝" ><!--DOUBLE ACUTE ACCENT -->
<!ENTITY die "¨" ><!--DIAERESIS -->
<!ENTITY dot "˙" ><!--DOT ABOVE -->
<!ENTITY grave "`" ><!--GRAVE ACCENT -->
<!ENTITY macr
"¯" ><!--MACRON -->
<!ENTITY ogon "˛" ><!--OGONEK -->
<!ENTITY ring "˚" ><!--RING ABOVE -->
<!ENTITY tilde "˜" ><!--SMALL TILDE -->
<!ENTITY uml "¨" ><!--DIAERESIS -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/mathml/mathml3/isodia.ent
No license file was found, but licenses were detected in source scan.

// This Source Code Form is subject to the terms of the Mozilla Public License, v. 2.0.
// This Source Code Form is "Incompatible With Secondary Licenses", as defined by the Mozilla Public License, v. 2.0.
/*
Email from author to Michael Kay dated 2014-02-21:
Please find the Java code attached. The file is encoded in UTF-8, and you will need to preserve that
in order to keep the Turkish letters in string literals in the code correct.
I agree to release it under the Mozilla Public License or under any other recognized open
source license that Saxon might adopt in the future.
*/

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-

zip/net/sf/saxon/option/local/Numberer_tr.java
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- SVG 1.1 Scripting Module ............................................. -->
<!-- file: svg-script.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-script.mod,v 1.3 2002/10/24 17:40:16 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS SVG 1.1 Scripting//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-script.mod"

   ..................................................................... -->

<!-- Scripting

     script

   This module declares markup to provide support for scripting.
-->

<!-- Qualified Names (Default) ........................ -->

<!ENTITY % SVG.script.qname "script" >

<!-- Attribute Collections
 (Default) ..................... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.XLink.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Script.class ................................. -->

<!ENTITY % SVG.Script.extra.class "" >

<!ENTITY % SVG.Script.class
   "| %SVG.script.qname; %SVG.Script.extra.class;"
>

<!-- script: Script Element ........................... -->

<!ENTITY % SVG.script.extra.content "" >
```

```
<!ENTITY % SVG.script.element "INCLUDE" >
<![%SVG.script.element;[
<!ENTITY % SVG.script.content
  "( #PCDATA %SVG.script.extra.content; )*"
>
<!ELEMENT %SVG.script.qname; %SVG.script.content; >
<!-- end of SVG.script.element -->]]>

<!ENTITY % SVG.script.attlist "INCLUDE" >
<![%SVG.script.attlist;[
<!ATTLIST %SVG.script.qname;
  %SVG.Core.attrib;
  %SVG.XLink.attrib;
  %SVG.External.attrib;
  type %ContentType.datatype; #REQUIRED
>
<!-- end of SVG.script.attlist -->]]>

<!-- end of svg-script.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-script.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML Access Qname Module  ..... -->
<!-- file: xhtml-access-qname-1.mod

   This is XHTML Access - the Access Attribute Module for XHTML.

   Copyright 2007-2008 W3C (MIT, ERCIM, Keio), All Rights Reserved.

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES XHTML Access Attribute Qnames 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-access-qname-1.mod"

   Revisions:
   (none)
   ..... -->

<!-- XHTML Access Attribute Qname (Qualified Name) Module

   This module is contained in two parts, labeled Section 'A' and 'B':

     Section A declares parameter entities to support namespace-
     qualified names, namespace declarations, and name prefixing
```

```
      for XHTML Access and extensions.

     Section B declares parameter entities used to provide
     namespace-qualified names for the XHTML access element:

      %XHTML-ACCESS.access.qname;   the xmlns-qualified name for access
      ...

   XHTML Access extensions would create a module similar to this one.
-->

<!-- Section A: XHTML Access Attribute XML Namespace Framework :::::::::::::: -->

<!-- 1. Declare a %XHTML-ACCESS.prefixed; conditional section keyword, used
      to activate namespace prefixing. The default value should
      inherit '%NS.prefixed;' from the DTD driver, so that unless
      overridden, the default behavior follows the overall DTD
      prefixing scheme.
-->
<!ENTITY % NS.prefixed "IGNORE" >
<!ENTITY % XHTML-ACCESS.prefixed "%NS.prefixed;" >

<!-- 2. Declare a parameter entity (eg., %XHTML-ACCESS.xmlns;) containing
      the URI reference used to identify the XHTML Access Attribute namespace
-->
<!ENTITY % XHTML-ACCESS.xmlns  "http://www.w3.org/1999/xhtml"
 >

<!-- 3. Declare parameter entities (eg., %XML.prefix;) containing
      the default namespace prefix string(s) to use when prefixing
      is enabled. This may be overridden in the DTD driver or the
      internal subset of an document instance. If no default prefix
      is desired, this may be declared as an empty string.

   NOTE: As specified in [XMLNAMES], the namespace prefix serves
   as a proxy for the URI reference, and is not in itself significant.
-->
<!ENTITY % XHTML-ACCESS.prefix  "" >

<!-- 4. Declare parameter entities (eg., %XHTML-ACCESS.pfx;) containing the
      colonized prefix(es) (eg., '%XHTML-ACCESS.prefix;:') used when
      prefixing is active, an empty string when it is not.
-->
<![%XHTML-ACCESS.prefixed;[
<!ENTITY % XHTML-ACCESS.pfx  "%XHTML-ACCESS.prefix;:" >
]]>
<!ENTITY % XHTML-ACCESS.pfx  "" >
```

```
<!-- declare qualified name extensions here ..... -->
<!ENTITY % xhtml-access-qname-extra.mod "" >
%xhtml-access-qname-extra.mod;

<!--
 5. The parameter entity %XHTML-ACCESS.xmlns.extra.attrib; may be
      redeclared to contain any non-XHTML Access namespace
      declaration attributes for namespaces embedded in XML. The default
      is an empty string.  XLink should be included here if used
      in the DTD.
-->
<!ENTITY % XHTML-ACCESS.xmlns.extra.attrib "" >


<!-- Section B: XML Qualified Names :::::::::::::::::::::::::::::: -->

<!-- 6. This section declares parameter entities used to provide
      namespace-qualified names for the XHTML Access element.
-->

<!ENTITY % XHTML-ACCESS.access.qname  "%XHTML-ACCESS.pfx;access" >

<!-- end of xhtml-access-qname-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml-access-qname-1.mod
No license file was found, but licenses were detected in source scan.

```
<!--
   File isoamso.ent produced by the XSL script entities.xsl
   from input data in unicode.xml.

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   http://www.w3.org/Consortium/Legal/2002/copyright-software-20021231.html

   Please report any errors to David Carlisle
   via the public W3C list www-math@w3.org.

   The numeric character values assigned to each entity
   (should) match the Unicode assignments in Unicode 5.x.

   Entity names in this file are derived from files carrying the
   following notice:
```

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-->

<!--

Public identifier: -//W3C//ENTITIES
Added Math Symbols: Ordinary//EN//XML
System identifier: http://www.w3.org/2003/entities/2007/isoamso.ent

The public identifier should always be used verbatim.
The system identifier may be changed to suit local requirements.

Typical invocation:

<!ENTITY % isoamso PUBLIC
"-//W3C//ENTITIES Added Math Symbols: Ordinary//EN//XML"
"http://www.w3.org/2003/entities/2007/isoamso.ent"
>
%isoamso;

-->

<!ENTITY ang "∠" ><!--ANGLE -->
<!ENTITY ange "⦤" ><!--ANGLE WITH UNDERBAR -->
<!ENTITY angmsd "∡" ><!--MEASURED ANGLE -->
<!ENTITY angmsdaa "⦨" ><!--MEASURED ANGLE WITH OPEN ARM ENDING IN ARROW POINTING UP AND RIGHT -->
<!ENTITY angmsdab "⦩" ><!--MEASURED ANGLE WITH OPEN ARM ENDING IN ARROW POINTING UP AND LEFT -->
<!ENTITY angmsdac "⦪" ><!--MEASURED ANGLE WITH OPEN ARM ENDING IN ARROW POINTING DOWN AND RIGHT -->
<!ENTITY
angmsdad "⦫" ><!--MEASURED ANGLE WITH OPEN ARM ENDING IN ARROW POINTING DOWN AND LEFT -->
<!ENTITY angmsdae "⦬" ><!--MEASURED ANGLE WITH OPEN ARM ENDING IN ARROW POINTING RIGHT AND UP -->
<!ENTITY angmsdaf "⦭" ><!--MEASURED ANGLE WITH OPEN ARM ENDING IN ARROW POINTING LEFT AND UP -->
<!ENTITY angmsdag "⦮" ><!--MEASURED ANGLE WITH OPEN ARM ENDING IN ARROW POINTING RIGHT AND DOWN -->
<!ENTITY angmsdah "⦯" ><!--MEASURED ANGLE WITH OPEN ARM ENDING IN ARROW POINTING LEFT AND DOWN -->
<!ENTITY angrtvb "⊾" ><!--RIGHT ANGLE WITH ARC -->

```
<!ENTITY angrtvbd       "&#x0299D;" ><!--MEASURED RIGHT ANGLE WITH DOT -->
<!ENTITY bbrk           "&#x023B5;" ><!--BOTTOM SQUARE BRACKET -->
<!ENTITY bbrktbrk       "&#x023B6;" ><!--BOTTOM SQUARE BRACKET OVER TOP SQUARE BRACKET -
->
<!ENTITY bemptyv        "&#x029B0;" ><!--REVERSED EMPTY SET -->
<!ENTITY beth           "&#x02136;" ><!--BET SYMBOL -->
<!ENTITY
 boxbox         "&#x029C9;" ><!--TWO JOINED SQUARES -->
<!ENTITY bprime         "&#x02035;" ><!--REVERSED PRIME -->
<!ENTITY bsemi          "&#x0204F;" ><!--REVERSED SEMICOLON -->
<!ENTITY cemptyv        "&#x029B2;" ><!--EMPTY SET WITH SMALL CIRCLE ABOVE -->
<!ENTITY cirE           "&#x029C3;" ><!--CIRCLE WITH TWO HORIZONTAL STROKES TO THE RIGHT -->
<!ENTITY cirscir        "&#x029C2;" ><!--CIRCLE WITH SMALL CIRCLE TO THE RIGHT -->
<!ENTITY comp           "&#x02201;" ><!--COMPLEMENT -->
<!ENTITY daleth         "&#x02138;" ><!--DALET SYMBOL -->
<!ENTITY demptyv        "&#x029B1;" ><!--EMPTY SET WITH OVERBAR -->
<!ENTITY ell            "&#x02113;" ><!--SCRIPT SMALL L -->
<!ENTITY empty          "&#x02205;" ><!--EMPTY SET -->
<!ENTITY emptyv         "&#x02205;" ><!--EMPTY SET -->
<!ENTITY gimel          "&#x02137;" ><!--GIMEL SYMBOL -->
<!ENTITY iiota          "&#x02129;" ><!--TURNED GREEK SMALL LETTER IOTA -->
<!ENTITY image          "&#x02111;" ><!--BLACK-LETTER
 CAPITAL I -->
<!ENTITY imath          "&#x00131;" ><!--LATIN SMALL LETTER DOTLESS I -->
<!ENTITY jmath          "&#x00237;" ><!--LATIN SMALL LETTER DOTLESS J -->
<!ENTITY laemptyv       "&#x029B4;" ><!--EMPTY SET WITH LEFT ARROW ABOVE -->
<!ENTITY lltri          "&#x025FA;" ><!--LOWER LEFT TRIANGLE -->
<!ENTITY lrtri          "&#x022BF;" ><!--RIGHT TRIANGLE -->
<!ENTITY mho            "&#x02127;" ><!--INVERTED OHM SIGN -->
<!ENTITY nang           "&#x02220;&#x020D2;" ><!--ANGLE with vertical line -->
<!ENTITY nexist         "&#x02204;" ><!--THERE DOES NOT EXIST -->
<!ENTITY oS             "&#x024C8;" ><!--CIRCLED LATIN CAPITAL LETTER S -->
<!ENTITY planck         "&#x0210F;" ><!--PLANCK CONSTANT OVER TWO PI -->
<!ENTITY plankv         "&#x0210F;" ><!--PLANCK CONSTANT OVER TWO PI -->
<!ENTITY raemptyv       "&#x029B3;" ><!--EMPTY SET WITH RIGHT ARROW ABOVE -->
<!ENTITY range          "&#x029A5;" ><!--REVERSED ANGLE WITH UNDERBAR -->
<!ENTITY real
       "&#x0211C;" ><!--BLACK-LETTER CAPITAL R -->
<!ENTITY tbrk           "&#x023B4;" ><!--TOP SQUARE BRACKET -->
<!ENTITY trpezium       "&#x023E2;" ><!--WHITE TRAPEZIUM -->
<!ENTITY ultri          "&#x025F8;" ><!--UPPER LEFT TRIANGLE -->
<!ENTITY urtri          "&#x025F9;" ><!--UPPER RIGHT TRIANGLE -->
<!ENTITY vzigzag        "&#x0299A;" ><!--VERTICAL ZIGZAG LINE -->
<!ENTITY weierp         "&#x02118;" ><!--SCRIPT CAPITAL P -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/mathml/mathml3/isoamso.ent

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

```
<!--
   File isomfrk.ent produced by the XSL script entities.xsl
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   Please report any errors to David Carlisle
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   The numeric character values assigned to each entity
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-->


<!--

     Public identifier: -//W3C//ENTITIES
 Math Alphabets: Fraktur//EN//XML
     System identifier: http://www.w3.org/2003/entities/2007/isomfrk.ent

   The public identifier should always be used verbatim.
   The system identifier may be changed to suit local requirements.

   Typical invocation:

     <!ENTITY % isomfrk PUBLIC
       "-//W3C//ENTITIES Math Alphabets: Fraktur//EN//XML"
       "http://www.w3.org/2003/entities/2007/isomfrk.ent"
     >
     %isomfrk;

-->
```

```
<!ENTITY afr            "&#x1D51E;" ><!--MATHEMATICAL FRAKTUR SMALL A -->
<!ENTITY Afr            "&#x1D504;" ><!--MATHEMATICAL FRAKTUR CAPITAL A -->
<!ENTITY bfr            "&#x1D51F;" ><!--MATHEMATICAL FRAKTUR SMALL B -->
<!ENTITY Bfr            "&#x1D505;" ><!--MATHEMATICAL FRAKTUR CAPITAL B -->
<!ENTITY cfr            "&#x1D520;" ><!--MATHEMATICAL FRAKTUR SMALL C -->
<!ENTITY Cfr            "&#x0212D;" ><!--BLACK-LETTER CAPITAL C -->
<!ENTITY dfr            "&#x1D521;" ><!--MATHEMATICAL FRAKTUR SMALL D -->
<!ENTITY Dfr
          "&#x1D507;" ><!--MATHEMATICAL FRAKTUR CAPITAL D -->
<!ENTITY efr            "&#x1D522;" ><!--MATHEMATICAL FRAKTUR SMALL E -->
<!ENTITY Efr            "&#x1D508;" ><!--MATHEMATICAL FRAKTUR CAPITAL E -->
<!ENTITY ffr            "&#x1D523;" ><!--MATHEMATICAL FRAKTUR SMALL F -->
<!ENTITY Ffr            "&#x1D509;" ><!--MATHEMATICAL FRAKTUR CAPITAL F -->
<!ENTITY gfr            "&#x1D524;" ><!--MATHEMATICAL FRAKTUR SMALL G -->
<!ENTITY Gfr            "&#x1D50A;" ><!--MATHEMATICAL FRAKTUR CAPITAL G -->
<!ENTITY hfr            "&#x1D525;" ><!--MATHEMATICAL FRAKTUR SMALL H -->
<!ENTITY Hfr            "&#x0210C;" ><!--BLACK-LETTER CAPITAL H -->
<!ENTITY ifr            "&#x1D526;" ><!--MATHEMATICAL FRAKTUR SMALL I -->
<!ENTITY Ifr            "&#x02111;" ><!--BLACK-LETTER CAPITAL I -->
<!ENTITY jfr            "&#x1D527;" ><!--MATHEMATICAL FRAKTUR SMALL J -->
<!ENTITY Jfr            "&#x1D50D;" ><!--MATHEMATICAL FRAKTUR CAPITAL J -->
<!ENTITY kfr
 "&#x1D528;" ><!--MATHEMATICAL FRAKTUR SMALL K -->
<!ENTITY Kfr            "&#x1D50E;" ><!--MATHEMATICAL FRAKTUR CAPITAL K -->
<!ENTITY lfr            "&#x1D529;" ><!--MATHEMATICAL FRAKTUR SMALL L -->
<!ENTITY Lfr            "&#x1D50F;" ><!--MATHEMATICAL FRAKTUR CAPITAL L -->
<!ENTITY mfr            "&#x1D52A;" ><!--MATHEMATICAL FRAKTUR SMALL M -->
<!ENTITY Mfr            "&#x1D510;" ><!--MATHEMATICAL FRAKTUR CAPITAL M -->
<!ENTITY nfr            "&#x1D52B;" ><!--MATHEMATICAL FRAKTUR SMALL N -->
<!ENTITY Nfr            "&#x1D511;" ><!--MATHEMATICAL FRAKTUR CAPITAL N -->
<!ENTITY ofr            "&#x1D52C;" ><!--MATHEMATICAL FRAKTUR SMALL O -->
<!ENTITY Ofr            "&#x1D512;" ><!--MATHEMATICAL FRAKTUR CAPITAL O -->
<!ENTITY pfr            "&#x1D52D;" ><!--MATHEMATICAL FRAKTUR SMALL P -->
<!ENTITY Pfr            "&#x1D513;" ><!--MATHEMATICAL FRAKTUR CAPITAL P -->
<!ENTITY qfr            "&#x1D52E;" ><!--MATHEMATICAL FRAKTUR SMALL Q -->
<!ENTITY Qfr
 "&#x1D514;" ><!--MATHEMATICAL FRAKTUR CAPITAL Q -->
<!ENTITY rfr            "&#x1D52F;" ><!--MATHEMATICAL FRAKTUR SMALL R -->
<!ENTITY Rfr            "&#x0211C;" ><!--BLACK-LETTER CAPITAL R -->
<!ENTITY sfr            "&#x1D530;" ><!--MATHEMATICAL FRAKTUR SMALL S -->
<!ENTITY Sfr            "&#x1D516;" ><!--MATHEMATICAL FRAKTUR CAPITAL S -->
<!ENTITY tfr            "&#x1D531;" ><!--MATHEMATICAL FRAKTUR SMALL T -->
<!ENTITY Tfr            "&#x1D517;" ><!--MATHEMATICAL FRAKTUR CAPITAL T -->
<!ENTITY ufr            "&#x1D532;" ><!--MATHEMATICAL FRAKTUR SMALL U -->
<!ENTITY Ufr            "&#x1D518;" ><!--MATHEMATICAL FRAKTUR CAPITAL U -->
<!ENTITY vfr            "&#x1D533;" ><!--MATHEMATICAL FRAKTUR SMALL V -->
<!ENTITY Vfr            "&#x1D519;" ><!--MATHEMATICAL FRAKTUR CAPITAL V -->
<!ENTITY wfr            "&#x1D534;" ><!--MATHEMATICAL FRAKTUR SMALL W -->
```

```
<!ENTITY Wfr           "&#x1D51A;" ><!--MATHEMATICAL FRAKTUR CAPITAL W -->
<!ENTITY xfr           "&#x1D535;"
 ><!--MATHEMATICAL FRAKTUR SMALL X -->
<!ENTITY Xfr           "&#x1D51B;" ><!--MATHEMATICAL FRAKTUR CAPITAL X -->
<!ENTITY yfr           "&#x1D536;" ><!--MATHEMATICAL FRAKTUR SMALL Y -->
<!ENTITY Yfr           "&#x1D51C;" ><!--MATHEMATICAL FRAKTUR CAPITAL Y -->
<!ENTITY zfr           "&#x1D537;" ><!--MATHEMATICAL FRAKTUR SMALL Z -->
<!ENTITY Zfr           "&#x02128;" ><!--BLACK-LETTER CAPITAL Z -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/data/w3c/mathml/mathml3/isomfrk.ent
No license file was found, but licenses were detected in source scan.

<!-- ..................................................................... -->
<!-- XHTML Block Presentation Module  ..................................... -->
<!-- file: xhtml-blkpres-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-blkpres-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Block Presentation 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-blkpres-1.mod"

   Revisions:
   (none)
   ..................................................................... -->

<!-- Block Presentational Elements

      hr

   This module declares the elements and their attributes used to
   support block-level presentational markup.
-->

<!ENTITY % hr.element  "INCLUDE"
 >
<![%hr.element;[
<!ENTITY % hr.content  "EMPTY" >
<!ENTITY % hr.qname  "hr" >
<!ELEMENT %hr.qname;  %hr.content; >
<!-- end of hr.element -->]]>

<!ENTITY % hr.attlist  "INCLUDE" >
```

```
<![%hr.attlist;[
<!ATTLIST %hr.qname;
    %Common.attrib;
>
<!-- end of hr.attlist -->]]>

<!-- end of xhtml-blkpres-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml-blkpres-1.mod
No license file was found, but licenses were detected in source scan.

```
20010904/

 Copyright (c) 2000 W3C (MIT, INRIA, Keio), All Rights Reserved.

 For SVG 1.0:

  Namespace:
   http://www.w3.org/2000/svg

  Public identifier:
   PUBLIC "
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg10/svg10.dtd
No license file was found, but licenses were detected in source scan.

```
<!--
   File mmlalias.ent produced by the XSL script entities.xsl
   from input data in unicode.xml.

   Copyright 1998 - 2009 W3C.

   Use and distribution of this code are permitted under the terms of the
   W3C Software Notice and License.
   http://www.w3.org/Consortium/Legal/2002/copyright-software-20021231.html

   Please report any errors to David Carlisle
   via the public W3C list www-math@w3.org.

   The numeric character values assigned to each entity
   (should) match the Unicode assignments in Unicode 5.x.

   References to the VARIANT SELECTOR 1 character (&#x0FE00;)
   should match the uses listed in Unicode Technical Report 25.
```

```
-->


<!--

     Public identifier: -//W3C//ENTITIES MathML Aliases//EN//XML
     System identifier: http://www.w3.org/2003/entities/2007/mmlalias.ent

   The public identifier should always be used verbatim.
   The system identifier may be changed
 to suit local requirements.

   Typical invocation:

     <!ENTITY % mmlalias PUBLIC
       "-//W3C//ENTITIES MathML Aliases//EN//XML"
       "http://www.w3.org/2003/entities/2007/mmlalias.ent"
     >
     %mmlalias;

-->

<!ENTITY angle           "&#x02220;" ><!--ANGLE -->
<!ENTITY ApplyFunction    "&#x02061;" ><!--FUNCTION APPLICATION -->
<!ENTITY approx          "&#x02248;" ><!--ALMOST EQUAL TO -->
<!ENTITY approxeq         "&#x0224A;" ><!--ALMOST EQUAL OR EQUAL TO -->
<!ENTITY Assign          "&#x02254;" ><!--COLON EQUALS -->
<!ENTITY backcong         "&#x0224C;" ><!--ALL EQUAL TO -->
<!ENTITY backepsilon      "&#x003F6;" ><!--GREEK REVERSED LUNATE EPSILON SYMBOL -->
<!ENTITY backprime        "&#x02035;" ><!--REVERSED PRIME -->
<!ENTITY backsim          "&#x0223D;" ><!--REVERSED TILDE -->
<!ENTITY backsimeq        "&#x022CD;" ><!--REVERSED TILDE EQUALS -->
<!ENTITY Backslash        "&#x02216;" ><!--SET MINUS -->
<!ENTITY barwedge         "&#x02305;" ><!--PROJECTIVE
 -->
<!ENTITY because          "&#x02235;" ><!--BECAUSE -->
<!ENTITY Because          "&#x02235;" ><!--BECAUSE -->
<!ENTITY Bernoullis       "&#x0212C;" ><!--SCRIPT CAPITAL B -->
<!ENTITY between          "&#x0226C;" ><!--BETWEEN -->
<!ENTITY bigcap          "&#x022C2;" ><!--N-ARY INTERSECTION -->
<!ENTITY bigcirc         "&#x025EF;" ><!--LARGE CIRCLE -->
<!ENTITY bigcup          "&#x022C3;" ><!--N-ARY UNION -->
<!ENTITY bigodot         "&#x02A00;" ><!--N-ARY CIRCLED DOT OPERATOR -->
<!ENTITY bigoplus         "&#x02A01;" ><!--N-ARY CIRCLED PLUS OPERATOR -->
<!ENTITY bigotimes        "&#x02A02;" ><!--N-ARY CIRCLED TIMES OPERATOR -->
<!ENTITY bigsqcup         "&#x02A06;" ><!--N-ARY SQUARE UNION OPERATOR -->
<!ENTITY bigstar         "&#x02605;" ><!--BLACK STAR -->
```

```
<!ENTITY bigtriangledown  "&#x025BD;" ><!--WHITE DOWN-POINTING TRIANGLE -->
<!ENTITY bigtriangleup    "&#x025B3;" ><!--WHITE UP-POINTING TRIANGLE -->
<!ENTITY biguplus         "&#x02A04;" ><!--N-ARY UNION OPERATOR WITH PLUS
 -->
<!ENTITY bigvee           "&#x022C1;" ><!--N-ARY LOGICAL OR -->
<!ENTITY bigwedge         "&#x022C0;" ><!--N-ARY LOGICAL AND -->
<!ENTITY bkarow           "&#x0290D;" ><!--RIGHTWARDS DOUBLE DASH ARROW -->
<!ENTITY blacklozenge     "&#x029EB;" ><!--BLACK LOZENGE -->
<!ENTITY blacksquare      "&#x025AA;" ><!--BLACK SMALL SQUARE -->
<!ENTITY blacktriangle    "&#x025B4;" ><!--BLACK UP-POINTING SMALL TRIANGLE -->
<!ENTITY blacktriangledown "&#x025BE;" ><!--BLACK DOWN-POINTING SMALL TRIANGLE -->
<!ENTITY blacktriangleleft "&#x025C2;" ><!--BLACK LEFT-POINTING SMALL TRIANGLE -->
<!ENTITY blacktriangleright "&#x025B8;" ><!--BLACK RIGHT-POINTING SMALL TRIANGLE -->
<!ENTITY bot              "&#x022A5;" ><!--UP TACK -->
<!ENTITY boxminus         "&#x0229F;" ><!--SQUARED MINUS -->
<!ENTITY boxplus          "&#x0229E;" ><!--SQUARED PLUS -->
<!ENTITY boxtimes         "&#x022A0;" ><!--SQUARED TIMES -->
<!ENTITY Breve            "&#x002D8;" ><!--BREVE -->
<!ENTITY bullet           "&#x02022;" ><!--BULLET
 -->
<!ENTITY bumpeq           "&#x0224F;" ><!--DIFFERENCE BETWEEN -->
<!ENTITY Bumpeq           "&#x0224E;" ><!--GEOMETRICALLY EQUIVALENT TO -->
<!ENTITY CapitalDifferentialD "&#x02145;" ><!--DOUBLE-STRUCK ITALIC CAPITAL D -->
<!ENTITY Cayleys          "&#x0212D;" ><!--BLACK-LETTER CAPITAL C -->
<!ENTITY Cedilla          "&#x000B8;" ><!--CEDILLA -->
<!ENTITY centerdot        "&#x000B7;" ><!--MIDDLE DOT -->
<!ENTITY CenterDot        "&#x000B7;" ><!--MIDDLE DOT -->
<!ENTITY checkmark        "&#x02713;" ><!--CHECK MARK -->
<!ENTITY circeq           "&#x02257;" ><!--RING EQUAL TO -->
<!ENTITY circlearrowleft  "&#x021BA;" ><!--ANTICLOCKWISE OPEN CIRCLE ARROW -->
<!ENTITY circlearrowright "&#x021BB;" ><!--CLOCKWISE OPEN CIRCLE ARROW -->
<!ENTITY circledast       "&#x0229B;" ><!--CIRCLED ASTERISK OPERATOR -->
<!ENTITY circledcirc      "&#x0229A;" ><!--CIRCLED RING OPERATOR -->
<!ENTITY circleddash      "&#x0229D;" ><!--CIRCLED DASH -->
<!ENTITY CircleDot        "&#x02299;" ><!--CIRCLED
 DOT OPERATOR -->
<!ENTITY circledR         "&#x000AE;" ><!--REGISTERED SIGN -->
<!ENTITY circledS         "&#x024C8;" ><!--CIRCLED LATIN CAPITAL LETTER S -->
<!ENTITY CircleMinus      "&#x02296;" ><!--CIRCLED MINUS -->
<!ENTITY CirclePlus       "&#x02295;" ><!--CIRCLED PLUS -->
<!ENTITY CircleTimes      "&#x02297;" ><!--CIRCLED TIMES -->
<!ENTITY ClockwiseContourIntegral "&#x02232;" ><!--CLOCKWISE CONTOUR INTEGRAL -->
<!ENTITY CloseCurlyDoubleQuote "&#x0201D;" ><!--RIGHT DOUBLE QUOTATION MARK -->
<!ENTITY CloseCurlyQuote  "&#x02019;" ><!--RIGHT SINGLE QUOTATION MARK -->
<!ENTITY clubsuit         "&#x02663;" ><!--BLACK CLUB SUIT -->
<!ENTITY coloneq          "&#x02254;" ><!--COLON EQUALS -->
<!ENTITY complement       "&#x02201;" ><!--COMPLEMENT -->
<!ENTITY complexes        "&#x02102;" ><!--DOUBLE-STRUCK CAPITAL C -->
```

<!ENTITY Congruent "≡" ><!--IDENTICAL TO -->
<!ENTITY ContourIntegral "∮" ><!--CONTOUR INTEGRAL -->
<!ENTITY Coproduct "∐" ><!--N-ARY
COPRODUCT -->
<!ENTITY CounterClockwiseContourIntegral "∳" ><!--ANTICLOCKWISE CONTOUR INTEGRAL -->
<!ENTITY CupCap "≍" ><!--EQUIVALENT TO -->
<!ENTITY curlyeqprec "⋞" ><!--EQUAL TO OR PRECEDES -->
<!ENTITY curlyeqsucc "⋟" ><!--EQUAL TO OR SUCCEEDS -->
<!ENTITY curlyvee "⋎" ><!--CURLY LOGICAL OR -->
<!ENTITY curlywedge "⋏" ><!--CURLY LOGICAL AND -->
<!ENTITY curvearrowleft "↶" ><!--ANTICLOCKWISE TOP SEMICIRCLE ARROW -->
<!ENTITY curvearrowright "↷" ><!--CLOCKWISE TOP SEMICIRCLE ARROW -->
<!ENTITY dbkarow "⤏" ><!--RIGHTWARDS TRIPLE DASH ARROW -->
<!ENTITY ddagger "‡" ><!--DOUBLE DAGGER -->
<!ENTITY ddotseq "⩷" ><!--EQUALS SIGN WITH TWO DOTS ABOVE AND TWO DOTS
BELOW -->
<!ENTITY Del "∇" ><!--NABLA -->
<!ENTITY DiacriticalAcute "´" ><!--ACUTE ACCENT -->
<!ENTITY DiacriticalDot "˙" ><!--DOT ABOVE
-->
<!ENTITY DiacriticalDoubleAcute "˝" ><!--DOUBLE ACUTE ACCENT -->
<!ENTITY DiacriticalGrave "`" ><!--GRAVE ACCENT -->
<!ENTITY DiacriticalTilde "˜" ><!--SMALL TILDE -->
<!ENTITY diamond "⋄" ><!--DIAMOND OPERATOR -->
<!ENTITY Diamond "⋄" ><!--DIAMOND OPERATOR -->
<!ENTITY diamondsuit "♦" ><!--BLACK DIAMOND SUIT -->
<!ENTITY DifferentialD "ⅆ" ><!--DOUBLE-STRUCK ITALIC SMALL D -->
<!ENTITY digamma "ϝ" ><!--GREEK SMALL LETTER DIGAMMA -->
<!ENTITY div "÷" ><!--DIVISION SIGN -->
<!ENTITY divideontimes "⋇" ><!--DIVISION TIMES -->
<!ENTITY doteq "≐" ><!--APPROACHES THE LIMIT -->
<!ENTITY doteqdot "≑" ><!--GEOMETRICALLY EQUAL TO -->
<!ENTITY DotEqual "≐" ><!--APPROACHES THE LIMIT -->
<!ENTITY dotminus "∸" ><!--DOT MINUS -->
<!ENTITY dotplus "∔" ><!--DOT PLUS -->
<!ENTITY dotsquare
"⊡" ><!--SQUARED DOT OPERATOR -->
<!ENTITY doublebarwedge "⌆" ><!--PERSPECTIVE -->
<!ENTITY DoubleContourIntegral "∯" ><!--SURFACE INTEGRAL -->
<!ENTITY DoubleDot "¨" ><!--DIAERESIS -->
<!ENTITY DoubleDownArrow "⇓" ><!--DOWNWARDS DOUBLE ARROW -->
<!ENTITY DoubleLeftArrow "⇐" ><!--LEFTWARDS DOUBLE ARROW -->
<!ENTITY DoubleLeftRightArrow "⇔" ><!--LEFT RIGHT DOUBLE ARROW -->
<!ENTITY DoubleLeftTee "⫤" ><!--VERTICAL BAR DOUBLE LEFT TURNSTILE -->
<!ENTITY DoubleLongLeftArrow "⟸" ><!--LONG LEFTWARDS DOUBLE ARROW -->
<!ENTITY DoubleLongLeftRightArrow "⟺" ><!--LONG LEFT RIGHT DOUBLE ARROW -->
<!ENTITY DoubleLongRightArrow "⟹" ><!--LONG RIGHTWARDS DOUBLE ARROW -->
<!ENTITY DoubleRightArrow "⇒" ><!--RIGHTWARDS DOUBLE ARROW -->

<!ENTITY DoubleRightTee "⊨" ><!--TRUE -->
<!ENTITY DoubleUpArrow "⇑" ><!--UPWARDS DOUBLE ARROW -->
<!ENTITY DoubleUpDownArrow "⇕"
><!--UP DOWN DOUBLE ARROW -->
<!ENTITY DoubleVerticalBar "∥" ><!--PARALLEL TO -->
<!ENTITY downarrow "↓" ><!--DOWNWARDS ARROW -->
<!ENTITY Downarrow "⇓" ><!--DOWNWARDS DOUBLE ARROW -->
<!ENTITY DownArrow "↓" ><!--DOWNWARDS ARROW -->
<!ENTITY DownArrowUpArrow "⇵" ><!--DOWNWARDS ARROW LEFTWARDS OF UPWARDS ARROW -->
<!ENTITY downdownarrows "⇊" ><!--DOWNWARDS PAIRED ARROWS -->
<!ENTITY downharpoonleft "⇃" ><!--DOWNWARDS HARPOON WITH BARB LEFTWARDS -->
<!ENTITY downharpoonright "⇂" ><!--DOWNWARDS HARPOON WITH BARB RIGHTWARDS -->
<!ENTITY DownLeftVector "↽" ><!--LEFTWARDS HARPOON WITH BARB DOWNWARDS -->
<!ENTITY DownRightVector "⇁" ><!--RIGHTWARDS HARPOON WITH BARB DOWNWARDS -->
<!ENTITY DownTee "⊤" ><!--DOWN TACK -->
<!ENTITY DownTeeArrow "↧" ><!--DOWNWARDS ARROW FROM BAR -->
<!ENTITY drbkarow "⤐" ><!--RIGHTWARDS TWO-HEADED TRIPLE DASH ARROW -->
<!ENTITY Element "∈" ><!--ELEMENT OF -->
<!ENTITY emptyset "∅" ><!--EMPTY SET -->
<!ENTITY eqcirc "≖" ><!--RING IN EQUAL TO -->
<!ENTITY eqcolon "≕" ><!--EQUALS COLON -->
<!ENTITY eqsim "≂" ><!--MINUS TILDE -->
<!ENTITY eqslantgtr "⪖" ><!--SLANTED EQUAL TO OR GREATER-THAN -->
<!ENTITY eqslantless "⪕" ><!--SLANTED EQUAL TO OR LESS-THAN -->
<!ENTITY EqualTilde "≂" ><!--MINUS TILDE -->
<!ENTITY Equilibrium "⇌" ><!--RIGHTWARDS HARPOON OVER LEFTWARDS HARPOON -->
<!ENTITY Exists "∃" ><!--THERE EXISTS -->
<!ENTITY expectation "ℰ" ><!--SCRIPT CAPITAL E -->
<!ENTITY exponentiale "ⅇ" ><!--DOUBLE-STRUCK ITALIC SMALL E -->
<!ENTITY ExponentialE "ⅇ" ><!--DOUBLE-STRUCK ITALIC SMALL E -->
<!ENTITY fallingdotseq "≒" ><!--APPROXIMATELY EQUAL TO OR THE IMAGE OF -->
<!ENTITY ForAll
"∀" ><!--FOR ALL -->
<!ENTITY Fouriertrf "ℱ" ><!--SCRIPT CAPITAL F -->
<!ENTITY geq "≥" ><!--GREATER-THAN OR EQUAL TO -->
<!ENTITY geqq "≧" ><!--GREATER-THAN OVER EQUAL TO -->
<!ENTITY geqslant "⩾" ><!--GREATER-THAN OR SLANTED EQUAL TO -->
<!ENTITY gg "≫" ><!--MUCH GREATER-THAN -->
<!ENTITY ggg "⋙" ><!--VERY MUCH GREATER-THAN -->
<!ENTITY gnapprox "⪊" ><!--GREATER-THAN AND NOT APPROXIMATE -->
<!ENTITY gneq "⪈" ><!--GREATER-THAN AND SINGLE-LINE NOT EQUAL TO -->
<!ENTITY gneqq "≩" ><!--GREATER-THAN BUT NOT EQUAL TO -->
<!ENTITY GreaterEqual "≥" ><!--GREATER-THAN OR EQUAL TO -->
<!ENTITY GreaterEqualLess "⋛" ><!--GREATER-THAN EQUAL TO OR LESS-THAN -->
<!ENTITY GreaterFullEqual "≧" ><!--GREATER-THAN OVER EQUAL TO -->
<!ENTITY GreaterLess "≷" ><!--GREATER-THAN OR LESS-THAN -->

<!ENTITY
GreaterSlantEqual "⩾" ><!--GREATER-THAN OR SLANTED EQUAL TO -->
<!ENTITY GreaterTilde "≳" ><!--GREATER-THAN OR EQUIVALENT TO -->
<!ENTITY gtrapprox "⪆" ><!--GREATER-THAN OR APPROXIMATE -->
<!ENTITY gtrdot "⋗" ><!--GREATER-THAN WITH DOT -->
<!ENTITY gtreqless "⋛" ><!--GREATER-THAN EQUAL TO OR LESS-THAN -->
<!ENTITY gtreqqless "⪌" ><!--GREATER-THAN ABOVE DOUBLE-LINE EQUAL ABOVE LESS-THAN -->
<!ENTITY gtrless "≷" ><!--GREATER-THAN OR LESS-THAN -->
<!ENTITY gtrsim "≳" ><!--GREATER-THAN OR EQUIVALENT TO -->
<!ENTITY gvertneqq "≩︀" ><!--GREATER-THAN BUT NOT EQUAL TO - with vertical stroke -->
<!ENTITY Hacek "ˇ" ><!--CARON -->
<!ENTITY hbar "ℏ" ><!--PLANCK CONSTANT OVER TWO PI -->
<!ENTITY heartsuit "♥" ><!--BLACK HEART SUIT -->
<!ENTITY HilbertSpace "ℋ" ><!--SCRIPT CAPITAL H -->
<!ENTITY
hksearow "⤥" ><!--SOUTH EAST ARROW WITH HOOK -->
<!ENTITY hkswarow "⤦" ><!--SOUTH WEST ARROW WITH HOOK -->
<!ENTITY hookleftarrow "↩" ><!--LEFTWARDS ARROW WITH HOOK -->
<!ENTITY hookrightarrow "↪" ><!--RIGHTWARDS ARROW WITH HOOK -->
<!ENTITY hslash "ℏ" ><!--PLANCK CONSTANT OVER TWO PI -->
<!ENTITY HumpDownHump "≎" ><!--GEOMETRICALLY EQUIVALENT TO -->
<!ENTITY HumpEqual "≏" ><!--DIFFERENCE BETWEEN -->
<!ENTITY iiiint "⨌" ><!--QUADRUPLE INTEGRAL OPERATOR -->
<!ENTITY iiint "∭" ><!--TRIPLE INTEGRAL -->
<!ENTITY Im "ℑ" ><!--BLACK-LETTER CAPITAL I -->
<!ENTITY ImaginaryI "ⅈ" ><!--DOUBLE-STRUCK ITALIC SMALL I -->
<!ENTITY imagline "ℐ" ><!--SCRIPT CAPITAL I -->
<!ENTITY imagpart "ℑ" ><!--BLACK-LETTER CAPITAL I -->
<!ENTITY Implies "⇒" ><!--RIGHTWARDS DOUBLE ARROW -->
<!ENTITY
in "∈" ><!--ELEMENT OF -->
<!ENTITY integers "ℤ" ><!--DOUBLE-STRUCK CAPITAL Z -->
<!ENTITY Integral "∫" ><!--INTEGRAL -->
<!ENTITY intercal "⊺" ><!--INTERCALATE -->
<!ENTITY Intersection "⋂" ><!--N-ARY INTERSECTION -->
<!ENTITY intprod "⨼" ><!--INTERIOR PRODUCT -->
<!ENTITY InvisibleComma "⁣" ><!--INVISIBLE SEPARATOR -->
<!ENTITY InvisibleTimes "⁢" ><!--INVISIBLE TIMES -->
<!ENTITY langle "⟨" ><!--MATHEMATICAL LEFT ANGLE BRACKET -->
<!ENTITY Laplacetrf "ℒ" ><!--SCRIPT CAPITAL L -->
<!ENTITY lbrace "{" ><!--LEFT CURLY BRACKET -->
<!ENTITY lbrack "[" ><!--LEFT SQUARE BRACKET -->
<!ENTITY LeftAngleBracket "⟨" ><!--MATHEMATICAL LEFT ANGLE BRACKET -->
<!ENTITY leftarrow "←" ><!--LEFTWARDS ARROW -->
<!ENTITY Leftarrow "⇐" ><!--LEFTWARDS DOUBLE ARROW -->
<!ENTITY

```
 LeftArrow       "&#x02190;" ><!--LEFTWARDS ARROW -->
<!ENTITY LeftArrowBar     "&#x021E4;" ><!--LEFTWARDS ARROW TO BAR -->
<!ENTITY LeftArrowRightArrow "&#x021C6;" ><!--LEFTWARDS ARROW OVER RIGHTWARDS ARROW --
>
<!ENTITY leftarrowtail    "&#x021A2;" ><!--LEFTWARDS ARROW WITH TAIL -->
<!ENTITY LeftCeiling      "&#x02308;" ><!--LEFT CEILING -->
<!ENTITY LeftDoubleBracket "&#x027E6;" ><!--MATHEMATICAL LEFT WHITE SQUARE BRACKET -->
<!ENTITY LeftDownVector   "&#x021C3;" ><!--DOWNWARDS HARPOON WITH BARB LEFTWARDS -->
<!ENTITY LeftFloor        "&#x0230A;" ><!--LEFT FLOOR -->
<!ENTITY leftharpoondown  "&#x021BD;" ><!--LEFTWARDS HARPOON WITH BARB DOWNWARDS -->
<!ENTITY leftharpoonup    "&#x021BC;" ><!--LEFTWARDS HARPOON WITH BARB UPWARDS -->
<!ENTITY leftleftarrows   "&#x021C7;" ><!--LEFTWARDS PAIRED ARROWS -->
<!ENTITY leftrightarrow   "&#x02194;" ><!--LEFT RIGHT ARROW -->
<!ENTITY Leftrightarrow   "&#x021D4;" ><!--LEFT RIGHT DOUBLE ARROW -->
<!ENTITY LeftRightArrow   "&#x02194;" ><!--LEFT RIGHT
 ARROW -->
<!ENTITY leftrightarrows  "&#x021C6;" ><!--LEFTWARDS ARROW OVER RIGHTWARDS ARROW -->
<!ENTITY leftrightharpoons "&#x021CB;" ><!--LEFTWARDS HARPOON OVER RIGHTWARDS HARPOON -
->
<!ENTITY leftrightsquigarrow "&#x021AD;" ><!--LEFT RIGHT WAVE ARROW -->
<!ENTITY LeftTee          "&#x022A3;" ><!--LEFT TACK -->
<!ENTITY LeftTeeArrow     "&#x021A4;" ><!--LEFTWARDS ARROW FROM BAR -->
<!ENTITY leftthreetimes   "&#x022CB;" ><!--LEFT SEMIDIRECT PRODUCT -->
<!ENTITY LeftTriangle     "&#x022B2;" ><!--NORMAL SUBGROUP OF -->
<!ENTITY LeftTriangleEqual "&#x022B4;" ><!--NORMAL SUBGROUP OF OR EQUAL TO -->
<!ENTITY LeftUpVector     "&#x021BF;" ><!--UPWARDS HARPOON WITH BARB LEFTWARDS -->
<!ENTITY LeftVector       "&#x021BC;" ><!--LEFTWARDS HARPOON WITH BARB UPWARDS -->
<!ENTITY leq              "&#x02264;" ><!--LESS-THAN OR EQUAL TO -->
<!ENTITY leqq             "&#x02266;" ><!--LESS-THAN OVER EQUAL TO -->
<!ENTITY leqslant         "&#x02A7D;" ><!--LESS-THAN OR SLANTED EQUAL TO -->
<!ENTITY lessapprox
     "&#x02A85;" ><!--LESS-THAN OR APPROXIMATE -->
<!ENTITY lessdot          "&#x022D6;" ><!--LESS-THAN WITH DOT -->
<!ENTITY lesseqgtr        "&#x022DA;" ><!--LESS-THAN EQUAL TO OR GREATER-THAN -->
<!ENTITY lesseqqgtr       "&#x02A8B;" ><!--LESS-THAN ABOVE DOUBLE-LINE EQUAL ABOVE
GREATER-THAN -->
<!ENTITY LessEqualGreater "&#x022DA;" ><!--LESS-THAN EQUAL TO OR GREATER-THAN -->
<!ENTITY LessFullEqual    "&#x02266;" ><!--LESS-THAN OVER EQUAL TO -->
<!ENTITY LessGreater      "&#x02276;" ><!--LESS-THAN OR GREATER-THAN -->
<!ENTITY lessgtr          "&#x02276;" ><!--LESS-THAN OR GREATER-THAN -->
<!ENTITY lesssim          "&#x02272;" ><!--LESS-THAN OR EQUIVALENT TO -->
<!ENTITY LessSlantEqual   "&#x02A7D;" ><!--LESS-THAN OR SLANTED EQUAL TO -->
<!ENTITY LessTilde        "&#x02272;" ><!--LESS-THAN OR EQUIVALENT TO -->
<!ENTITY ll               "&#x0226A;" ><!--MUCH LESS-THAN -->
<!ENTITY llcorner         "&#x0231E;" ><!--BOTTOM LEFT CORNER -->
<!ENTITY Lleftarrow       "&#x021DA;"
 ><!--LEFTWARDS TRIPLE ARROW -->
<!ENTITY lmoustache       "&#x023B0;" ><!--UPPER LEFT OR LOWER RIGHT CURLY BRACKET SECTION
```

```
-->
<!ENTITY lnapprox        "&#x02A89;" ><!--LESS-THAN AND NOT APPROXIMATE -->
<!ENTITY lneq           "&#x02A87;" ><!--LESS-THAN AND SINGLE-LINE NOT EQUAL TO -->
<!ENTITY lneqq          "&#x02268;" ><!--LESS-THAN BUT NOT EQUAL TO -->
<!ENTITY longleftarrow    "&#x027F5;" ><!--LONG LEFTWARDS ARROW -->
<!ENTITY Longleftarrow    "&#x027F8;" ><!--LONG LEFTWARDS DOUBLE ARROW -->
<!ENTITY LongLeftArrow    "&#x027F5;" ><!--LONG LEFTWARDS ARROW -->
<!ENTITY longleftrightarrow "&#x027F7;" ><!--LONG LEFT RIGHT ARROW -->
<!ENTITY Longleftrightarrow "&#x027FA;" ><!--LONG LEFT RIGHT DOUBLE ARROW -->
<!ENTITY LongLeftRightArrow "&#x027F7;" ><!--LONG LEFT RIGHT ARROW -->
<!ENTITY longmapsto       "&#x027FC;" ><!--LONG RIGHTWARDS ARROW FROM BAR -->
<!ENTITY longrightarrow   "&#x027F6;" ><!--LONG RIGHTWARDS ARROW -->
<!ENTITY Longrightarrow   "&#x027F9;" ><!--LONG RIGHTWARDS
 DOUBLE ARROW -->
<!ENTITY LongRightArrow   "&#x027F6;" ><!--LONG RIGHTWARDS ARROW -->
<!ENTITY looparrowleft    "&#x021AB;" ><!--LEFTWARDS ARROW WITH LOOP -->
<!ENTITY looparrowright   "&#x021AC;" ><!--RIGHTWARDS ARROW WITH LOOP -->
<!ENTITY LowerLeftArrow   "&#x02199;" ><!--SOUTH WEST ARROW -->
<!ENTITY LowerRightArrow  "&#x02198;" ><!--SOUTH EAST ARROW -->
<!ENTITY lozenge         "&#x025CA;" ><!--LOZENGE -->
<!ENTITY lrcorner        "&#x0231F;" ><!--BOTTOM RIGHT CORNER -->
<!ENTITY Lsh            "&#x021B0;" ><!--UPWARDS ARROW WITH TIP LEFTWARDS -->
<!ENTITY lvertneqq       "&#x02268;&#x0FE00;" ><!--LESS-THAN BUT NOT EQUAL TO - with vertical stroke
-->
<!ENTITY maltese         "&#x02720;" ><!--MALTESE CROSS -->
<!ENTITY mapsto          "&#x021A6;" ><!--RIGHTWARDS ARROW FROM BAR -->
<!ENTITY measuredangle    "&#x02221;" ><!--MEASURED ANGLE -->
<!ENTITY Mellintrf       "&#x02133;" ><!--SCRIPT CAPITAL M -->
<!ENTITY MinusPlus       "&#x02213;" ><!--MINUS-OR-PLUS SIGN -->
<!ENTITY
 mp             "&#x02213;" ><!--MINUS-OR-PLUS SIGN -->
<!ENTITY multimap        "&#x022B8;" ><!--MULTIMAP -->
<!ENTITY napprox         "&#x02249;" ><!--NOT ALMOST EQUAL TO -->
<!ENTITY natural         "&#x0266E;" ><!--MUSIC NATURAL SIGN -->
<!ENTITY naturals        "&#x02115;" ><!--DOUBLE-STRUCK CAPITAL N -->
<!ENTITY nearrow         "&#x02197;" ><!--NORTH EAST ARROW -->
<!ENTITY NegativeMediumSpace "&#x0200B;" ><!--ZERO WIDTH SPACE -->
<!ENTITY NegativeThickSpace "&#x0200B;" ><!--ZERO WIDTH SPACE -->
<!ENTITY NegativeThinSpace "&#x0200B;" ><!--ZERO WIDTH SPACE -->
<!ENTITY NegativeVeryThinSpace "&#x0200B;" ><!--ZERO WIDTH SPACE -->
<!ENTITY NestedGreaterGreater "&#x0226B;" ><!--MUCH GREATER-THAN -->
<!ENTITY NestedLessLess   "&#x0226A;" ><!--MUCH LESS-THAN -->
<!ENTITY nexists         "&#x02204;" ><!--THERE DOES NOT EXIST -->
<!ENTITY ngeq           "&#x02271;" ><!--NEITHER GREATER-THAN NOR EQUAL TO -->
<!ENTITY ngeqq           "&#x02267;&#x00338;" ><!--GREATER-THAN OVER
 EQUAL TO with slash -->
<!ENTITY ngeqslant       "&#x02A7E;&#x00338;" ><!--GREATER-THAN OR SLANTED EQUAL TO with
slash -->
```

<!ENTITY ngtr "≯" ><!--NOT GREATER-THAN -->
<!ENTITY nleftarrow "↚" ><!--LEFTWARDS ARROW WITH STROKE -->
<!ENTITY nLeftarrow "⇍" ><!--LEFTWARDS DOUBLE ARROW WITH STROKE -->
<!ENTITY nleftrightarrow "↮" ><!--LEFT RIGHT ARROW WITH STROKE -->
<!ENTITY nLeftrightarrow "⇎" ><!--LEFT RIGHT DOUBLE ARROW WITH STROKE -->
<!ENTITY nleq "≰" ><!--NEITHER LESS-THAN NOR EQUAL TO -->
<!ENTITY nleqq "≦̸" ><!--LESS-THAN OVER EQUAL TO with slash -->
<!ENTITY nleqslant "⩽̸" ><!--LESS-THAN OR SLANTED EQUAL TO with slash -->
<!ENTITY nless "≮" ><!--NOT LESS-THAN -->
<!ENTITY NonBreakingSpace " " ><!--NO-BREAK SPACE -->
<!ENTITY NotCongruent "≢" ><!--NOT IDENTICAL TO -->
<!ENTITY NotDoubleVerticalBar "∦"
><!--NOT PARALLEL TO -->
<!ENTITY NotElement "∉" ><!--NOT AN ELEMENT OF -->
<!ENTITY NotEqual "≠" ><!--NOT EQUAL TO -->
<!ENTITY NotEqualTilde "≂̸" ><!--MINUS TILDE with slash -->
<!ENTITY NotExists "∄" ><!--THERE DOES NOT EXIST -->
<!ENTITY NotGreater "≯" ><!--NOT GREATER-THAN -->
<!ENTITY NotGreaterEqual "≱" ><!--NEITHER GREATER-THAN NOR EQUAL TO -->
<!ENTITY NotGreaterFullEqual "≦̸" ><!--LESS-THAN OVER EQUAL TO with slash -->
<!ENTITY NotGreaterGreater "≫̸" ><!--MUCH GREATER THAN with slash -->
<!ENTITY NotGreaterLess "≹" ><!--NEITHER GREATER-THAN NOR LESS-THAN -->
<!ENTITY NotGreaterSlantEqual "⩾̸" ><!--GREATER-THAN OR SLANTED EQUAL TO with slash -->
<!ENTITY NotGreaterTilde "≵" ><!--NEITHER GREATER-THAN NOR EQUIVALENT TO -->
<!ENTITY NotHumpDownHump "≎̸" ><!--GEOMETRICALLY EQUIVALENT TO with slash -->
<!ENTITY
NotLeftTriangle "⋪" ><!--NOT NORMAL SUBGROUP OF -->
<!ENTITY NotLeftTriangleEqual "⋬" ><!--NOT NORMAL SUBGROUP OF OR EQUAL TO -->
<!ENTITY NotLess "≮" ><!--NOT LESS-THAN -->
<!ENTITY NotLessEqual "≰" ><!--NEITHER LESS-THAN NOR EQUAL TO -->
<!ENTITY NotLessGreater "≸" ><!--NEITHER LESS-THAN NOR GREATER-THAN -->
<!ENTITY NotLessLess "≪̸" ><!--MUCH LESS THAN with slash -->
<!ENTITY NotLessSlantEqual "⩽̸" ><!--LESS-THAN OR SLANTED EQUAL TO with slash -->
<!ENTITY NotLessTilde "≴" ><!--NEITHER LESS-THAN NOR EQUIVALENT TO -->
<!ENTITY NotPrecedes "⊀" ><!--DOES NOT PRECEDE -->
<!ENTITY NotPrecedesEqual "⪯̸" ><!--PRECEDES ABOVE SINGLE-LINE EQUALS SIGN with slash -->
<!ENTITY NotPrecedesSlantEqual "⋠" ><!--DOES NOT PRECEDE OR EQUAL -->
<!ENTITY NotReverseElement "∌" ><!--DOES NOT CONTAIN AS MEMBER -->
<!ENTITY NotRightTriangle "⋫" ><!--DOES
NOT CONTAIN AS NORMAL SUBGROUP -->
<!ENTITY NotRightTriangleEqual "⋭" ><!--DOES NOT CONTAIN AS NORMAL SUBGROUP OR EQUAL -->
<!ENTITY NotSquareSubsetEqual "⋢" ><!--NOT SQUARE IMAGE OF OR EQUAL TO -->
<!ENTITY NotSquareSupersetEqual "⋣" ><!--NOT SQUARE ORIGINAL OF OR EQUAL TO -->

<!ENTITY NotSubset "⊂⃒" ><!--SUBSET OF with vertical line -->
<!ENTITY NotSubsetEqual "⊈" ><!--NEITHER A SUBSET OF NOR EQUAL TO -->
<!ENTITY NotSucceeds "⊁" ><!--DOES NOT SUCCEED -->
<!ENTITY NotSucceedsEqual "⪰̸" ><!--SUCCEEDS ABOVE SINGLE-LINE EQUALS SIGN with slash -->
<!ENTITY NotSucceedsSlantEqual "⋡" ><!--DOES NOT SUCCEED OR EQUAL -->
<!ENTITY NotSuperset "⊃⃒" ><!--SUPERSET OF with vertical line -->
<!ENTITY NotSupersetEqual "⊉" ><!--NEITHER A SUPERSET OF NOR EQUAL TO -->
<!ENTITY NotTilde "≁" ><!--NOT TILDE -->
<!ENTITY NotTildeEqual "≄" ><!--NOT ASYMPTOTICALLY EQUAL TO -->
<!ENTITY NotTildeFullEqual "≇" ><!--NEITHER APPROXIMATELY NOR ACTUALLY EQUAL TO -->
<!ENTITY NotTildeTilde "≉" ><!--NOT ALMOST EQUAL TO -->
<!ENTITY NotVerticalBar "∤" ><!--DOES NOT DIVIDE -->
<!ENTITY nparallel "∦" ><!--NOT PARALLEL TO -->
<!ENTITY nprec "⊀" ><!--DOES NOT PRECEDE -->
<!ENTITY npreceq "⪯̸" ><!--PRECEDES ABOVE SINGLE-LINE EQUALS SIGN with slash -->
<!ENTITY nrightarrow "↛" ><!--RIGHTWARDS ARROW WITH STROKE -->
<!ENTITY nRightarrow "⇏" ><!--RIGHTWARDS DOUBLE ARROW WITH STROKE -->
<!ENTITY nshortmid "∤" ><!--DOES NOT DIVIDE -->
<!ENTITY nshortparallel "∦" ><!--NOT PARALLEL TO -->
<!ENTITY nsimeq "≄" ><!--NOT ASYMPTOTICALLY EQUAL TO -->
<!ENTITY nsubset "⊂⃒" ><!--SUBSET OF with vertical line -->
<!ENTITY nsubseteq "⊈" ><!--NEITHER A SUBSET OF NOR EQUAL TO -->
<!ENTITY nsubseteqq "⫅̸" ><!--SUBSET OF ABOVE EQUALS SIGN with slash -->
<!ENTITY nsucc "⊁" ><!--DOES NOT SUCCEED -->
<!ENTITY nsucceq "⪰̸" ><!--SUCCEEDS ABOVE SINGLE-LINE EQUALS SIGN with slash -->
<!ENTITY nsupset "⊃⃒" ><!--SUPERSET OF with vertical line -->
<!ENTITY nsupseteq "⊉" ><!--NEITHER A SUPERSET OF NOR EQUAL TO -->
<!ENTITY nsupseteqq "⫆̸" ><!--SUPERSET OF ABOVE EQUALS SIGN with slash -->
<!ENTITY ntriangleleft "⋪" ><!--NOT NORMAL SUBGROUP OF -->
<!ENTITY ntrianglelefteq "⋬" ><!--NOT NORMAL SUBGROUP OF OR EQUAL TO -->
<!ENTITY ntriangleright "⋫" ><!--DOES NOT CONTAIN AS NORMAL SUBGROUP -->
<!ENTITY ntrianglerighteq "⋭" ><!--DOES NOT CONTAIN AS NORMAL SUBGROUP OR EQUAL -->
<!ENTITY nwarrow "↖" ><!--NORTH WEST ARROW -->
<!ENTITY oint "∮" ><!--CONTOUR INTEGRAL -->
<!ENTITY OpenCurlyDoubleQuote "“" ><!--LEFT DOUBLE QUOTATION MARK -->
<!ENTITY OpenCurlyQuote "‘" ><!--LEFT SINGLE QUOTATION MARK -->
<!ENTITY orderof "ℴ" ><!--SCRIPT SMALL O -->
<!ENTITY parallel "∥" ><!--PARALLEL TO -->
<!ENTITY PartialD "∂" ><!--PARTIAL DIFFERENTIAL -->
<!ENTITY pitchfork "⋔" ><!--PITCHFORK -->

<!ENTITY PlusMinus "±" ><!--PLUS-MINUS SIGN -->
<!ENTITY pm "±" ><!--PLUS-MINUS SIGN -->
<!ENTITY Poincareplane "ℌ" ><!--BLACK-LETTER CAPITAL H -->
<!ENTITY prec "≺" ><!--PRECEDES -->
<!ENTITY precapprox "⪷" ><!--PRECEDES ABOVE ALMOST EQUAL TO -->
<!ENTITY preccurlyeq "≼" ><!--PRECEDES OR EQUAL TO -->
<!ENTITY Precedes "≺" ><!--PRECEDES -->
<!ENTITY PrecedesEqual "⪯" ><!--PRECEDES ABOVE SINGLE-LINE EQUALS SIGN -->
<!ENTITY PrecedesSlantEqual "≼" ><!--PRECEDES OR EQUAL TO -->
<!ENTITY
PrecedesTilde "≾" ><!--PRECEDES OR EQUIVALENT TO -->
<!ENTITY preceq "⪯" ><!--PRECEDES ABOVE SINGLE-LINE EQUALS SIGN -->
<!ENTITY precnapprox "⪹" ><!--PRECEDES ABOVE NOT ALMOST EQUAL TO -->
<!ENTITY precneqq "⪵" ><!--PRECEDES ABOVE NOT EQUAL TO -->
<!ENTITY precnsim "⋨" ><!--PRECEDES BUT NOT EQUIVALENT TO -->
<!ENTITY precsim "≾" ><!--PRECEDES OR EQUIVALENT TO -->
<!ENTITY primes "ℙ" ><!--DOUBLE-STRUCK CAPITAL P -->
<!ENTITY Proportion "∷" ><!--PROPORTION -->
<!ENTITY Proportional "∝" ><!--PROPORTIONAL TO -->
<!ENTITY propto "∝" ><!--PROPORTIONAL TO -->
<!ENTITY quaternions "ℍ" ><!--DOUBLE-STRUCK CAPITAL H -->
<!ENTITY questeq "≟" ><!--QUESTIONED EQUAL TO -->
<!ENTITY rangle "⟩" ><!--MATHEMATICAL RIGHT ANGLE BRACKET -->
<!ENTITY rationals "ℚ" ><!--DOUBLE-STRUCK CAPITAL Q
-->
<!ENTITY rbrace "}" ><!--RIGHT CURLY BRACKET -->
<!ENTITY rbrack "]" ><!--RIGHT SQUARE BRACKET -->
<!ENTITY Re "ℜ" ><!--BLACK-LETTER CAPITAL R -->
<!ENTITY realine "ℛ" ><!--SCRIPT CAPITAL R -->
<!ENTITY realpart "ℜ" ><!--BLACK-LETTER CAPITAL R -->
<!ENTITY reals "ℝ" ><!--DOUBLE-STRUCK CAPITAL R -->
<!ENTITY ReverseElement "∋" ><!--CONTAINS AS MEMBER -->
<!ENTITY ReverseEquilibrium "⇋" ><!--LEFTWARDS HARPOON OVER RIGHTWARDS
HARPOON -->
<!ENTITY ReverseUpEquilibrium "⥯" ><!--DOWNWARDS HARPOON WITH BARB LEFT BESIDE
UPWARDS HARPOON WITH BARB RIGHT -->
<!ENTITY RightAngleBracket "⟩" ><!--MATHEMATICAL RIGHT ANGLE BRACKET -->
<!ENTITY rightarrow "→" ><!--RIGHTWARDS ARROW -->
<!ENTITY Rightarrow "⇒" ><!--RIGHTWARDS DOUBLE ARROW -->
<!ENTITY RightArrow "→" ><!--RIGHTWARDS ARROW -->
<!ENTITY RightArrowBar
"⇥" ><!--RIGHTWARDS ARROW TO BAR -->
<!ENTITY RightArrowLeftArrow "⇄" ><!--RIGHTWARDS ARROW OVER LEFTWARDS ARROW --
>
<!ENTITY rightarrowtail "↣" ><!--RIGHTWARDS ARROW WITH TAIL -->
<!ENTITY RightCeiling "⌉" ><!--RIGHT CEILING -->
<!ENTITY RightDoubleBracket "⟧" ><!--MATHEMATICAL RIGHT WHITE SQUARE BRACKET -->
<!ENTITY RightDownVector "⇂" ><!--DOWNWARDS HARPOON WITH BARB RIGHTWARDS -->

<!ENTITY RightFloor "⌋" ><!--RIGHT FLOOR -->
<!ENTITY rightharpoondown "⇁" ><!--RIGHTWARDS HARPOON WITH BARB DOWNWARDS -->
<!ENTITY rightharpoonup "⇀" ><!--RIGHTWARDS HARPOON WITH BARB UPWARDS -->
<!ENTITY rightleftarrows "⇄" ><!--RIGHTWARDS ARROW OVER LEFTWARDS ARROW -->
<!ENTITY rightleftharpoons "⇌" ><!--RIGHTWARDS HARPOON OVER LEFTWARDS HARPOON -
->
<!ENTITY rightrightarrows "⇉" ><!--RIGHTWARDS PAIRED ARROWS -->
<!ENTITY rightsquigarrow "↝" ><!--RIGHTWARDS WAVE ARROW -->
<!ENTITY RightTee
"⊢" ><!--RIGHT TACK -->
<!ENTITY RightTeeArrow "↦" ><!--RIGHTWARDS ARROW FROM BAR -->
<!ENTITY rightthreetimes "⋌" ><!--RIGHT SEMIDIRECT PRODUCT -->
<!ENTITY RightTriangle "⊳" ><!--CONTAINS AS NORMAL SUBGROUP -->
<!ENTITY RightTriangleEqual "⊵" ><!--CONTAINS AS NORMAL SUBGROUP OR EQUAL TO -->
<!ENTITY RightUpVector "↾" ><!--UPWARDS HARPOON WITH BARB RIGHTWARDS -->
<!ENTITY RightVector "⇀" ><!--RIGHTWARDS HARPOON WITH BARB UPWARDS -->
<!ENTITY risingdotseq "≓" ><!--IMAGE OF OR APPROXIMATELY EQUAL TO -->
<!ENTITY rmoustache "⎱" ><!--UPPER RIGHT OR LOWER LEFT CURLY BRACKET SECTION
-->
<!ENTITY Rrightarrow "⇛" ><!--RIGHTWARDS TRIPLE ARROW -->
<!ENTITY Rsh "↱" ><!--UPWARDS ARROW WITH TIP RIGHTWARDS -->
<!ENTITY searrow "↘" ><!--SOUTH EAST ARROW -->
<!ENTITY setminus "∖" ><!--SET MINUS -->
<!ENTITY ShortDownArrow "↓"
><!--DOWNWARDS ARROW -->
<!ENTITY ShortLeftArrow "←" ><!--LEFTWARDS ARROW -->
<!ENTITY shortmid "∣" ><!--DIVIDES -->
<!ENTITY shortparallel "∥" ><!--PARALLEL TO -->
<!ENTITY ShortRightArrow "→" ><!--RIGHTWARDS ARROW -->
<!ENTITY ShortUpArrow "↑" ><!--UPWARDS ARROW -->
<!ENTITY simeq "≃" ><!--ASYMPTOTICALLY EQUAL TO -->
<!ENTITY SmallCircle "∘" ><!--RING OPERATOR -->
<!ENTITY smallsetminus "∖" ><!--SET MINUS -->
<!ENTITY spadesuit "♠" ><!--BLACK SPADE SUIT -->
<!ENTITY Sqrt "√" ><!--SQUARE ROOT -->
<!ENTITY sqsubset "⊏" ><!--SQUARE IMAGE OF -->
<!ENTITY sqsubseteq "⊑" ><!--SQUARE IMAGE OF OR EQUAL TO -->
<!ENTITY sqsupset "⊐" ><!--SQUARE ORIGINAL OF -->
<!ENTITY sqsupseteq "⊒" ><!--SQUARE ORIGINAL OF OR EQUAL TO -->
<!ENTITY Square "□" ><!--WHITE SQUARE -->
<!ENTITY
SquareIntersection "⊓" ><!--SQUARE CAP -->
<!ENTITY SquareSubset "⊏" ><!--SQUARE IMAGE OF -->
<!ENTITY SquareSubsetEqual "⊑" ><!--SQUARE IMAGE OF OR EQUAL TO -->
<!ENTITY SquareSuperset "⊐" ><!--SQUARE ORIGINAL OF -->
<!ENTITY SquareSupersetEqual "⊒" ><!--SQUARE ORIGINAL OF OR EQUAL TO -->
<!ENTITY SquareUnion "⊔" ><!--SQUARE CUP -->
<!ENTITY Star "⋆" ><!--STAR OPERATOR -->

<!ENTITY straightepsilon "ϵ" ><!--GREEK LUNATE EPSILON SYMBOL -->
<!ENTITY straightphi "ϕ" ><!--GREEK PHI SYMBOL -->
<!ENTITY subset "⊂" ><!--SUBSET OF -->
<!ENTITY Subset "⋐" ><!--DOUBLE SUBSET -->
<!ENTITY subseteq "⊆" ><!--SUBSET OF OR EQUAL TO -->
<!ENTITY subseteqq "⫅" ><!--SUBSET OF ABOVE EQUALS SIGN -->
<!ENTITY SubsetEqual "⊆" ><!--SUBSET OF OR EQUAL TO -->
<!ENTITY subsetneq "⊊" ><!--SUBSET OF WITH NOT EQUAL TO -->
<!ENTITY
subsetneqq "⫋" ><!--SUBSET OF ABOVE NOT EQUAL TO -->
<!ENTITY succ "≻" ><!--SUCCEEDS -->
<!ENTITY succapprox "⪸" ><!--SUCCEEDS ABOVE ALMOST EQUAL TO -->
<!ENTITY succcurlyeq "≽" ><!--SUCCEEDS OR EQUAL TO -->
<!ENTITY Succeeds "≻" ><!--SUCCEEDS -->
<!ENTITY SucceedsEqual "⪰" ><!--SUCCEEDS ABOVE SINGLE-LINE EQUALS SIGN -->
<!ENTITY SucceedsSlantEqual "≽" ><!--SUCCEEDS OR EQUAL TO -->
<!ENTITY SucceedsTilde "≿" ><!--SUCCEEDS OR EQUIVALENT TO -->
<!ENTITY succeq "⪰" ><!--SUCCEEDS ABOVE SINGLE-LINE EQUALS SIGN -->
<!ENTITY succnapprox "⪺" ><!--SUCCEEDS ABOVE NOT ALMOST EQUAL TO -->
<!ENTITY succneqq "⪶" ><!--SUCCEEDS ABOVE NOT EQUAL TO -->
<!ENTITY succnsim "⋩" ><!--SUCCEEDS BUT NOT EQUIVALENT TO -->
<!ENTITY succsim "≿" ><!--SUCCEEDS OR EQUIVALENT TO -->
<!ENTITY SuchThat "∋" ><!--CONTAINS
AS MEMBER -->
<!ENTITY Sum "∑" ><!--N-ARY SUMMATION -->
<!ENTITY Superset "⊃" ><!--SUPERSET OF -->
<!ENTITY SupersetEqual "⊇" ><!--SUPERSET OF OR EQUAL TO -->
<!ENTITY supset "⊃" ><!--SUPERSET OF -->
<!ENTITY Supset "⋑" ><!--DOUBLE SUPERSET -->
<!ENTITY supseteq "⊇" ><!--SUPERSET OF OR EQUAL TO -->
<!ENTITY supseteqq "⫆" ><!--SUPERSET OF ABOVE EQUALS SIGN -->
<!ENTITY supsetneq "⊋" ><!--SUPERSET OF WITH NOT EQUAL TO -->
<!ENTITY supsetneqq "⫌" ><!--SUPERSET OF ABOVE NOT EQUAL TO -->
<!ENTITY swarrow "↙" ><!--SOUTH WEST ARROW -->
<!ENTITY therefore "∴" ><!--THEREFORE -->
<!ENTITY Therefore "∴" ><!--THEREFORE -->
<!ENTITY thickapprox "≈" ><!--ALMOST EQUAL TO -->
<!ENTITY thicksim "∼" ><!--TILDE OPERATOR -->
<!ENTITY ThinSpace " " ><!--THIN SPACE
-->
<!ENTITY Tilde "∼" ><!--TILDE OPERATOR -->
<!ENTITY TildeEqual "≃" ><!--ASYMPTOTICALLY EQUAL TO -->
<!ENTITY TildeFullEqual "≅" ><!--APPROXIMATELY EQUAL TO -->
<!ENTITY TildeTilde "≈" ><!--ALMOST EQUAL TO -->
<!ENTITY toea "⤨" ><!--NORTH EAST ARROW AND SOUTH EAST ARROW -->
<!ENTITY tosa "⤩" ><!--SOUTH EAST ARROW AND SOUTH WEST ARROW -->
<!ENTITY triangle "▵" ><!--WHITE UP-POINTING SMALL TRIANGLE -->
<!ENTITY triangledown "▿" ><!--WHITE DOWN-POINTING SMALL TRIANGLE -->

<!ENTITY triangleleft "◃" ><!--WHITE LEFT-POINTING SMALL TRIANGLE -->
<!ENTITY trianglelefteq "⊴" ><!--NORMAL SUBGROUP OF OR EQUAL TO -->
<!ENTITY triangleq "≜" ><!--DELTA EQUAL TO -->
<!ENTITY triangleright "▹" ><!--WHITE RIGHT-POINTING SMALL TRIANGLE -->
<!ENTITY trianglerighteq "⊵" ><!--CONTAINS AS NORMAL SUBGROUP OR EQUAL TO -->
<!ENTITY
TripleDot " ⃛" ><!--COMBINING THREE DOTS ABOVE -->
<!ENTITY twoheadleftarrow "↞" ><!--LEFTWARDS TWO HEADED ARROW -->
<!ENTITY twoheadrightarrow "↠" ><!--RIGHTWARDS TWO HEADED ARROW -->
<!ENTITY ulcorner "⌜" ><!--TOP LEFT CORNER -->
<!ENTITY Union "⋃" ><!--N-ARY UNION -->
<!ENTITY UnionPlus "⊎" ><!--MULTISET UNION -->
<!ENTITY uparrow "↑" ><!--UPWARDS ARROW -->
<!ENTITY Uparrow "⇑" ><!--UPWARDS DOUBLE ARROW -->
<!ENTITY UpArrow "↑" ><!--UPWARDS ARROW -->
<!ENTITY UpArrowDownArrow "⇅" ><!--UPWARDS ARROW LEFTWARDS OF DOWNWARDS ARROW -->
<!ENTITY updownarrow "↕" ><!--UP DOWN ARROW -->
<!ENTITY Updownarrow "⇕" ><!--UP DOWN DOUBLE ARROW -->
<!ENTITY UpDownArrow "↕" ><!--UP DOWN ARROW -->
<!ENTITY UpEquilibrium "⥮" ><!--UPWARDS HARPOON WITH BARB LEFT BESIDE DOWNWARDS HARPOON WITH BARB RIGHT -->
<!ENTITY
upharpoonleft "↿" ><!--UPWARDS HARPOON WITH BARB LEFTWARDS -->
<!ENTITY upharpoonright "↾" ><!--UPWARDS HARPOON WITH BARB RIGHTWARDS -->
<!ENTITY UpperLeftArrow "↖" ><!--NORTH WEST ARROW -->
<!ENTITY UpperRightArrow "↗" ><!--NORTH EAST ARROW -->
<!ENTITY upsilon "υ" ><!--GREEK SMALL LETTER UPSILON -->
<!ENTITY UpTee "⊥" ><!--UP TACK -->
<!ENTITY UpTeeArrow "↥" ><!--UPWARDS ARROW FROM BAR -->
<!ENTITY upuparrows "⇈" ><!--UPWARDS PAIRED ARROWS -->
<!ENTITY urcorner "⌝" ><!--TOP RIGHT CORNER -->
<!ENTITY varepsilon "ϵ" ><!--GREEK LUNATE EPSILON SYMBOL -->
<!ENTITY varkappa "ϰ" ><!--GREEK KAPPA SYMBOL -->
<!ENTITY varnothing "∅" ><!--EMPTY SET -->
<!ENTITY varphi "ϕ" ><!--GREEK PHI SYMBOL -->
<!ENTITY varpi "ϖ" ><!--GREEK PI SYMBOL -->
<!ENTITY varpropto "∝" ><!--PROPORTIONAL
TO -->
<!ENTITY varrho "ϱ" ><!--GREEK RHO SYMBOL -->
<!ENTITY varsigma "ς" ><!--GREEK SMALL LETTER FINAL SIGMA -->
<!ENTITY varsubsetneq "⊊︀" ><!--SUBSET OF WITH NOT EQUAL TO - variant with stroke through bottom members -->
<!ENTITY varsubsetneqq "⫋︀" ><!--SUBSET OF ABOVE NOT EQUAL TO - variant with stroke through bottom members -->
<!ENTITY varsupsetneq "⊋︀" ><!--SUPERSET OF WITH NOT EQUAL TO - variant with stroke through bottom members -->
<!ENTITY varsupsetneqq "⫌︀" ><!--SUPERSET OF ABOVE NOT EQUAL TO - variant

with stroke through bottom members -->
<!ENTITY vartheta "ϑ" ><!--GREEK THETA SYMBOL -->
<!ENTITY vartriangleleft "⊲" ><!--NORMAL SUBGROUP OF -->
<!ENTITY vartriangleright "⊳" ><!--CONTAINS AS NORMAL SUBGROUP -->
<!ENTITY vee "∨" ><!--LOGICAL OR -->
<!ENTITY Vee "⋁" ><!--N-ARY LOGICAL OR -->
<!ENTITY
vert "|" ><!--VERTICAL LINE -->
<!ENTITY Vert "‖" ><!--DOUBLE VERTICAL LINE -->
<!ENTITY VerticalBar "∣" ><!--DIVIDES -->
<!ENTITY VerticalTilde "≀" ><!--WREATH PRODUCT -->
<!ENTITY VeryThinSpace " " ><!--HAIR SPACE -->
<!ENTITY wedge "∧" ><!--LOGICAL AND -->
<!ENTITY Wedge "⋀" ><!--N-ARY LOGICAL AND -->
<!ENTITY wp "℘" ><!--SCRIPT CAPITAL P -->
<!ENTITY wr "≀" ><!--WREATH PRODUCT -->
<!ENTITY zeetrf "ℨ" ><!--BLACK-LETTER CAPITAL Z -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/mathml/mathml3/mmlalias.ent
No license file was found, but licenses were detected in source scan.

// This Source Code Form is subject to the terms of the Mozilla Public License, v. 2.0.
// This Source Code Form is "Incompatible With Secondary Licenses", as defined by the Mozilla Public License, v. 2.0.
/**
* An item type, as defined in the XPath/XQuery specifications.
* This class contains a number of static constant fields
* referring to instances that represent simple item types, such as
* <code>item()</code>, <code>node()</code>, and <code>xs:anyAtomicType</code>. These named types are currently
* based on the definitions in XSD 1.0 and XML 1.0. They may be changed in a future version to be based
* on a later version.
* More complicated item types, especially those that are dependent on information in a schema,
* are available using factory methods on the {@link ItemTypeFactory} object. The factory methods can
* also be used to create variants of the types that use the rules given in the XML
1.1 and/or XSD 1.1 specifications.
*/

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/s9api/ItemType.java
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
<!-- SVG 1.1 Structure Module ..... -->
<!-- file: svg-structure.mod

```
   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-structure.mod,v 1.5 2002/11/14 15:11:03 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS SVG 1.1 Structure//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-structure.mod"

   ..................................................................... -->

<!-- Structure

     svg, g, defs, desc, title, metadata, symbol, use

   This module declares the major structural elements and their attributes.
-->

<!-- Qualified Names (Default) ..... -->

<!ENTITY
 % SVG.svg.qname "svg" >
<!ENTITY % SVG.g.qname "g" >
<!ENTITY % SVG.defs.qname "defs" >
<!ENTITY % SVG.desc.qname "desc" >
<!ENTITY % SVG.title.qname "title" >
<!ENTITY % SVG.metadata.qname "metadata" >
<!ENTITY % SVG.symbol.qname "symbol" >
<!ENTITY % SVG.use.qname "use" >

<!-- Attribute Collections (Default) ..... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Container.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.ColorProfile.attrib "" >
<!ENTITY % SVG.Gradient.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
```

```
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.FilterColor.attrib
 "" >
<!ENTITY % SVG.DocumentEvents.attrib "" >
<!ENTITY % SVG.GraphicalEvents.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.XLinkEmbed.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Description.class ..... -->

<!ENTITY % SVG.Description.extra.class "" >

<!ENTITY % SVG.Description.class
  "%SVG.desc.qname; | %SVG.title.qname; | %SVG.metadata.qname;
   %SVG.Description.extra.class;"
>

<!-- SVG.Use.class ..... -->

<!ENTITY % SVG.Use.extra.class "" >

<!ENTITY % SVG.Use.class
  "| %SVG.use.qname; %SVG.Use.extra.class;"
>

<!-- SVG.Structure.class ..... -->

<!ENTITY % SVG.Structure.extra.class "" >

<!ENTITY % SVG.Structure.class
  "| %SVG.svg.qname; | %SVG.g.qname; | %SVG.defs.qname; | %SVG.symbol.qname;
     %SVG.Use.class; %SVG.Structure.extra.class;"
>

<!-- SVG.Presentation.attrib ..... -->

<!ENTITY % SVG.Presentation.extra.attrib "" >

<!ENTITY
 % SVG.Presentation.attrib
  "%SVG.Container.attrib;
   %SVG.Viewport.attrib;
   %SVG.Text.attrib;
   %SVG.TextContent.attrib;
   %SVG.Font.attrib;
   %SVG.Paint.attrib;
```

```
    %SVG.Color.attrib;
    %SVG.Opacity.attrib;
    %SVG.Graphics.attrib;
    %SVG.Marker.attrib;
    %SVG.ColorProfile.attrib;
    %SVG.Gradient.attrib;
    %SVG.Clip.attrib;
    %SVG.Mask.attrib;
    %SVG.Filter.attrib;
    %SVG.FilterColor.attrib;
    %SVG.Cursor.attrib;
    flood-color %SVGColor.datatype; #IMPLIED
    flood-opacity %OpacityValue.datatype; #IMPLIED
    lighting-color %SVGColor.datatype; #IMPLIED
    %SVG.Presentation.extra.attrib;"
>

<!-- svg: SVG Document Element ..... -->

<!ENTITY % SVG.svg.extra.content "" >

<!ENTITY % SVG.svg.element "INCLUDE" >
<![%SVG.svg.element;[
<!ENTITY % SVG.svg.content
   "( %SVG.Description.class; | %SVG.Animation.class; %SVG.Structure.class;
      %SVG.Conditional.class; %SVG.Image.class; %SVG.Style.class;

  %SVG.Shape.class; %SVG.Text.class; %SVG.Marker.class;
      %SVG.ColorProfile.class; %SVG.Gradient.class; %SVG.Pattern.class;
      %SVG.Clip.class; %SVG.Mask.class; %SVG.Filter.class; %SVG.Cursor.class;
      %SVG.Hyperlink.class; %SVG.View.class; %SVG.Script.class;
      %SVG.Font.class; %SVG.svg.extra.content; )*"
>
<!ELEMENT %SVG.svg.qname; %SVG.svg.content; >
<!-- end of SVG.svg.element -->]]>

<!ENTITY % SVG.svg.attlist "INCLUDE" >
<![%SVG.svg.attlist;[
<!ATTLIST %SVG.svg.qname;
   %SVG.xmlns.attrib;
   %SVG.Core.attrib;
   %SVG.Conditional.attrib;
   %SVG.Style.attrib;
   %SVG.Presentation.attrib;
   %SVG.DocumentEvents.attrib;
   %SVG.GraphicalEvents.attrib;
   %SVG.External.attrib;
   x %Coordinate.datatype; #IMPLIED
```

```
  y %Coordinate.datatype; #IMPLIED
  width %Length.datatype; #IMPLIED
  height %Length.datatype; #IMPLIED
  viewBox %ViewBoxSpec.datatype; #IMPLIED
  preserveAspectRatio %PreserveAspectRatioSpec.datatype; 'xMidYMid meet'
  zoomAndPan ( disable
 | magnify ) 'magnify'
  version %Number.datatype; #FIXED '1.1'
  baseProfile %Text.datatype; #IMPLIED
  contentScriptType %ContentType.datatype; 'text/ecmascript'
  contentStyleType %ContentType.datatype; 'text/css'
>
<!-- end of SVG.svg.attlist -->]]>

<!-- g: Group Element ..... -->

<!ENTITY % SVG.g.extra.content "" >

<!ENTITY % SVG.g.element "INCLUDE" >
<![%SVG.g.element;[
<!ENTITY % SVG.g.content
  "( %SVG.Description.class; | %SVG.Animation.class; %SVG.Structure.class;
    %SVG.Conditional.class; %SVG.Image.class; %SVG.Style.class;
    %SVG.Shape.class; %SVG.Text.class; %SVG.Marker.class;
    %SVG.ColorProfile.class; %SVG.Gradient.class; %SVG.Pattern.class;
    %SVG.Clip.class; %SVG.Mask.class; %SVG.Filter.class; %SVG.Cursor.class;
    %SVG.Hyperlink.class; %SVG.View.class; %SVG.Script.class;
    %SVG.Font.class; %SVG.g.extra.content; )*"
>
<!ELEMENT %SVG.g.qname; %SVG.g.content; >
<!-- end of SVG.g.element -->]]>

<!ENTITY
 % SVG.g.attlist "INCLUDE" >
<![%SVG.g.attlist;[
<!ATTLIST %SVG.g.qname;
  %SVG.Core.attrib;
  %SVG.Conditional.attrib;
  %SVG.Style.attrib;
  %SVG.Presentation.attrib;
  %SVG.GraphicalEvents.attrib;
  %SVG.External.attrib;
  transform %TransformList.datatype; #IMPLIED
>
<!-- end of SVG.g.attlist -->]]>

<!-- defs: Definisions Element ..... -->
```

```
<!ENTITY % SVG.defs.extra.content "" >

<!ENTITY % SVG.defs.element "INCLUDE" >
<![%SVG.defs.element;[
<!ENTITY % SVG.defs.content
  "( %SVG.Description.class; | %SVG.Animation.class; %SVG.Structure.class;
    %SVG.Conditional.class; %SVG.Image.class; %SVG.Style.class;
    %SVG.Shape.class; %SVG.Text.class; %SVG.Marker.class;
    %SVG.ColorProfile.class; %SVG.Gradient.class; %SVG.Pattern.class;
    %SVG.Clip.class; %SVG.Mask.class; %SVG.Filter.class; %SVG.Cursor.class;
    %SVG.Hyperlink.class; %SVG.View.class; %SVG.Script.class;
    %SVG.Font.class; %SVG.defs.extra.content; )*"
>
<!ELEMENT
 %SVG.defs.qname; %SVG.defs.content; >
<!-- end of SVG.defs.element -->]]>

<!ENTITY % SVG.defs.attlist "INCLUDE" >
<![%SVG.defs.attlist;[
<!ATTLIST %SVG.defs.qname;
  %SVG.Core.attrib;
  %SVG.Conditional.attrib;
  %SVG.Style.attrib;
  %SVG.Presentation.attrib;
  %SVG.GraphicalEvents.attrib;
  %SVG.External.attrib;
  transform %TransformList.datatype; #IMPLIED
>
<!-- end of SVG.defs.attlist -->]]>

<!-- desc: Description Element ..... -->

<!ENTITY % SVG.desc.extra.content "" >

<!ENTITY % SVG.desc.element "INCLUDE" >
<![%SVG.desc.element;[
<!ENTITY % SVG.desc.content
  "( #PCDATA %SVG.desc.extra.content; )*"
>
<!ELEMENT %SVG.desc.qname; %SVG.desc.content; >
<!-- end of SVG.desc.element -->]]>

<!ENTITY % SVG.desc.attlist "INCLUDE" >
<![%SVG.desc.attlist;[
<!ATTLIST %SVG.desc.qname;
  %SVG.Core.attrib;
  %SVG.Style.attrib;
>
```

```
<!-- end of SVG.desc.attlist -->]]>

<!-- title: Title Element ..... -->

<!ENTITY % SVG.title.extra.content
 "" >

<!ENTITY % SVG.title.element "INCLUDE" >
<![%SVG.title.element;[
<!ENTITY % SVG.title.content
  "( #PCDATA %SVG.title.extra.content; )*"
>
<!ELEMENT %SVG.title.qname; %SVG.title.content; >
<!-- end of SVG.title.element -->]]>

<!ENTITY % SVG.title.attlist "INCLUDE" >
<![%SVG.title.attlist;[
<!ATTLIST %SVG.title.qname;
  %SVG.Core.attrib;
  %SVG.Style.attrib;
>
<!-- end of SVG.title.attlist -->]]>

<!-- metadata: Metadata Element ..... -->

<!ENTITY % SVG.metadata.extra.content "" >

<!ENTITY % SVG.metadata.element "INCLUDE" >
<![%SVG.metadata.element;[
<!ENTITY % SVG.metadata.content
  "( #PCDATA %SVG.metadata.extra.content; )*"
>
<!ELEMENT %SVG.metadata.qname; %SVG.metadata.content; >
<!-- end of SVG.metadata.element -->]]>

<!ENTITY % SVG.metadata.attlist "INCLUDE" >
<![%SVG.metadata.attlist;[
<!ATTLIST %SVG.metadata.qname;
  %SVG.Core.attrib;
>
<!-- end of SVG.metadata.attlist -->]]>

<!-- symbol: Symbol Element .....
 -->

<!ENTITY % SVG.symbol.extra.content "" >

<!ENTITY % SVG.symbol.element "INCLUDE" >
```

```
<![%SVG.symbol.element;[
<!ENTITY % SVG.symbol.content
  "( %SVG.Description.class; | %SVG.Animation.class; %SVG.Structure.class;
     %SVG.Conditional.class; %SVG.Image.class; %SVG.Style.class;
     %SVG.Shape.class; %SVG.Text.class; %SVG.Marker.class;
     %SVG.ColorProfile.class; %SVG.Gradient.class; %SVG.Pattern.class;
     %SVG.Clip.class; %SVG.Mask.class; %SVG.Filter.class; %SVG.Cursor.class;
     %SVG.Hyperlink.class; %SVG.View.class; %SVG.Script.class;
     %SVG.Font.class; %SVG.symbol.extra.content; )*"
>
<!ELEMENT %SVG.symbol.qname; %SVG.symbol.content; >
<!-- end of SVG.symbol.element -->]]>

<!ENTITY % SVG.symbol.attlist "INCLUDE" >
<![%SVG.symbol.attlist;[
<!ATTLIST %SVG.symbol.qname;
  %SVG.Core.attrib;
  %SVG.Style.attrib;
  %SVG.Presentation.attrib;
  %SVG.GraphicalEvents.attrib;
  %SVG.External.attrib;
  viewBox %ViewBoxSpec.datatype; #IMPLIED

  preserveAspectRatio %PreserveAspectRatioSpec.datatype; 'xMidYMid meet'
>
<!-- end of SVG.symbol.attlist -->]]>

<!-- use: Use Element ..... -->

<!ENTITY % SVG.use.extra.content "" >

<!ENTITY % SVG.use.element "INCLUDE" >
<![%SVG.use.element;[
<!ENTITY % SVG.use.content
  "(( %SVG.Description.class; )*, ( %SVG.Animation.class;
     %SVG.use.extra.content; )*)"
>
<!ELEMENT %SVG.use.qname; %SVG.use.content; >
<!-- end of SVG.use.element -->]]>

<!ENTITY % SVG.use.attlist "INCLUDE" >
<![%SVG.use.attlist;[
<!ATTLIST %SVG.use.qname;
  %SVG.Core.attrib;
  %SVG.Conditional.attrib;
  %SVG.Style.attrib;
  %SVG.Presentation.attrib;
  %SVG.GraphicalEvents.attrib;
```

```
  %SVG.XLinkEmbed.attrib;
  %SVG.External.attrib;
  x %Coordinate.datatype; #IMPLIED
  y %Coordinate.datatype; #IMPLIED
  width %Length.datatype; #IMPLIED
  height %Length.datatype; #IMPLIED
  transform %TransformList.datatype; #IMPLIED
>
<!-- end of SVG.use.attlist -->]]>

<!--
 end of svg-structure.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-structure.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..... -->
<!-- XHTML Common Attributes Module  ..... -->
<!-- file: xhtml-attribs-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2000 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: xhtml-attribs-1.mod,v 1.1 2001/02/13 12:24:21 ht Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES XHTML Common Attributes 1.0//EN"
     SYSTEM "http://www.w3.org/TR/xhtml-modulatization/DTD/xhtml-attribs-1.mod"

   Revisions:
   (none)
   ..... -->

<!-- Common Attributes

   This module declares many of the common attributes for the XHTML DTD.
   %NS.decl.attrib; is declared in the XHTML Qname module.
-->

<!ENTITY % id.attrib
    "id          ID                    #IMPLIED"
>

<!ENTITY % class.attrib
   "class       NMTOKENS              #IMPLIED"
>
```

```
<!ENTITY % title.attrib
   "title       %Text.datatype;          #IMPLIED"
>

<!ENTITY % Core.extra.attrib "" >

<!ENTITY % Core.attrib
   "%XHTML.xmlns.attrib;
    %id.attrib;
    %class.attrib;
    %title.attrib;
    %Core.extra.attrib;"
>

<!ENTITY % lang.attrib
   "xml:lang     %LanguageCode.datatype;  #IMPLIED"
>

<![%XHTML.bidi;[
<!ENTITY % dir.attrib
   "dir         ( ltr | rtl )           #IMPLIED"
>

<!ENTITY % I18n.attrib
   "%dir.attrib;
    %lang.attrib;"
>

]]>
<!ENTITY % I18n.attrib
   "%lang.attrib;"
>

<!ENTITY % Common.extra.attrib "" >

<!-- intrinsic event attributes declared previously
-->
<!ENTITY % Events.attrib "" >

<!ENTITY % Common.attrib
   "%Core.attrib;
    %I18n.attrib;
    %Events.attrib;
    %Common.extra.attrib;"
>

<!-- end of xhtml-attribs-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/rddl/xhtml-attribs-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- SVG 1.1 External Resources Attribute Module ........................... -->
<!-- file: svg-extresources-attrib.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-extresources-attrib.mod,v 1.2 2002/04/20 18:07:42 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES SVG 1.1 External Resources Attribute//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-extresources-attrib.mod"

   ..................................................................... -->

<!-- External Resources Attribute

     externalResourcesRequired

   This module defines the External attribute set.
-->

<!ENTITY % SVG.externalResourcesRequired.attrib
   "externalResourcesRequired %Boolean.datatype; #IMPLIED"
>

<!ENTITY % SVG.External.extra.attrib "" >

<!ENTITY % SVG.External.attrib
  "%SVG.externalResourcesRequired.attrib;
   %SVG.External.extra.attrib;"
>

<!-- end of svg-extresources-attrib.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-extresources-attrib.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML Basic 1.1 Document Model Module  ................................ -->
```

```
<!-- file: xhtml-basic11-model-1.mod

   This is XHTML Basic, a proper subset of XHTML.
   Copyright 1998-2007 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-basic11-model-1.mod,v 1.4 2008/03/28 13:07:30 smccarro Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES XHTML Basic 1.1 Document Model 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-basic11-model-1.mod"

   Revisions:
   (none)
   ..................................................................... -->

<!-- XHTML Basic Document Model

   This module describes the groupings of elements that make up
   common content models for XHTML elements.
-->

<!-- Optional Elements in head  .............
 -->

<!ENTITY % HeadOpts.mix
   "( %script.qname; | %style.qname; | %meta.qname;
    | %link.qname; | %object.qname; )*" >

<!-- script and noscript are used to contain scripts
   and alternative content
-->
<!ENTITY % Script.class "| %script.qname; | %noscript.qname;" >

<!-- Miscellaneous Elements  ..................... -->

<!ENTITY % Misc.extra "" >

<!-- These elements are neither block nor inline, and can
   essentially be used anywhere in the document body.
-->
<!ENTITY % Misc.class
   "%Script.class;
    %Misc.extra;"
>

<!-- Inline Elements  ........................ -->

<!ENTITY % InlStruct.class "%br.qname; | %span.qname;" >
```

```
<!ENTITY % InlPhras.class
   "| %em.qname; | %strong.qname; | %dfn.qname; | %code.qname;
    | %samp.qname; | %kbd.qname; | %var.qname; | %cite.qname;
    | %abbr.qname; | %acronym.qname; | %q.qname;" >

<!ENTITY % InlPres.class
   "| %tt.qname; | %i.qname; | %b.qname; | %big.qname;
    | %small.qname; | %sub.qname; | %sup.qname;"
 >

<!ENTITY % I18n.class "" >

<!ENTITY % Anchor.class "| %a.qname;" >

<!ENTITY % InlSpecial.class "| %img.qname; | %object.qname;" >

<!ENTITY % InlForm.class
   "| %input.qname; | %select.qname; | %textarea.qname;
    | %label.qname; | %button.qname;" >

<!ENTITY % Inline.extra "" >

<!ENTITY % Inline.class
   "%InlStruct.class;
    %InlPhras.class;
    %InlPres.class;
    %Anchor.class;
    %InlSpecial.class;
    %InlForm.class;
    %Inline.extra;"
>

<!ENTITY % InlNoAnchor.class
   "%InlStruct.class;
    %InlPhras.class;
    %InlPres.class;
    %InlSpecial.class;
    %InlForm.class;
    %Inline.extra;"
>

<!ENTITY % InlNoAnchor.mix
   "%InlNoAnchor.class;
    %Misc.class;"
>

<!ENTITY % Inline.mix
```

```
    "%Inline.class;
     %Misc.class;"
>

<!-- Block Elements  ..... -->

<!ENTITY % Heading.class
    "%h1.qname; | %h2.qname; | %h3.qname;
     | %h4.qname; | %h5.qname; | %h6.qname;"
>
<!ENTITY % List.class  "%ul.qname;
 | %ol.qname; | %dl.qname;" >

<!ENTITY % Table.class "| %table.qname;" >

<!ENTITY % Form.class  "| %form.qname;" >

<!ENTITY % Fieldset.class  "| %fieldset.qname;" >

<!ENTITY % BlkStruct.class "%p.qname; | %div.qname;" >

<!ENTITY % BlkPhras.class
    "| %pre.qname; | %blockquote.qname; | %address.qname;"
>

<!ENTITY % BlkPres.class "| %hr.qname;" >

<!ENTITY % BlkSpecial.class
    "%Table.class;
     %Form.class;
     %Fieldset.class;"
>

<!ENTITY % Block.extra "" >

<!ENTITY % Block.class
    "%BlkStruct.class;
     %BlkPhras.class;
     %BlkPres.class;
     %BlkSpecial.class;
     %Block.extra;"
>

<!ENTITY % Block.mix
    "%Heading.class;
     | %List.class;
     | %Block.class;
     %Misc.class;"
```

```
>

<!-- All Content Elements  ..... -->

<!-- declares all content except tables
-->
<!ENTITY % FlowNoTable.mix
   "%Heading.class;
    | %List.class;
    | %BlkStruct.class;
    %BlkPhras.class;
    %Form.class;
    %Block.extra;
    | %Inline.class;
     %Misc.class;"
>

<!ENTITY % Flow.mix
   "%Heading.class;
    | %List.class;
    | %Block.class;
    | %Inline.class;
    %Misc.class;"
>

<!-- end of xhtml-basic11-model-1.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/data/w3c/xhtml11/xhtml-basic11-model-1.mod
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
<!-- XHTML Inline Presentation Module  ..... -->
<!-- file: xhtml-inlpres-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-inlpres-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Inline Presentation 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-inlpres-1.mod"

   Revisions:
   (none)
   ..... -->
```

```
<!-- Inline Presentational Elements

       b, big, i, small, sub, sup, tt

    This module declares the elements and their attributes used to
    support inline-level presentational markup.
-->

<!ENTITY
 % b.element  "INCLUDE" >
<![%b.element;[
<!ENTITY % b.content
    "( #PCDATA | %Inline.mix; )*"
>
<!ENTITY % b.qname  "b" >
<!ELEMENT %b.qname;  %b.content; >
<!-- end of b.element -->]]>

<!ENTITY % b.attlist  "INCLUDE" >
<![%b.attlist;[
<!ATTLIST %b.qname;
     %Common.attrib;
>
<!-- end of b.attlist -->]]>

<!ENTITY % big.element  "INCLUDE" >
<![%big.element;[
<!ENTITY % big.content
    "( #PCDATA | %Inline.mix; )*"
>
<!ENTITY % big.qname  "big" >
<!ELEMENT %big.qname;  %big.content; >
<!-- end of big.element -->]]>

<!ENTITY % big.attlist  "INCLUDE" >
<![%big.attlist;[
<!ATTLIST %big.qname;
     %Common.attrib;
>
<!-- end of big.attlist -->]]>

<!ENTITY % i.element  "INCLUDE" >
<![%i.element;[
<!ENTITY % i.content
    "( #PCDATA | %Inline.mix; )*"
>
<!ENTITY % i.qname  "i" >
```

```
<!ELEMENT %i.qname;  %i.content; >
<!-- end of i.element -->]]>

<!ENTITY % i.attlist  "INCLUDE" >
<![%i.attlist;[
<!ATTLIST %i.qname;
    %Common.attrib;
>
<!-- end of i.attlist -->]]>

<!ENTITY
 % small.element  "INCLUDE" >
<![%small.element;[
<!ENTITY % small.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ENTITY % small.qname  "small" >
<!ELEMENT %small.qname;  %small.content; >
<!-- end of small.element -->]]>

<!ENTITY % small.attlist  "INCLUDE" >
<![%small.attlist;[
<!ATTLIST %small.qname;
    %Common.attrib;
>
<!-- end of small.attlist -->]]>

<!ENTITY % sub.element  "INCLUDE" >
<![%sub.element;[
<!ENTITY % sub.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ENTITY % sub.qname  "sub" >
<!ELEMENT %sub.qname;  %sub.content; >
<!-- end of sub.element -->]]>

<!ENTITY % sub.attlist  "INCLUDE" >
<![%sub.attlist;[
<!ATTLIST %sub.qname;
    %Common.attrib;
>
<!-- end of sub.attlist -->]]>

<!ENTITY % sup.element  "INCLUDE" >
<![%sup.element;[
<!ENTITY % sup.content
   "( #PCDATA | %Inline.mix; )*"
>
```

```
<!ENTITY % sup.qname  "sup" >
<!ELEMENT %sup.qname;  %sup.content; >
<!-- end of sup.element -->]]>

<!ENTITY % sup.attlist  "INCLUDE" >
<![%sup.attlist;[
<!ATTLIST %sup.qname;
     %Common.attrib;
>
<!-- end of sup.attlist -->]]>

<!ENTITY % tt.element  "INCLUDE" >
<![%tt.element;[
<!ENTITY % tt.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ENTITY % tt.qname  "tt" >
<!ELEMENT %tt.qname;  %tt.content; >
<!-- end of tt.element -->]]>

<!ENTITY % tt.attlist  "INCLUDE" >
<![%tt.attlist;[
<!ATTLIST %tt.qname;
    %Common.attrib;
>
<!-- end of tt.attlist -->]]>

<!-- end of xhtml-inlpres-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml-inlpres-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML Text Module  ..................................................... -->
<!-- file: xhtml-text-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2000 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: xhtml-text-1.mod,v 1.1 2001/02/13 12:24:23 ht Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Text 1.0//EN"
     SYSTEM "http://www.w3.org/TR/xhtml-modulatization/DTD/xhtml-text-1.mod"

   Revisions:
```

```
   (none)
   ..... -->

<!-- Textual Content

   The Text module includes declarations for all core
   text container elements and their attributes.
-->

<!ENTITY % xhtml-inlstruct.module "INCLUDE" >
<![%xhtml-inlstruct.module;[
<!ENTITY
 % xhtml-inlstruct.mod
   PUBLIC "-//W3C//ELEMENTS XHTML Inline Structural 1.0//EN"
         "xhtml-inlstruct-1.mod" >
%xhtml-inlstruct.mod;]]>

<!ENTITY % xhtml-inlphras.module "INCLUDE" >
<![%xhtml-inlphras.module;[
<!ENTITY % xhtml-inlphras.mod
   PUBLIC "-//W3C//ELEMENTS XHTML Inline Phrasal 1.0//EN"
         "xhtml-inlphras-1.mod" >
%xhtml-inlphras.mod;]]>

<!ENTITY % xhtml-blkstruct.module "INCLUDE" >
<![%xhtml-blkstruct.module;[
<!ENTITY % xhtml-blkstruct.mod
   PUBLIC "-//W3C//ELEMENTS XHTML Block Structural 1.0//EN"
         "xhtml-blkstruct-1.mod" >
%xhtml-blkstruct.mod;]]>

<!ENTITY % xhtml-blkphras.module "INCLUDE" >
<![%xhtml-blkphras.module;[
<!ENTITY % xhtml-blkphras.mod
   PUBLIC "-//W3C//ELEMENTS XHTML Block Phrasal 1.0//EN"
         "xhtml-blkphras-1.mod" >
%xhtml-blkphras.mod;]]>

<!-- end of xhtml-text-1.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/rddl/xhtml-text-1.mod
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
<!-- XHTML Document Metainformation Module  ..... -->
<!-- file: xhtml-meta-1.mod
```

```
   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2000 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: xhtml-meta-1.mod,v 1.1 2001/02/13 12:24:22 ht Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Metainformation 1.0//EN"
     SYSTEM "http://www.w3.org/TR/xhtml-modulatization/DTD/xhtml-meta-1.mod"

   Revisions:
   (none)
   ..................................................................... -->

<!-- Meta Information

      meta

   This module declares the meta element type and its attributes,
   used to provide declarative document metainformation.
-->

<!-- meta: Generic Metainformation
 ..................... -->

<!ENTITY % meta.element  "INCLUDE" >
<![%meta.element;[
<!ENTITY % meta.content  "EMPTY" >
<!ENTITY % meta.qname  "meta" >
<!ELEMENT %meta.qname;  %meta.content; >
<!-- end of meta.element -->]]>

<!ENTITY % meta.attlist  "INCLUDE" >
<![%meta.attlist;[
<!ATTLIST %meta.qname;
    %XHTML.xmlns.attrib;
    %I18n.attrib;
    http-equiv   NMTOKEN               #IMPLIED
    name         NMTOKEN               #IMPLIED
    content      CDATA                 #REQUIRED
    scheme       CDATA                 #IMPLIED
>
<!-- end of meta.attlist -->]]>

<!-- end of xhtml-meta-1.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/rddl/xhtml-
```

meta-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML Param Element Module  ..................................... -->
<!-- file: xhtml-param-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-param-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Param Element 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-param-1.mod"

   Revisions:
   (none)
   ..................................................................... -->

<!-- Parameters for Java Applets and Embedded Objects

      param

   This module provides declarations for the param element,
   used to provide named property values for the applet
   and object elements.
-->

<!--
 param: Named Property Value ..... -->

<!ENTITY % param.element  "INCLUDE" >
<![%param.element;[
<!ENTITY % param.content  "EMPTY" >
<!ENTITY % param.qname  "param" >
<!ELEMENT %param.qname;  %param.content; >
<!-- end of param.element -->]]>

<!ENTITY % param.attlist  "INCLUDE" >
<![%param.attlist;[
<!ATTLIST %param.qname;
    %XHTML.xmlns.attrib;
    %id.attrib;
    name         CDATA                  #REQUIRED
    value        CDATA                  #IMPLIED
    valuetype    ( data | ref | object )  'data'
    type         %ContentType.datatype;   #IMPLIED
```

>
<!-- end of param.attlist -->]]>

<!-- end of xhtml-param-1.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml-param-1.mod
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
<!-- SVG 1.1 Cursor Module ..... -->
<!-- file: svg-cursor.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-cursor.mod,v 1.3 2002/10/24 17:40:15 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS SVG 1.1 Cursor//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-cursor.mod"

   ..... -->

<!-- Cursor

     cursor

   This module declares markup to provide support for cursor.
-->

<!-- 'cursor' property/attribute value (e.g., 'crosshair', <uri>) -->
<!ENTITY % CursorValue.datatype "CDATA" >

<!-- Qualified Names (Default)
 ..... -->

<!ENTITY % SVG.cursor.qname "cursor" >

<!-- Attribute Collections (Default) ..... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.XLinkRequired.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Cursor.class ..... -->

```
<!ENTITY % SVG.Cursor.extra.class "" >

<!ENTITY % SVG.Cursor.class
  "| %SVG.cursor.qname; %SVG.Cursor.extra.class;"
>

<!-- SVG.Cursor.attrib ..................................... -->

<!ENTITY % SVG.Cursor.extra.attrib "" >

<!ENTITY % SVG.Cursor.attrib
  "cursor %CursorValue.datatype; #IMPLIED
   %SVG.Cursor.extra.attrib;"
>

<!-- cursor: Cursor Element ............................. -->

<!ENTITY % SVG.cursor.extra.content "" >

<!ENTITY % SVG.cursor.element "INCLUDE" >
<![%SVG.cursor.element;[
<!ENTITY % SVG.cursor.content
  "( %SVG.Description.class; %SVG.cursor.extra.content; )*"
>
<!ELEMENT %SVG.cursor.qname; %SVG.cursor.content;
 >
<!-- end of SVG.cursor.element -->]]>

<!ENTITY % SVG.cursor.attlist "INCLUDE" >
<![%SVG.cursor.attlist;[
<!ATTLIST %SVG.cursor.qname;
  %SVG.Core.attrib;
  %SVG.Conditional.attrib;
  %SVG.XLinkRequired.attrib;
  %SVG.External.attrib;
  x %Coordinate.datatype; #IMPLIED
  y %Coordinate.datatype; #IMPLIED
>
<!-- end of SVG.cursor.attlist -->]]>

<!-- end of svg-cursor.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-cursor.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML Base Architecture Module  ..................................... -->
<!-- file: xhtml-arch-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-arch-1.mod,v 1.4 2008/10/08 21:02:30 jules Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Base Architecture 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-arch-1.mod"

   Revisions:
   (none)
   ..................................................................... -->

<!-- This optional module includes declarations that enable XHTML to be used
   as a base architecture according to the 'Architectural Forms Definition
   Requirements' (Annex A.3, ISO/IEC 10744, 2nd edition).
 For more information
   on use of architectural forms, see the HyTime web site at:

      http://www.hytime.org/
-->

<?IS10744 ArcBase xhtml ?>

<!NOTATION xhtml PUBLIC "-//W3C//NOTATION AFDR ARCBASE XHTML 1.1//EN" >

<!-- Entity declaration for associated Architectural DTD
-->
<!ENTITY xhtml-arch.dtd
    PUBLIC "-//W3C//DTD XHTML Architecture 1.1//EN"
         "xhtml11-arch.dtd" >

<?IS10744:arch xhtml
  public-id      =  "-//W3C//NOTATION AFDR ARCBASE XHTML 1.1//EN"
  dtd-public-id  =  "-//W3C//DTD XHTML 1.1//EN"
  dtd-system-id  =  "xhtml11.dtd"
  doc-elem-form  =  "html"
  form-att       =  "html"
  renamer-att    =  "htnames"
  suppressor-att =  "htsupp"
  data-ignore-att =  "htign"
  auto           =  "ArcAuto"
  options        =  "HtModReq HtModOpt"
  HtModReq       =  "Framework Text Hypertext Lists Structure"
```

```
  HtModOpt       =  "Standard"
?>

<!-- end of xhtml-arch-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/rddl/xhtml-arch-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..... -->
<!-- XHTML Inline Phrasal Module  ..... -->
<!-- file: xhtml-inlphras-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-inlphras-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Inline Phrasal 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-inlphras-1.mod"

   Revisions:
   (none)
   ..... -->

<!-- Inline Phrasal

      abbr, acronym, cite, code, dfn, em, kbd, q, samp, strong, var

   This module declares the elements and their attributes used to
   support inline-level phrasal
 markup.
-->

<!ENTITY % abbr.element  "INCLUDE" >
<![%abbr.element;[
<!ENTITY % abbr.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ENTITY % abbr.qname  "abbr" >
<!ELEMENT %abbr.qname;  %abbr.content; >
<!-- end of abbr.element -->]]>

<!ENTITY % abbr.attlist  "INCLUDE" >
<![%abbr.attlist;[
<!ATTLIST %abbr.qname;
```

```
    %Common.attrib;
>
<!-- end of abbr.attlist -->]]>

<!ENTITY % acronym.element  "INCLUDE" >
<![%acronym.element;[
<!ENTITY % acronym.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ENTITY % acronym.qname  "acronym" >
<!ELEMENT %acronym.qname;  %acronym.content; >
<!-- end of acronym.element -->]]>

<!ENTITY % acronym.attlist  "INCLUDE" >
<![%acronym.attlist;[
<!ATTLIST %acronym.qname;
    %Common.attrib;
>
<!-- end of acronym.attlist -->]]>

<!ENTITY % cite.element  "INCLUDE" >
<![%cite.element;[
<!ENTITY % cite.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ENTITY % cite.qname  "cite" >
<!ELEMENT %cite.qname;  %cite.content; >
<!-- end of cite.element -->]]>

<!ENTITY %
 cite.attlist  "INCLUDE" >
<![%cite.attlist;[
<!ATTLIST %cite.qname;
    %Common.attrib;
>
<!-- end of cite.attlist -->]]>

<!ENTITY % code.element  "INCLUDE" >
<![%code.element;[
<!ENTITY % code.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ENTITY % code.qname  "code" >
<!ELEMENT %code.qname;  %code.content; >
<!-- end of code.element -->]]>

<!ENTITY % code.attlist  "INCLUDE" >
<![%code.attlist;[
```

```
<!ATTLIST %code.qname;
    %Common.attrib;
>
<!-- end of code.attlist -->]]>

<!ENTITY % dfn.element  "INCLUDE" >
<![%dfn.element;[
<!ENTITY % dfn.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ENTITY % dfn.qname  "dfn" >
<!ELEMENT %dfn.qname;  %dfn.content; >
<!-- end of dfn.element -->]]>

<!ENTITY % dfn.attlist  "INCLUDE" >
<![%dfn.attlist;[
<!ATTLIST %dfn.qname;
    %Common.attrib;
>
<!-- end of dfn.attlist -->]]>

<!ENTITY % em.element  "INCLUDE" >
<![%em.element;[
<!ENTITY % em.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ENTITY % em.qname  "em" >
<!ELEMENT %em.qname;  %em.content;
 >
<!-- end of em.element -->]]>

<!ENTITY % em.attlist  "INCLUDE" >
<![%em.attlist;[
<!ATTLIST %em.qname;
    %Common.attrib;
>
<!-- end of em.attlist -->]]>

<!ENTITY % kbd.element  "INCLUDE" >
<![%kbd.element;[
<!ENTITY % kbd.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ENTITY % kbd.qname  "kbd" >
<!ELEMENT %kbd.qname;  %kbd.content; >
<!-- end of kbd.element -->]]>

<!ENTITY % kbd.attlist  "INCLUDE" >
```

```
<![%kbd.attlist;[
<!ATTLIST %kbd.qname;
    %Common.attrib;
>
<!-- end of kbd.attlist -->]]>

<!ENTITY % q.element  "INCLUDE" >
<![%q.element;[
<!ENTITY % q.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ENTITY % q.qname  "q" >
<!ELEMENT %q.qname;  %q.content; >
<!-- end of q.element -->]]>

<!ENTITY % q.attlist  "INCLUDE" >
<![%q.attlist;[
<!ATTLIST %q.qname;
    %Common.attrib;
    cite        %URI.datatype;          #IMPLIED
>
<!-- end of q.attlist -->]]>

<!ENTITY % samp.element  "INCLUDE" >
<![%samp.element;[
<!ENTITY % samp.content
   "( #PCDATA | %Inline.mix;
 )*"
>
<!ENTITY % samp.qname  "samp" >
<!ELEMENT %samp.qname;  %samp.content; >
<!-- end of samp.element -->]]>

<!ENTITY % samp.attlist  "INCLUDE" >
<![%samp.attlist;[
<!ATTLIST %samp.qname;
    %Common.attrib;
>
<!-- end of samp.attlist -->]]>

<!ENTITY % strong.element  "INCLUDE" >
<![%strong.element;[
<!ENTITY % strong.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ENTITY % strong.qname  "strong" >
<!ELEMENT %strong.qname;  %strong.content; >
<!-- end of strong.element -->]]>
```

```
<!ENTITY % strong.attlist  "INCLUDE" >
<![%strong.attlist;[
<!ATTLIST %strong.qname;
    %Common.attrib;
>
<!-- end of strong.attlist -->]]>

<!ENTITY % var.element  "INCLUDE" >
<![%var.element;[
<!ENTITY % var.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ENTITY % var.qname  "var" >
<!ELEMENT %var.qname;  %var.content; >
<!-- end of var.element -->]]>

<!ENTITY % var.attlist  "INCLUDE" >
<![%var.attlist;[
<!ATTLIST %var.qname;
    %Common.attrib;
>
<!-- end of var.attlist -->]]>

<!-- end of xhtml-inlphras-1.mod
 -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml-inlphras-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- SVG 1.1 Basic Attribute Collection Module ............................ -->
<!-- file: svg11-basic-attribs.mod

   This is SVG Basic, a proper subset of SVG.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg11-basic-attribs.mod,v 1.5 2002/11/14 15:11:03 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES SVG 1.1 Basic Attribute Collection//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg11-basic-attribs.mod"

   ..................................................................... -->

<!-- SVG 1.1 Basic Attribute Collection
```

```
   This module defines the set of common attributes that can be present
   on many SVG elements.
-->

<!-- module: svg-conditional.mod ..... -->

<!ENTITY
 % ExtensionList.datatype "CDATA" >
<!ENTITY % FeatureList.datatype "CDATA" >

<!ENTITY % SVG.Conditional.extra.attrib "" >
<!ENTITY % SVG.Conditional.attrib
  "requiredFeatures %FeatureList.datatype; #IMPLIED
   requiredExtensions %ExtensionList.datatype; #IMPLIED
   systemLanguage %LanguageCodes.datatype; #IMPLIED
   %SVG.Conditional.extra.attrib;"
>

<!-- module: svg-style.mod ..... -->

<!ENTITY % ClassList.datatype "CDATA" >
<!ENTITY % StyleSheet.datatype "CDATA" >

<!ENTITY % SVG.Style.extra.attrib "" >
<!ENTITY % SVG.Style.attrib
  "style %StyleSheet.datatype; #IMPLIED
   class %ClassList.datatype; #IMPLIED
   %SVG.Style.extra.attrib;"
>

<!-- module: svg-text.mod ..... -->

<!ENTITY % BaselineShiftValue.datatype "CDATA" >
<!ENTITY % FontFamilyValue.datatype "CDATA" >
<!ENTITY % FontSizeValue.datatype "CDATA" >
<!ENTITY % FontSizeAdjustValue.datatype "CDATA" >
<!ENTITY % GlyphOrientationHorizontalValue.datatype "CDATA"
 >
<!ENTITY % GlyphOrientationVerticalValue.datatype "CDATA" >
<!ENTITY % KerningValue.datatype "CDATA" >
<!ENTITY % SpacingValue.datatype "CDATA" >
<!ENTITY % TextDecorationValue.datatype "CDATA" >

<!ENTITY % SVG.Text.extra.attrib "" >
<!ENTITY % SVG.Text.attrib
  "writing-mode ( lr-tb | rl-tb | tb-rl | lr | rl | tb | inherit ) #IMPLIED
   %SVG.Text.extra.attrib;"
```

```
>

<!ENTITY % SVG.TextContent.extra.attrib "" >
<!ENTITY % SVG.TextContent.attrib
  "alignment-baseline ( auto | baseline | before-edge | text-before-edge |
                        middle | central | after-edge | text-after-edge |
                        ideographic | alphabetic | hanging | mathematical |
                        inherit ) #IMPLIED
   baseline-shift %BaselineShiftValue.datatype; #IMPLIED
   direction ( ltr | rtl | inherit ) #IMPLIED
   dominant-baseline ( auto | use-script | no-change | reset-size |
                       ideographic | alphabetic | hanging | mathematical |

             central | middle | text-after-edge | text-before-edge |
                       inherit ) #IMPLIED
   glyph-orientation-horizontal %GlyphOrientationHorizontalValue.datatype;
                           #IMPLIED
   glyph-orientation-vertical %GlyphOrientationVerticalValue.datatype;
                          #IMPLIED
   kerning %KerningValue.datatype; #IMPLIED
   letter-spacing %SpacingValue.datatype; #IMPLIED
   text-anchor ( start | middle | end | inherit ) #IMPLIED
   text-decoration %TextDecorationValue.datatype; #IMPLIED
   unicode-bidi ( normal | embed | bidi-override | inherit ) #IMPLIED
   word-spacing %SpacingValue.datatype; #IMPLIED
   %SVG.TextContent.extra.attrib;"
>

<!ENTITY % SVG.Font.extra.attrib "" >
<!ENTITY % SVG.Font.attrib
  "font-family %FontFamilyValue.datatype; #IMPLIED
   font-size %FontSizeValue.datatype; #IMPLIED
   font-size-adjust %FontSizeAdjustValue.datatype; #IMPLIED
   font-stretch ( normal | wider | narrower
 | ultra-condensed |
                  extra-condensed | condensed | semi-condensed |
                  semi-expanded | expanded | extra-expanded |
                  ultra-expanded | inherit ) #IMPLIED
   font-style ( normal | italic | oblique | inherit ) #IMPLIED
   font-variant ( normal | small-caps | inherit ) #IMPLIED
   font-weight ( normal | bold | bolder | lighter | 100 | 200 | 300 | 400 |
                 500 | 600 | 700 | 800 | 900 | inherit ) #IMPLIED
   %SVG.Font.extra.attrib;"
>

<!-- module: svg-profile.mod ..... -->

<!ENTITY % SVG.ColorProfile.extra.attrib "" >
```

```
<!ENTITY % SVG.ColorProfile.attrib
  "color-profile CDATA #IMPLIED
   %SVG.ColorProfile.extra.attrib;"
>

<!-- module: svg-gradient.mod ..... -->

<!ENTITY % NumberOrPercentage.datatype "CDATA" >

<!ENTITY % SVG.Gradient.extra.attrib "" >
<!ENTITY % SVG.Gradient.attrib
  "stop-color %SVGColor.datatype; #IMPLIED
   stop-opacity %OpacityValue.datatype;
#IMPLIED
   %SVG.Gradient.extra.attrib;"
>

<!-- module: svg-basic-clip.mod ..... -->

<!ENTITY % ClipPathValue.datatype "CDATA" >

<!ENTITY % SVG.Clip.extra.attrib "" >
<!ENTITY % SVG.Clip.attrib
  "clip-path %ClipPathValue.datatype; #IMPLIED
   clip-rule %ClipFillRule.datatype; #IMPLIED
   %SVG.Clip.extra.attrib;"
>

<!-- module: svg-mask.mod ..... -->

<!ENTITY % MaskValue.datatype "CDATA" >

<!ENTITY % SVG.Mask.extra.attrib "" >
<!ENTITY % SVG.Mask.attrib
  "mask %MaskValue.datatype; #IMPLIED
   %SVG.Mask.extra.attrib;"
>

<!-- module: svg-basic-filter.mod ..... -->

<!ENTITY % FilterValue.datatype "CDATA" >
<!ENTITY % NumberOptionalNumber.datatype "CDATA" >

<!ENTITY % SVG.Filter.extra.attrib "" >
<!ENTITY % SVG.Filter.attrib
  "filter %FilterValue.datatype; #IMPLIED
   %SVG.Filter.extra.attrib;"
>
```

```
<!ENTITY % SVG.FilterColor.extra.attrib "" >
<!ENTITY % SVG.FilterColor.attrib
  "color-interpolation-filters
 ( auto | sRGB | linearRGB | inherit )
                          #IMPLIED
   %SVG.FilterColor.extra.attrib;"
>

<!-- end of svg11-basic-attribs.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg11-basic-attribs.mod
No license file was found, but licenses were detected in source scan.

```
<!--
   File isobox.ent produced by the XSL script entities.xsl
   from input data in unicode.xml.

   Copyright 1998 - 2009 W3C.

   Use and distribution of this code are permitted under the terms of the
   W3C Software Notice and License.
   http://www.w3.org/Consortium/Legal/2002/copyright-software-20021231.html

   Please report any errors to David Carlisle
   via the public W3C list www-math@w3.org.

   The numeric character values assigned to each entity
   (should) match the Unicode assignments in Unicode 5.x.

   Entity names in this file are derived from files carrying the
   following notice:

   (C) International Organization for Standardization 1986
   Permission to copy in any form is granted for use with
   conforming SGML systems and applications as defined in
   ISO 8879, provided this notice is included in all copies.

-->


<!--

     Public identifier: -//W3C//ENTITIES
 Box and Line Drawing//EN//XML
     System identifier: http://www.w3.org/2003/entities/2007/isobox.ent
```

The public identifier should always be used verbatim.
The system identifier may be changed to suit local requirements.

Typical invocation:

```
<!ENTITY % isobox PUBLIC
  "-//W3C//ENTITIES Box and Line Drawing//EN//XML"
  "http://www.w3.org/2003/entities/2007/isobox.ent"
>
%isobox;

-->

<!ENTITY boxdl          "&#x02510;" ><!--BOX DRAWINGS LIGHT DOWN AND LEFT -->
<!ENTITY boxdL          "&#x02555;" ><!--BOX DRAWINGS DOWN SINGLE AND LEFT DOUBLE -->
<!ENTITY boxDl          "&#x02556;" ><!--BOX DRAWINGS DOWN DOUBLE AND LEFT SINGLE -->
<!ENTITY boxDL          "&#x02557;" ><!--BOX DRAWINGS DOUBLE DOWN AND LEFT -->
<!ENTITY boxdr          "&#x0250C;" ><!--BOX DRAWINGS LIGHT DOWN AND RIGHT -->
<!ENTITY boxdR          "&#x02552;" ><!--BOX DRAWINGS DOWN SINGLE AND RIGHT DOUBLE -->
<!ENTITY boxDr          "&#x02553;" ><!--BOX
 DRAWINGS DOWN DOUBLE AND RIGHT SINGLE -->
<!ENTITY boxDR          "&#x02554;" ><!--BOX DRAWINGS DOUBLE DOWN AND RIGHT -->
<!ENTITY boxh           "&#x02500;" ><!--BOX DRAWINGS LIGHT HORIZONTAL -->
<!ENTITY boxH           "&#x02550;" ><!--BOX DRAWINGS DOUBLE HORIZONTAL -->
<!ENTITY boxhd          "&#x0252C;" ><!--BOX DRAWINGS LIGHT DOWN AND HORIZONTAL -->
<!ENTITY boxhD          "&#x02565;" ><!--BOX DRAWINGS DOWN DOUBLE AND HORIZONTAL SINGLE
-->
<!ENTITY boxHd          "&#x02564;" ><!--BOX DRAWINGS DOWN SINGLE AND HORIZONTAL DOUBLE
-->
<!ENTITY boxHD          "&#x02566;" ><!--BOX DRAWINGS DOUBLE DOWN AND HORIZONTAL -->
<!ENTITY boxhu          "&#x02534;" ><!--BOX DRAWINGS LIGHT UP AND HORIZONTAL -->
<!ENTITY boxhU          "&#x02568;" ><!--BOX DRAWINGS UP DOUBLE AND HORIZONTAL SINGLE -->
<!ENTITY boxHu          "&#x02567;" ><!--BOX DRAWINGS UP SINGLE AND HORIZONTAL DOUBLE -->
<!ENTITY boxHU          "&#x02569;" ><!--BOX DRAWINGS DOUBLE UP AND HORIZONTAL -->
<!ENTITY
 boxul          "&#x02518;" ><!--BOX DRAWINGS LIGHT UP AND LEFT -->
<!ENTITY boxuL          "&#x0255B;" ><!--BOX DRAWINGS UP SINGLE AND LEFT DOUBLE -->
<!ENTITY boxUl          "&#x0255C;" ><!--BOX DRAWINGS UP DOUBLE AND LEFT SINGLE -->
<!ENTITY boxUL          "&#x0255D;" ><!--BOX DRAWINGS DOUBLE UP AND LEFT -->
<!ENTITY boxur          "&#x02514;" ><!--BOX DRAWINGS LIGHT UP AND RIGHT -->
<!ENTITY boxuR          "&#x02558;" ><!--BOX DRAWINGS UP SINGLE AND RIGHT DOUBLE -->
<!ENTITY boxUr          "&#x02559;" ><!--BOX DRAWINGS UP DOUBLE AND RIGHT SINGLE -->
<!ENTITY boxUR          "&#x0255A;" ><!--BOX DRAWINGS DOUBLE UP AND RIGHT -->
<!ENTITY boxv           "&#x02502;" ><!--BOX DRAWINGS LIGHT VERTICAL -->
<!ENTITY boxV           "&#x02551;" ><!--BOX DRAWINGS DOUBLE VERTICAL -->
<!ENTITY boxvh          "&#x0253C;" ><!--BOX DRAWINGS LIGHT VERTICAL AND HORIZONTAL -->
<!ENTITY boxvH          "&#x0256A;" ><!--BOX DRAWINGS VERTICAL SINGLE AND HORIZONTAL
```

DOUBLE -->
<!ENTITY
 boxVh "╫" ><!--BOX DRAWINGS VERTICAL DOUBLE AND HORIZONTAL SINGLE -->
<!ENTITY boxVH "╬" ><!--BOX DRAWINGS DOUBLE VERTICAL AND HORIZONTAL -->
<!ENTITY boxvl "┤" ><!--BOX DRAWINGS LIGHT VERTICAL AND LEFT -->
<!ENTITY boxvL "╡" ><!--BOX DRAWINGS VERTICAL SINGLE AND LEFT DOUBLE -->
<!ENTITY boxVl "╢" ><!--BOX DRAWINGS VERTICAL DOUBLE AND LEFT SINGLE -->
<!ENTITY boxVL "╣" ><!--BOX DRAWINGS DOUBLE VERTICAL AND LEFT -->
<!ENTITY boxvr "├" ><!--BOX DRAWINGS LIGHT VERTICAL AND RIGHT -->
<!ENTITY boxvR "╞" ><!--BOX DRAWINGS VERTICAL SINGLE AND RIGHT DOUBLE -->
<!ENTITY boxVr "╟" ><!--BOX DRAWINGS VERTICAL DOUBLE AND RIGHT SINGLE -->
<!ENTITY boxVR "╠" ><!--BOX DRAWINGS DOUBLE VERTICAL AND RIGHT -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/mathml/mathml3/isobox.ent
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
<!-- XHTML Base Element Module ..... -->
<!-- file: xhtml-base-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2000 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: xhtml-base-1.mod,v 1.1 2001/02/13 12:24:21 ht Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Base Element 1.0//EN"
     SYSTEM "http://www.w3.org/TR/xhtml-modulatization/DTD/xhtml-base-1.mod"

   Revisions:
   (none)
   ..... -->

<!-- Base element

      base

   This module declares the base element type and its attributes,
   used to define a base URI against which relative URIs in the
   document will be resolved.

    Note that this module also redeclares the content model for
   the head element to include the base element.
-->

<!-- base: Document Base URI ..... -->

```
<!ENTITY % base.element  "INCLUDE" >
<![%base.element;[
<!ENTITY % base.content  "EMPTY" >
<!ENTITY % base.qname  "base" >
<!ELEMENT %base.qname;  %base.content; >
<!-- end of base.element -->]]>

<!ENTITY % base.attlist  "INCLUDE" >
<![%base.attlist;[
<!ATTLIST %base.qname;
    %XHTML.xmlns.attrib;
    href        %URI.datatype;          #REQUIRED
>
<!-- end of base.attlist -->]]>

<!ENTITY % head.content
  "( %HeadOpts.mix;,
   ( ( %title.qname;, %HeadOpts.mix;, ( %base.qname;, %HeadOpts.mix; )? )
   | ( %base.qname;, %HeadOpts.mix;, ( %title.qname;, %HeadOpts.mix; ))))"
>

<!-- end of xhtml-base-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/rddl/xhtml-base-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML Link Element Module  ..................................... -->
<!-- file: xhtml-link-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2000 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: xhtml-link-1.mod,v 1.1 2001/02/13 12:24:22 ht Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Link Element 1.0//EN"
     SYSTEM "http://www.w3.org/TR/xhtml-modulatization/DTD/xhtml-link-1.mod"

   Revisions:
   (none)
   ..................................................................... -->

<!-- Link element
```

```
      link

   This module declares the link element type and its attributes,
   which could (in principle) be used to define document-level links
   to external resources
 such as:

   a) for document specific toolbars/menus, e.g. start, contents,
      previous, next, index, end, help
   b) to link to a separate style sheet (rel="stylesheet")
   c) to make a link to a script (rel="script")
   d) by stylesheets to control how collections of html nodes are
      rendered into printed documents
   e) to make a link to a printable version of this document
      e.g. a postscript or pdf version (rel="alternate" media="print")
-->

<!-- link: Media-Independent Link ..... -->

<!ENTITY % link.element  "INCLUDE" >
<![%link.element;[
<!ENTITY % link.content  "EMPTY" >
<!ENTITY % link.qname  "link" >
<!ELEMENT %link.qname;  %link.content; >
<!-- end of link.element -->]]>

<!ENTITY % link.attlist  "INCLUDE" >
<![%link.attlist;[
<!ATTLIST %link.qname;
    %Common.attrib;
    charset      %Charset.datatype;       #IMPLIED
    href         %URI.datatype;           #IMPLIED
    hreflang     %LanguageCode.datatype;  #IMPLIED
     type        %ContentType.datatype;   #IMPLIED
    rel          %LinkTypes.datatype;     #IMPLIED
    rev          %LinkTypes.datatype;     #IMPLIED
    media        %MediaDesc.datatype;     #IMPLIED
>
<!-- end of link.attlist -->]]>

<!-- end of xhtml-link-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/rddl/xhtml-link-1.mod
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It is provided "as is" without expressed or implied warranty.

This entity may be identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/mathml/mathml3/mathml3.dtd
No license file was found, but licenses were detected in source scan.

<!--
File isoamsn.ent produced by the XSL script entities.xsl
from input data in unicode.xml.

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http://www.w3.org/Consortium/Legal/2002/copyright-software-20021231.html

Please report any errors to David Carlisle
via the public W3C list www-math@w3.org.

The numeric character values assigned to each entity
(should) match the Unicode assignments in Unicode 5.x.

References to the VARIANT SELECTOR 1 character (︀)
should match the uses listed in Unicode Technical Report 25.

Entity names in this file are derived from files carrying the
following notice:

(C) International Organization for Standardization 1991
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conforming SGML systems and applications
as defined in
ISO 8879, provided this notice is included in all copies.

```
-->


<!--

    Public identifier: -//W3C//ENTITIES Added Math Symbols: Negated Relations//EN//XML
    System identifier: http://www.w3.org/2003/entities/2007/isoamsn.ent

  The public identifier should always be used verbatim.
  The system identifier may be changed to suit local requirements.

  Typical invocation:

    <!ENTITY % isoamsn PUBLIC
      "-//W3C//ENTITIES Added Math Symbols: Negated Relations//EN//XML"
      "http://www.w3.org/2003/entities/2007/isoamsn.ent"
    >
    %isoamsn;

-->

<!ENTITY gnap          "&#x02A8A;" ><!--GREATER-THAN AND NOT APPROXIMATE -->
<!ENTITY gne           "&#x02A88;" ><!--GREATER-THAN AND SINGLE-LINE NOT EQUAL TO -->
<!ENTITY gnE           "&#x02269;" ><!--GREATER-THAN BUT NOT EQUAL TO -->
<!ENTITY gnsim          "&#x022E7;" ><!--GREATER-THAN BUT NOT EQUIVALENT TO -->
<!ENTITY gvnE          "&#x02269;&#x0FE00;" ><!--GREATER-THAN
 BUT NOT EQUAL TO - with vertical stroke -->
<!ENTITY lnap          "&#x02A89;" ><!--LESS-THAN AND NOT APPROXIMATE -->
<!ENTITY lne           "&#x02A87;" ><!--LESS-THAN AND SINGLE-LINE NOT EQUAL TO -->
<!ENTITY lnE           "&#x02268;" ><!--LESS-THAN BUT NOT EQUAL TO -->
<!ENTITY lnsim          "&#x022E6;" ><!--LESS-THAN BUT NOT EQUIVALENT TO -->
<!ENTITY lvnE          "&#x02268;&#x0FE00;" ><!--LESS-THAN BUT NOT EQUAL TO - with vertical stroke -
->
<!ENTITY nap           "&#x02249;" ><!--NOT ALMOST EQUAL TO -->
<!ENTITY napE          "&#x02A70;&#x00338;" ><!--APPROXIMATELY EQUAL OR EQUAL TO with slash --
>
<!ENTITY napid         "&#x0224B;&#x00338;" ><!--TRIPLE TILDE with slash -->
<!ENTITY ncong         "&#x02247;" ><!--NEITHER APPROXIMATELY NOR ACTUALLY EQUAL TO -->
<!ENTITY ncongdot       "&#x02A6D;&#x00338;" ><!--CONGRUENT WITH DOT ABOVE with slash -->
<!ENTITY nequiv         "&#x02262;" ><!--NOT IDENTICAL TO -->
<!ENTITY nge           "&#x02271;"
 ><!--NEITHER GREATER-THAN NOR EQUAL TO -->
<!ENTITY ngE           "&#x02267;&#x00338;" ><!--GREATER-THAN OVER EQUAL TO with slash -->
<!ENTITY nges          "&#x02A7E;&#x00338;" ><!--GREATER-THAN OR SLANTED EQUAL TO with slash -
->
<!ENTITY nGg           "&#x022D9;&#x00338;" ><!--VERY MUCH GREATER-THAN with slash -->
<!ENTITY ngsim          "&#x02275;" ><!--NEITHER GREATER-THAN NOR EQUIVALENT TO -->
<!ENTITY ngt           "&#x0226F;" ><!--NOT GREATER-THAN -->
```

```
<!ENTITY nGt            "&#x0226B;&#x020D2;" ><!--MUCH GREATER THAN with vertical line -->
<!ENTITY nGtv           "&#x0226B;&#x00338;" ><!--MUCH GREATER THAN with slash -->
<!ENTITY nle           "&#x02270;" ><!--NEITHER LESS-THAN NOR EQUAL TO -->
<!ENTITY nlE           "&#x02266;&#x00338;" ><!--LESS-THAN OVER EQUAL TO with slash -->
<!ENTITY nles          "&#x02A7D;&#x00338;" ><!--LESS-THAN OR SLANTED EQUAL TO with slash -->
<!ENTITY nLl           "&#x022D8;&#x00338;" ><!--VERY MUCH LESS-THAN
 with slash -->
<!ENTITY nlsim          "&#x02274;" ><!--NEITHER LESS-THAN NOR EQUIVALENT TO -->
<!ENTITY nlt           "&#x0226E;" ><!--NOT LESS-THAN -->
<!ENTITY nLt           "&#x0226A;&#x020D2;" ><!--MUCH LESS THAN with vertical line -->
<!ENTITY nltri         "&#x022EA;" ><!--NOT NORMAL SUBGROUP OF -->
<!ENTITY nltrie         "&#x022EC;" ><!--NOT NORMAL SUBGROUP OF OR EQUAL TO -->
<!ENTITY nLtv          "&#x0226A;&#x00338;" ><!--MUCH LESS THAN with slash -->
<!ENTITY nmid          "&#x02224;" ><!--DOES NOT DIVIDE -->
<!ENTITY npar          "&#x02226;" ><!--NOT PARALLEL TO -->
<!ENTITY npr           "&#x02280;" ><!--DOES NOT PRECEDE -->
<!ENTITY nprcue         "&#x022E0;" ><!--DOES NOT PRECEDE OR EQUAL -->
<!ENTITY npre          "&#x02AAF;&#x00338;" ><!--PRECEDES ABOVE SINGLE-LINE EQUALS SIGN with
slash -->
<!ENTITY nrtri         "&#x022EB;" ><!--DOES NOT CONTAIN AS NORMAL SUBGROUP -->
<!ENTITY nrtrie         "&#x022ED;" ><!--DOES NOT CONTAIN AS NORMAL
 SUBGROUP OR EQUAL -->
<!ENTITY nsc           "&#x02281;" ><!--DOES NOT SUCCEED -->
<!ENTITY nsccue         "&#x022E1;" ><!--DOES NOT SUCCEED OR EQUAL -->
<!ENTITY nsce          "&#x02AB0;&#x00338;" ><!--SUCCEEDS ABOVE SINGLE-LINE EQUALS SIGN with
slash -->
<!ENTITY nsim          "&#x02241;" ><!--NOT TILDE -->
<!ENTITY nsime          "&#x02244;" ><!--NOT ASYMPTOTICALLY EQUAL TO -->
<!ENTITY nsmid          "&#x02224;" ><!--DOES NOT DIVIDE -->
<!ENTITY nspar          "&#x02226;" ><!--NOT PARALLEL TO -->
<!ENTITY nsqsube        "&#x022E2;" ><!--NOT SQUARE IMAGE OF OR EQUAL TO -->
<!ENTITY nsqsupe        "&#x022E3;" ><!--NOT SQUARE ORIGINAL OF OR EQUAL TO -->
<!ENTITY nsub          "&#x02284;" ><!--NOT A SUBSET OF -->
<!ENTITY nsube          "&#x02288;" ><!--NEITHER A SUBSET OF NOR EQUAL TO -->
<!ENTITY nsubE          "&#x02AC5;&#x00338;" ><!--SUBSET OF ABOVE EQUALS SIGN with slash -->
<!ENTITY nsup          "&#x02285;" ><!--NOT A SUPERSET OF -->
<!ENTITY
 nsupe          "&#x02289;" ><!--NEITHER A SUPERSET OF NOR EQUAL TO -->
<!ENTITY nsupE          "&#x02AC6;&#x00338;" ><!--SUPERSET OF ABOVE EQUALS SIGN with slash -->
<!ENTITY ntgl          "&#x02279;" ><!--NEITHER GREATER-THAN NOR LESS-THAN -->
<!ENTITY ntlg          "&#x02278;" ><!--NEITHER LESS-THAN NOR GREATER-THAN -->
<!ENTITY nvap          "&#x0224D;&#x020D2;" ><!--EQUIVALENT TO with vertical line -->
<!ENTITY nvdash         "&#x022AC;" ><!--DOES NOT PROVE -->
<!ENTITY nvDash         "&#x022AD;" ><!--NOT TRUE -->
<!ENTITY nVdash         "&#x022AE;" ><!--DOES NOT FORCE -->
<!ENTITY nVDash         "&#x022AF;" ><!--NEGATED DOUBLE VERTICAL BAR DOUBLE RIGHT
TURNSTILE -->
<!ENTITY nvge          "&#x02265;&#x020D2;" ><!--GREATER-THAN OR EQUAL TO with vertical line -->
```

<!ENTITY nvgt ">⃒" ><!--GREATER-THAN SIGN with vertical line -->
<!ENTITY nvle "≤⃒" ><!--LESS-THAN OR EQUAL TO with vertical line -->
<!ENTITY
nvlt "<⃒" ><!--LESS-THAN SIGN with vertical line -->
<!ENTITY nvltrie "⊴⃒" ><!--NORMAL SUBGROUP OF OR EQUAL TO with vertical line -->
<!ENTITY nvrtrie "⊵⃒" ><!--CONTAINS AS NORMAL SUBGROUP OR EQUAL TO with vertical line -->
<!ENTITY nvsim "∼⃒" ><!--TILDE OPERATOR with vertical line -->
<!ENTITY parsim "⫳" ><!--PARALLEL WITH TILDE OPERATOR -->
<!ENTITY prnap "⪹" ><!--PRECEDES ABOVE NOT ALMOST EQUAL TO -->
<!ENTITY prnE "⪵" ><!--PRECEDES ABOVE NOT EQUAL TO -->
<!ENTITY prnsim "⋨" ><!--PRECEDES BUT NOT EQUIVALENT TO -->
<!ENTITY rnmid "⫮" ><!--DOES NOT DIVIDE WITH REVERSED NEGATION SLASH -->
<!ENTITY scnap "⪺" ><!--SUCCEEDS ABOVE NOT ALMOST EQUAL TO -->
<!ENTITY scnE "⪶" ><!--SUCCEEDS ABOVE NOT EQUAL TO -->
<!ENTITY scnsim "⋩" ><!--SUCCEEDS
BUT NOT EQUIVALENT TO -->
<!ENTITY simne "≆" ><!--APPROXIMATELY BUT NOT ACTUALLY EQUAL TO -->
<!ENTITY solbar "⌿" ><!--APL FUNCTIONAL SYMBOL SLASH BAR -->
<!ENTITY subne "⊊" ><!--SUBSET OF WITH NOT EQUAL TO -->
<!ENTITY subnE "⫋" ><!--SUBSET OF ABOVE NOT EQUAL TO -->
<!ENTITY supne "⊋" ><!--SUPERSET OF WITH NOT EQUAL TO -->
<!ENTITY supnE "⫌" ><!--SUPERSET OF ABOVE NOT EQUAL TO -->
<!ENTITY vnsub "⊂⃒" ><!--SUBSET OF with vertical line -->
<!ENTITY vnsup "⊃⃒" ><!--SUPERSET OF with vertical line -->
<!ENTITY vsubne "⊊︀" ><!--SUBSET OF WITH NOT EQUAL TO - variant with stroke through bottom members -->
<!ENTITY vsubnE "⫋︀" ><!--SUBSET OF ABOVE NOT EQUAL TO - variant with stroke through bottom members -->
<!ENTITY vsupne "⊋︀" ><!--SUPERSET OF
WITH NOT EQUAL TO - variant with stroke through bottom members -->
<!ENTITY vsupnE "⫌︀" ><!--SUPERSET OF ABOVE NOT EQUAL TO - variant with stroke through bottom members -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/mathml/mathml3/isoamsn.ent
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
<!-- SVG 1.1 Font Module ..... -->
<!-- file: svg-font.mod

This is SVG, a language for describing two-dimensional graphics in XML.
Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
Revision: $Id: svg-font.mod,v 1.4 2002/11/14 15:11:02 fujisawa Exp $

```
   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS SVG 1.1 Font//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-font.mod"

   ..................................................................... -->

<!-- Font

     font, font-face, glyph, missing-glyph, hkern, vkern, font-face-src,
     font-face-uri, font-face-format, font-face-name, definition-src

   This module declares markup to provide support for template.
-->

<!-- Qualified
 Names (Default) ..... -->

<!ENTITY % SVG.font.qname "font" >
<!ENTITY % SVG.font-face.qname "font-face" >
<!ENTITY % SVG.glyph.qname "glyph" >
<!ENTITY % SVG.missing-glyph.qname "missing-glyph" >
<!ENTITY % SVG.hkern.qname "hkern" >
<!ENTITY % SVG.vkern.qname "vkern" >
<!ENTITY % SVG.font-face-src.qname "font-face-src" >
<!ENTITY % SVG.font-face-uri.qname "font-face-uri" >
<!ENTITY % SVG.font-face-format.qname "font-face-format" >
<!ENTITY % SVG.font-face-name.qname "font-face-name" >
<!ENTITY % SVG.definition-src.qname "definition-src" >

<!-- Attribute Collections (Default) ..... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Container.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib
 "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.ColorProfile.attrib "" >
<!ENTITY % SVG.Gradient.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
```

```
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.FilterColor.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.XLinkRequired.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Font.class ..................................... -->

<!ENTITY % SVG.Font.extra.class "" >

<!ENTITY % SVG.Font.class
  "| %SVG.font.qname; | %SVG.font-face.qname; %SVG.Font.extra.class;"
>

<!-- SVG.Presentation.attrib ........................... -->

<!ENTITY % SVG.Presentation.extra.attrib "" >

<!ENTITY % SVG.Presentation.attrib
  "%SVG.Container.attrib;
   %SVG.Viewport.attrib;
   %SVG.Text.attrib;
   %SVG.TextContent.attrib;
   %SVG.Font.attrib;
   %SVG.Paint.attrib;
   %SVG.Color.attrib;
   %SVG.Opacity.attrib;
   %SVG.Graphics.attrib;
   %SVG.Marker.attrib;
   %SVG.ColorProfile.attrib;
    %SVG.Gradient.attrib;
   %SVG.Clip.attrib;
   %SVG.Mask.attrib;
   %SVG.Filter.attrib;
   %SVG.FilterColor.attrib;
   %SVG.Cursor.attrib;
   flood-color %SVGColor.datatype; #IMPLIED
   flood-opacity %OpacityValue.datatype; #IMPLIED
   lighting-color %SVGColor.datatype; #IMPLIED
   %SVG.Presentation.extra.attrib;"
>

<!-- font: Font Element ................................. -->

<!ENTITY % SVG.font.extra.content "" >

<!ENTITY % SVG.font.element "INCLUDE" >
```

```
<![%SVG.font.element;[
<!ENTITY % SVG.font.content
  "(( %SVG.Description.class; )*, %SVG.font-face.qname;,
     %SVG.missing-glyph.qname;, ( %SVG.glyph.qname; | %SVG.hkern.qname;
    | %SVG.vkern.qname; %SVG.font.extra.content; )*)"
>
<!ELEMENT %SVG.font.qname; %SVG.font.content; >
<!-- end of SVG.font.element -->]]>

<!ENTITY % SVG.font.attlist "INCLUDE" >
<![%SVG.font.attlist;[
<!ATTLIST %SVG.font.qname;
  %SVG.Core.attrib;
  %SVG.Style.attrib;
  %SVG.Presentation.attrib;
  %SVG.External.attrib;
   horiz-origin-x %Number.datatype; #IMPLIED
  horiz-origin-y %Number.datatype; #IMPLIED
  horiz-adv-x %Number.datatype; #REQUIRED
  vert-origin-x %Number.datatype; #IMPLIED
  vert-origin-y %Number.datatype; #IMPLIED
  vert-adv-y %Number.datatype; #IMPLIED
>
<!-- end of SVG.font.attlist -->]]>

<!-- font-face: Font Face Element ..... -->

<!ENTITY % SVG.font-face.extra.content "" >

<!ENTITY % SVG.font-face.element "INCLUDE" >
<![%SVG.font-face.element;[
<!ENTITY % SVG.font-face.content
  "(( %SVG.Description.class; )*, %SVG.font-face-src.qname;?,
     %SVG.definition-src.qname;? %SVG.font-face.extra.content; )"
>
<!ELEMENT %SVG.font-face.qname; %SVG.font-face.content; >
<!-- end of SVG.font-face.element -->]]>

<!ENTITY % SVG.font-face.attlist "INCLUDE" >
<![%SVG.font-face.attlist;[
<!ATTLIST %SVG.font-face.qname;
  %SVG.Core.attrib;
  font-family CDATA #IMPLIED
  font-style CDATA #IMPLIED
  font-variant CDATA #IMPLIED
  font-weight CDATA
 #IMPLIED
  font-stretch CDATA #IMPLIED
```

```
  font-size CDATA #IMPLIED
  unicode-range CDATA #IMPLIED
  units-per-em %Number.datatype; #IMPLIED
  panose-1 CDATA #IMPLIED
  stemv %Number.datatype; #IMPLIED
  stemh %Number.datatype; #IMPLIED
  slope %Number.datatype; #IMPLIED
  cap-height %Number.datatype; #IMPLIED
  x-height %Number.datatype; #IMPLIED
  accent-height %Number.datatype; #IMPLIED
  ascent %Number.datatype; #IMPLIED
  descent %Number.datatype; #IMPLIED
  widths CDATA #IMPLIED
  bbox CDATA #IMPLIED
  ideographic %Number.datatype; #IMPLIED
  alphabetic %Number.datatype; #IMPLIED
  mathematical %Number.datatype; #IMPLIED
  hanging %Number.datatype; #IMPLIED
  v-ideographic %Number.datatype; #IMPLIED
  v-alphabetic %Number.datatype; #IMPLIED
  v-mathematical %Number.datatype; #IMPLIED
  v-hanging %Number.datatype; #IMPLIED
  underline-position %Number.datatype; #IMPLIED
  underline-thickness %Number.datatype; #IMPLIED
  strikethrough-position
 %Number.datatype; #IMPLIED
  strikethrough-thickness %Number.datatype; #IMPLIED
  overline-position %Number.datatype; #IMPLIED
  overline-thickness %Number.datatype; #IMPLIED
>
<!-- end of SVG.font-face.attlist -->]]>

<!-- glyph: Glyph Element ..... -->

<!ENTITY % SVG.glyph.extra.content "" >

<!ENTITY % SVG.glyph.element "INCLUDE" >
<![%SVG.glyph.element;[
<!ENTITY % SVG.glyph.content
  "( %SVG.Description.class; | %SVG.Animation.class; %SVG.Structure.class;
    %SVG.Conditional.class; %SVG.Image.class; %SVG.Style.class;
    %SVG.Shape.class; %SVG.Text.class; %SVG.Marker.class;
    %SVG.ColorProfile.class; %SVG.Gradient.class; %SVG.Pattern.class;
    %SVG.Clip.class; %SVG.Mask.class; %SVG.Filter.class; %SVG.Cursor.class;
    %SVG.Hyperlink.class; %SVG.View.class; %SVG.Script.class;
    %SVG.Font.class; %SVG.glyph.extra.content; )*"
>
<!ELEMENT %SVG.glyph.qname; %SVG.glyph.content; >
```

```
<!-- end of SVG.glyph.element -->]]>

<!ENTITY
 % SVG.glyph.attlist "INCLUDE" >
<![%SVG.glyph.attlist;[
<!ATTLIST %SVG.glyph.qname;
  %SVG.Core.attrib;
  %SVG.Style.attrib;
  %SVG.Presentation.attrib;
  unicode CDATA #IMPLIED
  glyph-name CDATA #IMPLIED
  d %PathData.datatype; #IMPLIED
  orientation CDATA #IMPLIED
  arabic-form CDATA #IMPLIED
  lang %LanguageCodes.datatype; #IMPLIED
  horiz-adv-x %Number.datatype; #IMPLIED
  vert-origin-x %Number.datatype; #IMPLIED
  vert-origin-y %Number.datatype; #IMPLIED
  vert-adv-y %Number.datatype; #IMPLIED
>
<!-- end of SVG.glyph.attlist -->]]>

<!-- missing-glyph: Missing Glyph Element ..... -->

<!ENTITY % SVG.missing-glyph.extra.content "" >

<!ENTITY % SVG.missing-glyph.element "INCLUDE" >
<![%SVG.missing-glyph.element;[
<!ENTITY % SVG.missing-glyph.content
  "( %SVG.Description.class; | %SVG.Animation.class; %SVG.Structure.class;
     %SVG.Conditional.class; %SVG.Image.class; %SVG.Style.class;
     %SVG.Shape.class; %SVG.Text.class; %SVG.Marker.class;
      %SVG.ColorProfile.class; %SVG.Gradient.class; %SVG.Pattern.class;
     %SVG.Clip.class; %SVG.Mask.class; %SVG.Filter.class; %SVG.Cursor.class;
     %SVG.Hyperlink.class; %SVG.View.class; %SVG.Script.class;
     %SVG.Font.class; %SVG.missing-glyph.extra.content; )*"
>
<!ELEMENT %SVG.missing-glyph.qname; %SVG.missing-glyph.content; >
<!-- end of SVG.missing-glyph.element -->]]>

<!ENTITY % SVG.missing-glyph.attlist "INCLUDE" >
<![%SVG.missing-glyph.attlist;[
<!ATTLIST %SVG.missing-glyph.qname;
  %SVG.Core.attrib;
  %SVG.Style.attrib;
  %SVG.Presentation.attrib;
  d %PathData.datatype; #IMPLIED
  horiz-adv-x %Number.datatype; #IMPLIED
```

```
  vert-origin-x %Number.datatype; #IMPLIED
  vert-origin-y %Number.datatype; #IMPLIED
  vert-adv-y %Number.datatype; #IMPLIED
>
<!-- end of SVG.missing-glyph.attlist -->]]>

<!-- hkern: Horizontal Kerning Element ..... -->

<!ENTITY % SVG.hkern.element "INCLUDE" >
<![%SVG.hkern.element;[
<!ENTITY % SVG.hkern.content
 "EMPTY" >
<!ELEMENT %SVG.hkern.qname; %SVG.hkern.content; >
<!-- end of SVG.hkern.element -->]]>

<!ENTITY % SVG.hkern.attlist "INCLUDE" >
<![%SVG.hkern.attlist;[
<!ATTLIST %SVG.hkern.qname;
  %SVG.Core.attrib;
  u1 CDATA #IMPLIED
  g1 CDATA #IMPLIED
  u2 CDATA #IMPLIED
  g2 CDATA #IMPLIED
  k %Number.datatype; #REQUIRED
>
<!-- end of SVG.hkern.attlist -->]]>

<!-- vkern: Vertical Kerning Element ..... -->

<!ENTITY % SVG.vkern.element "INCLUDE" >
<![%SVG.vkern.element;[
<!ENTITY % SVG.vkern.content "EMPTY" >
<!ELEMENT %SVG.vkern.qname; %SVG.vkern.content; >
<!-- end of SVG.vkern.element -->]]>

<!ENTITY % SVG.vkern.attlist "INCLUDE" >
<![%SVG.vkern.attlist;[
<!ATTLIST %SVG.vkern.qname;
  %SVG.Core.attrib;
  u1 CDATA #IMPLIED
  g1 CDATA #IMPLIED
  u2 CDATA #IMPLIED
  g2 CDATA #IMPLIED
  k %Number.datatype; #REQUIRED
>
<!-- end of SVG.vkern.attlist -->]]>

<!-- font-face-src: Font Face Source Element ..... -->
```

```
<!ENTITY % SVG.font-face-src.extra.content
 "" >

<!ENTITY % SVG.font-face-src.element "INCLUDE" >
<![%SVG.font-face-src.element;[
<!ENTITY % SVG.font-face-src.content
   "( %SVG.font-face-uri.qname; | %SVG.font-face-name.qname;
     %SVG.font-face-src.extra.content; )+"
>
<!ELEMENT %SVG.font-face-src.qname; %SVG.font-face-src.content; >
<!-- end of SVG.font-face-src.element -->]]>

<!ENTITY % SVG.font-face-src.attlist "INCLUDE" >
<![%SVG.font-face-src.attlist;[
<!ATTLIST %SVG.font-face-src.qname;
   %SVG.Core.attrib;
>
<!-- end of SVG.font-face-src.attlist -->]]>

<!-- font-face-uri: Font Face URI Element ..... -->

<!ENTITY % SVG.font-face-uri.extra.content "" >

<!ENTITY % SVG.font-face-uri.element "INCLUDE" >
<![%SVG.font-face-uri.element;[
<!ENTITY % SVG.font-face-uri.content
   "( %SVG.font-face-format.qname; %SVG.font-face-uri.extra.content; )*"
>
<!ELEMENT %SVG.font-face-uri.qname; %SVG.font-face-uri.content; >
<!-- end of SVG.font-face-uri.element -->]]>

<!ENTITY % SVG.font-face-uri.attlist
 "INCLUDE" >
<![%SVG.font-face-uri.attlist;[
<!ATTLIST %SVG.font-face-uri.qname;
   %SVG.Core.attrib;
   %SVG.XLinkRequired.attrib;
>
<!-- end of SVG.font-face-uri.attlist -->]]>

<!-- font-face-format: Font Face Format Element ..... -->

<!ENTITY % SVG.font-face-format.element "INCLUDE" >
<![%SVG.font-face-format.element;[
<!ENTITY % SVG.font-face-format.content "EMPTY" >
<!ELEMENT %SVG.font-face-format.qname; %SVG.font-face-format.content; >
<!-- end of SVG.font-face-format.element -->]]>
```

```
<!ENTITY % SVG.font-face-format.attlist "INCLUDE" >
<![%SVG.font-face-format.attlist;[
<!ATTLIST %SVG.font-face-format.qname;
  %SVG.Core.attrib;
  string CDATA #IMPLIED
>
<!-- end of SVG.font-face-format.attlist -->]]>

<!-- font-face-name: Font Face Name Element ..... -->

<!ENTITY % SVG.font-face-name.element "INCLUDE" >
<![%SVG.font-face-name.element;[
<!ENTITY % SVG.font-face-name.content "EMPTY" >
<!ELEMENT %SVG.font-face-name.qname; %SVG.font-face-name.content; >
<!--
 end of SVG.font-face-name.element -->]]>

<!ENTITY % SVG.font-face-name.attlist "INCLUDE" >
<![%SVG.font-face-name.attlist;[
<!ATTLIST %SVG.font-face-name.qname;
  %SVG.Core.attrib;
  name CDATA #IMPLIED
>
<!-- end of SVG.font-face-name.attlist -->]]>

<!-- definition-src: Definition Source Element ..... -->

<!ENTITY % SVG.definition-src.element "INCLUDE" >
<![%SVG.definition-src.element;[
<!ENTITY % SVG.definition-src.content "EMPTY" >
<!ELEMENT %SVG.definition-src.qname; %SVG.definition-src.content; >
<!-- end of SVG.definition-src.element -->]]>

<!ENTITY % SVG.definition-src.attlist "INCLUDE" >
<![%SVG.definition-src.attlist;[
<!ATTLIST %SVG.definition-src.qname;
  %SVG.Core.attrib;
  %SVG.XLinkRequired.attrib;
>
<!-- end of SVG.definition-src.attlist -->]]>

<!-- end of svg-font.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-font.mod

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

```
<!--
   File isomopf.ent produced by the XSL script entities.xsl
   from input data in unicode.xml.

   Copyright 1998 - 2009 W3C.

   Use and distribution of this code are permitted under the terms of the
   W3C Software Notice and License.
   http://www.w3.org/Consortium/Legal/2002/copyright-software-20021231.html

   Please report any errors to David Carlisle
   via the public W3C list www-math@w3.org.

   The numeric character values assigned to each entity
   (should) match the Unicode assignments in Unicode 5.x.

   Entity names in this file are derived from files carrying the
   following notice:

   (C) International Organization for Standardization 1991
   Permission to copy in any form is granted for use with
   conforming SGML systems and applications as defined in
   ISO 8879, provided this notice is included in all copies.

-->


<!--

     Public identifier: -//W3C//ENTITIES
 Math Alphabets: Open Face//EN//XML
     System identifier: http://www.w3.org/2003/entities/2007/isomopf.ent

   The public identifier should always be used verbatim.
   The system identifier may be changed to suit local requirements.

   Typical invocation:

     <!ENTITY % isomopf PUBLIC
       "-//W3C//ENTITIES Math Alphabets: Open Face//EN//XML"
       "http://www.w3.org/2003/entities/2007/isomopf.ent"
     >
     %isomopf;

-->
```

```
<!ENTITY Aopf          "&#x1D538;" ><!--MATHEMATICAL DOUBLE-STRUCK CAPITAL A -->
<!ENTITY Bopf          "&#x1D539;" ><!--MATHEMATICAL DOUBLE-STRUCK CAPITAL B -->
<!ENTITY Copf          "&#x02102;" ><!--DOUBLE-STRUCK CAPITAL C -->
<!ENTITY Dopf          "&#x1D53B;" ><!--MATHEMATICAL DOUBLE-STRUCK CAPITAL D -->
<!ENTITY Eopf          "&#x1D53C;" ><!--MATHEMATICAL DOUBLE-STRUCK CAPITAL E -->
<!ENTITY Fopf          "&#x1D53D;" ><!--MATHEMATICAL DOUBLE-STRUCK CAPITAL F -->
<!ENTITY Gopf          "&#x1D53E;" ><!--MATHEMATICAL
 DOUBLE-STRUCK CAPITAL G -->
<!ENTITY Hopf          "&#x0210D;" ><!--DOUBLE-STRUCK CAPITAL H -->
<!ENTITY Iopf          "&#x1D540;" ><!--MATHEMATICAL DOUBLE-STRUCK CAPITAL I -->
<!ENTITY Jopf          "&#x1D541;" ><!--MATHEMATICAL DOUBLE-STRUCK CAPITAL J -->
<!ENTITY Kopf          "&#x1D542;" ><!--MATHEMATICAL DOUBLE-STRUCK CAPITAL K -->
<!ENTITY Lopf          "&#x1D543;" ><!--MATHEMATICAL DOUBLE-STRUCK CAPITAL L -->
<!ENTITY Mopf          "&#x1D544;" ><!--MATHEMATICAL DOUBLE-STRUCK CAPITAL M -->
<!ENTITY Nopf          "&#x02115;" ><!--DOUBLE-STRUCK CAPITAL N -->
<!ENTITY Oopf          "&#x1D546;" ><!--MATHEMATICAL DOUBLE-STRUCK CAPITAL O -->
<!ENTITY Popf          "&#x02119;" ><!--DOUBLE-STRUCK CAPITAL P -->
<!ENTITY Qopf          "&#x0211A;" ><!--DOUBLE-STRUCK CAPITAL Q -->
<!ENTITY Ropf          "&#x0211D;" ><!--DOUBLE-STRUCK CAPITAL R -->
<!ENTITY Sopf          "&#x1D54A;" ><!--MATHEMATICAL DOUBLE-STRUCK CAPITAL S -->
<!ENTITY Topf
    "&#x1D54B;" ><!--MATHEMATICAL DOUBLE-STRUCK CAPITAL T -->
<!ENTITY Uopf          "&#x1D54C;" ><!--MATHEMATICAL DOUBLE-STRUCK CAPITAL U -->
<!ENTITY Vopf          "&#x1D54D;" ><!--MATHEMATICAL DOUBLE-STRUCK CAPITAL V -->
<!ENTITY Wopf          "&#x1D54E;" ><!--MATHEMATICAL DOUBLE-STRUCK CAPITAL W -->
<!ENTITY Xopf          "&#x1D54F;" ><!--MATHEMATICAL DOUBLE-STRUCK CAPITAL X -->
<!ENTITY Yopf          "&#x1D550;" ><!--MATHEMATICAL DOUBLE-STRUCK CAPITAL Y -->
<!ENTITY Zopf          "&#x02124;" ><!--DOUBLE-STRUCK CAPITAL Z -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/mathml/mathml3/isomopf.ent
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Revision: $Id: mathml2.dtd,v 1.12 2003/11/04 13:14:35 davidc Exp $

This entity may be identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/mathml/mathml2/mathml2.dtd
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<!-- This Source Code Form is "Incompatible With Secondary Licenses", as defined by the Mozilla Public License, v. 2.0. -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/wrapper/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/gizmo/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/jiter/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/z/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/pull/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/regex/package.html
*
 /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/serialize/codenorm/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/trans/rules/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/style/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/s9api/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/trace/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/serialize/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/java/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/serialize/charcode/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/option/dom4j/package.html
*
 /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/query/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/value/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/ma/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/number/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/sapling/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/lib/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/iter/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/type/package.html
*

/opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/dom/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/s9api/streams/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/xpath/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/option/local/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/linked/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/util/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/sort/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/event/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/option/xom/package.html
*
/opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/option/exslt/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/parser/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/pattern/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/flwor/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/om/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/sxpath/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/trans/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/tiny/package.html
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/instruct/package.html
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<!-- ..... -->
<!-- SVG 1.1 Animation Module ..... -->
<!-- file: svg-animation.mod

This is SVG, a language for describing two-dimensional graphics in XML.
Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
Revision: $Id: svg-animation.mod,v 1.3 2002/10/24 17:40:14 fujisawa Exp $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ELEMENTS SVG 1.1 Animation//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-animation.mod"

..... -->

<!-- Animation

animate, set, animateMotion, animateColor, animateTransform, mpath

This module declares markup to provide support for animation.

```
-->

<!-- Qualified Names (Default) ..... -->

<!ENTITY
 % SVG.animate.qname "animate" >
<!ENTITY % SVG.set.qname "set" >
<!ENTITY % SVG.animateMotion.qname "animateMotion" >
<!ENTITY % SVG.animateColor.qname "animateColor" >
<!ENTITY % SVG.animateTransform.qname "animateTransform" >
<!ENTITY % SVG.mpath.qname "mpath" >

<!-- Attribute Collections (Default) ..... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.AnimationEvents.attrib "" >
<!ENTITY % SVG.XLink.attrib "" >
<!ENTITY % SVG.XLinkRequired.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Animation.class ..... -->

<!ENTITY % SVG.Animation.extra.class "" >

<!ENTITY % SVG.Animation.class
  "%SVG.animate.qname; | %SVG.set.qname; | %SVG.animateMotion.qname; |
   %SVG.animateColor.qname; | %SVG.animateTransform.qname;
   %SVG.Animation.extra.class;"
>

<!-- SVG.Animation.attrib ..... -->

<!ENTITY % SVG.Animation.extra.attrib "" >

<!ENTITY % SVG.Animation.attrib
   "%SVG.XLink.attrib;
   %SVG.Animation.extra.attrib;"
>

<!-- SVG.AnimationAttribute.attrib ..... -->

<!ENTITY % SVG.AnimationAttribute.extra.attrib "" >

<!ENTITY % SVG.AnimationAttribute.attrib
  "attributeName  CDATA  #REQUIRED
   attributeType  CDATA  #IMPLIED
   %SVG.AnimationAttribute.extra.attrib;"
```

```
>

<!-- SVG.AnimationTiming.attrib ..... -->

<!ENTITY % SVG.AnimationTiming.extra.attrib "" >

<!ENTITY % SVG.AnimationTiming.attrib
   "begin CDATA #IMPLIED
    dur CDATA #IMPLIED
    end CDATA #IMPLIED
    min CDATA #IMPLIED
    max CDATA #IMPLIED
    restart ( always | never | whenNotActive ) 'always'
    repeatCount CDATA #IMPLIED
    repeatDur CDATA #IMPLIED
    fill ( remove | freeze ) 'remove'
    %SVG.AnimationTiming.extra.attrib;"
>

<!-- SVG.AnimationValue.attrib ..... -->

<!ENTITY % SVG.AnimationValue.extra.attrib "" >

<!ENTITY % SVG.AnimationValue.attrib
   "calcMode ( discrete | linear
 | paced | spline ) 'linear'
    values CDATA #IMPLIED
    keyTimes CDATA #IMPLIED
    keySplines CDATA #IMPLIED
    from CDATA #IMPLIED
    to CDATA #IMPLIED
    by CDATA #IMPLIED
    %SVG.AnimationValue.extra.attrib;"
>

<!-- SVG.AnimationAddtion.attrib ..... -->

<!ENTITY % SVG.AnimationAddtion.extra.attrib "" >

<!ENTITY % SVG.AnimationAddtion.attrib
   "additive ( replace | sum ) 'replace'
    accumulate ( none | sum ) 'none'
    %SVG.AnimationAddtion.extra.attrib;"
>

<!-- animate: Animate Element ..... -->

<!ENTITY % SVG.animate.extra.content "" >
```

```
<!ENTITY % SVG.animate.element "INCLUDE" >
<![%SVG.animate.element;[
<!ENTITY % SVG.animate.content
  "( %SVG.Description.class; %SVG.animate.extra.content; )*"
>
<!ELEMENT %SVG.animate.qname; %SVG.animate.content; >
<!-- end of SVG.animate.element -->]]>

<!ENTITY % SVG.animate.attlist "INCLUDE" >
<![%SVG.animate.attlist;[
<!ATTLIST %SVG.animate.qname;
  %SVG.Core.attrib;
  %SVG.Conditional.attrib;
   %SVG.AnimationEvents.attrib;
  %SVG.External.attrib;
  %SVG.Animation.attrib;
  %SVG.AnimationAttribute.attrib;
  %SVG.AnimationTiming.attrib;
  %SVG.AnimationValue.attrib;
  %SVG.AnimationAddtion.attrib;
>
<!-- end of SVG.animate.attlist -->]]>

<!-- set: Set Element ..... -->

<!ENTITY % SVG.set.extra.content "" >

<!ENTITY % SVG.set.element "INCLUDE" >
<![%SVG.set.element;[
<!ENTITY % SVG.set.content
  "( %SVG.Description.class; %SVG.set.extra.content; )*"
>
<!ELEMENT %SVG.set.qname; %SVG.set.content; >
<!-- end of SVG.set.element -->]]>

<!ENTITY % SVG.set.attlist "INCLUDE" >
<![%SVG.set.attlist;[
<!ATTLIST %SVG.set.qname;
  %SVG.Core.attrib;
  %SVG.Conditional.attrib;
  %SVG.AnimationEvents.attrib;
  %SVG.External.attrib;
  %SVG.Animation.attrib;
  %SVG.AnimationAttribute.attrib;
  %SVG.AnimationTiming.attrib;
  to CDATA #IMPLIED
>
```

```
<!-- end of SVG.set.attlist -->]]>

<!-- animateMotion: Animate
 Motion Element ..... -->

<!ENTITY % SVG.animateMotion.extra.content "" >

<!ENTITY % SVG.animateMotion.element "INCLUDE" >
<![%SVG.animateMotion.element;[
<!ENTITY % SVG.animateMotion.content
  "(( %SVG.Description.class; )*, %SVG.mpath.qname;?
     %SVG.animateMotion.extra.content; )"
>
<!ELEMENT %SVG.animateMotion.qname; %SVG.animateMotion.content; >
<!-- end of SVG.animateMotion.element -->]]>

<!ENTITY % SVG.animateMotion.attlist "INCLUDE" >
<![%SVG.animateMotion.attlist;[
<!ATTLIST %SVG.animateMotion.qname;
  %SVG.Core.attrib;
  %SVG.Conditional.attrib;
  %SVG.AnimationEvents.attrib;
  %SVG.External.attrib;
  %SVG.Animation.attrib;
  %SVG.AnimationTiming.attrib;
  %SVG.AnimationAddtion.attrib;
  calcMode ( discrete | linear | paced | spline ) 'paced'
  values CDATA #IMPLIED
  keyTimes CDATA #IMPLIED
  keySplines CDATA #IMPLIED
  from CDATA #IMPLIED
  to CDATA #IMPLIED
  by CDATA #IMPLIED
  path CDATA #IMPLIED
  keyPoints CDATA #IMPLIED
   rotate CDATA #IMPLIED
  origin CDATA #IMPLIED
>
<!-- end of SVG.animateMotion.attlist -->]]>

<!-- animateColor: Animate Color Element ..... -->

<!ENTITY % SVG.animateColor.extra.content "" >

<!ENTITY % SVG.animateColor.element "INCLUDE" >
<![%SVG.animateColor.element;[
<!ENTITY % SVG.animateColor.content
  "( %SVG.Description.class; %SVG.animateColor.extra.content; )*"
```

```
>
<!ELEMENT %SVG.animateColor.qname; %SVG.animateColor.content; >
<!-- end of SVG.animateColor.element -->]]>

<!ENTITY % SVG.animateColor.attlist "INCLUDE" >
<![%SVG.animateColor.attlist;[
<!ATTLIST %SVG.animateColor.qname;
  %SVG.Core.attrib;
  %SVG.Conditional.attrib;
  %SVG.AnimationEvents.attrib;
  %SVG.External.attrib;
  %SVG.Animation.attrib;
  %SVG.AnimationAttribute.attrib;
  %SVG.AnimationTiming.attrib;
  %SVG.AnimationValue.attrib;
  %SVG.AnimationAddtion.attrib;
>
<!-- end of SVG.animateColor.attlist -->]]>

<!-- animateTransform: Animate Transform Element ..... -->

<!ENTITY
 % SVG.animateTransform.extra.content "" >

<!ENTITY % SVG.animateTransform.element "INCLUDE" >
<![%SVG.animateTransform.element;[
<!ENTITY % SVG.animateTransform.content
  "( %SVG.Description.class; %SVG.animateTransform.extra.content; )*"
>
<!ELEMENT %SVG.animateTransform.qname; %SVG.animateTransform.content; >
<!-- end of SVG.animateTransform.element -->]]>

<!ENTITY % SVG.animateTransform.attlist "INCLUDE" >
<![%SVG.animateTransform.attlist;[
<!ATTLIST %SVG.animateTransform.qname;
  %SVG.Core.attrib;
  %SVG.Conditional.attrib;
  %SVG.AnimationEvents.attrib;
  %SVG.External.attrib;
  %SVG.Animation.attrib;
  %SVG.AnimationAttribute.attrib;
  %SVG.AnimationTiming.attrib;
  %SVG.AnimationValue.attrib;
  %SVG.AnimationAddtion.attrib;
  type ( translate | scale | rotate | skewX | skewY ) 'translate'
>
<!-- end of SVG.animateTransform.attlist -->]]>
```

```
<!-- mpath: Motion Path Element ..... -->

<!ENTITY % SVG.mpath.extra.content "" >

<!ENTITY
 % SVG.mpath.element "INCLUDE" >
<![%SVG.mpath.element;[
<!ENTITY % SVG.mpath.content
  "( %SVG.Description.class; %SVG.mpath.extra.content; )*"
>
<!ELEMENT %SVG.mpath.qname; %SVG.mpath.content; >
<!-- end of SVG.mpath.element -->]]>

<!ENTITY % SVG.mpath.attlist "INCLUDE" >
<![%SVG.mpath.attlist;[
<!ATTLIST %SVG.mpath.qname;
  %SVG.Core.attrib;
  %SVG.XLinkRequired.attrib;
  %SVG.External.attrib;
>
<!-- end of SVG.mpath.attlist -->]]>

<!-- end of svg-animation.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-animation.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML Inline Phrasal Module  ..... -->
<!-- file: xhtml-inlphras-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2000 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: xhtml-inlphras-1.mod,v 1.1 2001/02/13 12:24:22 ht Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Inline Phrasal 1.0//EN"
     SYSTEM "http://www.w3.org/TR/xhtml-modulatization/DTD/xhtml-inlphras-1.mod"

   Revisions:
   (none)
   ..................................................................... -->

<!-- Inline Phrasal
```

```
      abbr, acronym, cite, code, dfn, em, kbd, q, samp, strong, var

   This module declares the elements and their attributes used to
   support inline-level
 phrasal markup.
-->

<!ENTITY % abbr.element  "INCLUDE" >
<![%abbr.element;[
<!ENTITY % abbr.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ENTITY % abbr.qname  "abbr" >
<!ELEMENT %abbr.qname;  %abbr.content; >
<!-- end of abbr.element -->]]>

<!ENTITY % abbr.attlist  "INCLUDE" >
<![%abbr.attlist;[
<!ATTLIST %abbr.qname;
    %Common.attrib;
>
<!-- end of abbr.attlist -->]]>

<!ENTITY % acronym.element  "INCLUDE" >
<![%acronym.element;[
<!ENTITY % acronym.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ENTITY % acronym.qname  "acronym" >
<!ELEMENT %acronym.qname;  %acronym.content; >
<!-- end of acronym.element -->]]>

<!ENTITY % acronym.attlist  "INCLUDE" >
<![%acronym.attlist;[
<!ATTLIST %acronym.qname;
    %Common.attrib;
>
<!-- end of acronym.attlist -->]]>

<!ENTITY % cite.element  "INCLUDE" >
<![%cite.element;[
<!ENTITY % cite.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ENTITY % cite.qname  "cite" >
<!ELEMENT %cite.qname;  %cite.content; >
<!-- end of cite.element -->]]>
```

```
<!ENTITY
 % cite.attlist  "INCLUDE" >
<![%cite.attlist;[
<!ATTLIST %cite.qname;
    %Common.attrib;
>
<!-- end of cite.attlist -->]]>

<!ENTITY % code.element  "INCLUDE" >
<![%code.element;[
<!ENTITY % code.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ENTITY % code.qname  "code" >
<!ELEMENT %code.qname;  %code.content; >
<!-- end of code.element -->]]>

<!ENTITY % code.attlist  "INCLUDE" >
<![%code.attlist;[
<!ATTLIST %code.qname;
    %Common.attrib;
>
<!-- end of code.attlist -->]]>

<!ENTITY % dfn.element  "INCLUDE" >
<![%dfn.element;[
<!ENTITY % dfn.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ENTITY % dfn.qname  "dfn" >
<!ELEMENT %dfn.qname;  %dfn.content; >
<!-- end of dfn.element -->]]>

<!ENTITY % dfn.attlist  "INCLUDE" >
<![%dfn.attlist;[
<!ATTLIST %dfn.qname;
    %Common.attrib;
>
<!-- end of dfn.attlist -->]]>

<!ENTITY % em.element  "INCLUDE" >
<![%em.element;[
<!ENTITY % em.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ENTITY % em.qname  "em" >
<!ELEMENT %em.qname;
```

```
 %em.content; >
<!-- end of em.element -->]]>

<!ENTITY % em.attlist  "INCLUDE" >
<![%em.attlist;[
<!ATTLIST %em.qname;
    %Common.attrib;
>
<!-- end of em.attlist -->]]>

<!ENTITY % kbd.element  "INCLUDE" >
<![%kbd.element;[
<!ENTITY % kbd.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ENTITY % kbd.qname  "kbd" >
<!ELEMENT %kbd.qname;  %kbd.content; >
<!-- end of kbd.element -->]]>

<!ENTITY % kbd.attlist  "INCLUDE" >
<![%kbd.attlist;[
<!ATTLIST %kbd.qname;
    %Common.attrib;
>
<!-- end of kbd.attlist -->]]>

<!ENTITY % q.element  "INCLUDE" >
<![%q.element;[
<!ENTITY % q.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ENTITY % q.qname  "q" >
<!ELEMENT %q.qname;  %q.content; >
<!-- end of q.element -->]]>

<!ENTITY % q.attlist  "INCLUDE" >
<![%q.attlist;[
<!ATTLIST %q.qname;
    %Common.attrib;
    cite        %URI.datatype;          #IMPLIED
>
<!-- end of q.attlist -->]]>

<!ENTITY % samp.element  "INCLUDE" >
<![%samp.element;[
<!ENTITY % samp.content
   "( #PCDATA |
```

```
 %Inline.mix; )*"
>
<!ENTITY % samp.qname  "samp" >
<!ELEMENT %samp.qname;  %samp.content; >
<!-- end of samp.element -->]]>

<!ENTITY % samp.attlist  "INCLUDE" >
<![%samp.attlist;[
<!ATTLIST %samp.qname;
    %Common.attrib;
>
<!-- end of samp.attlist -->]]>

<!ENTITY % strong.element  "INCLUDE" >
<![%strong.element;[
<!ENTITY % strong.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ENTITY % strong.qname  "strong" >
<!ELEMENT %strong.qname;  %strong.content; >
<!-- end of strong.element -->]]>

<!ENTITY % strong.attlist  "INCLUDE" >
<![%strong.attlist;[
<!ATTLIST %strong.qname;
    %Common.attrib;
>
<!-- end of strong.attlist -->]]>

<!ENTITY % var.element  "INCLUDE" >
<![%var.element;[
<!ENTITY % var.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ENTITY % var.qname  "var" >
<!ELEMENT %var.qname;  %var.content; >
<!-- end of var.element -->]]>

<!ENTITY % var.attlist  "INCLUDE" >
<![%var.attlist;[
<!ATTLIST %var.qname;
    %Common.attrib;
>
<!-- end of var.attlist -->]]>

<!-- end
 of xhtml-inlphras-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/rddl/xhtml-inlphras-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- SVG 1.1 XLink Attribute Module ....................................... -->
<!-- file: svg-xlink-attrib.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-xlink-attrib.mod,v 1.2 2002/04/20 18:07:43 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES SVG 1.1 XLink Attribute//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-xlink-attrib.mod"

   ..................................................................... -->

<!-- XLink Attribute

     type, href, role, arcrole, title, show, actuate

   This module defines the XLink, XLinkRequired, XLinkEmbed, and
   XLinkReplace attribute set.
-->

<!ENTITY % SVG.XLink.extra.attrib
 "" >

<!ENTITY % SVG.XLink.attrib
  "%XLINK.xmlns.attrib;
   %XLINK.pfx;type ( simple ) #FIXED 'simple'
   %XLINK.pfx;href %URI.datatype; #IMPLIED
   %XLINK.pfx;role %URI.datatype; #IMPLIED
   %XLINK.pfx;arcrole %URI.datatype; #IMPLIED
   %XLINK.pfx;title CDATA #IMPLIED
   %XLINK.pfx;show ( other ) 'other'
   %XLINK.pfx;actuate ( onLoad ) #FIXED 'onLoad'
   %SVG.XLink.extra.attrib;"
>

<!ENTITY % SVG.XLinkRequired.extra.attrib "" >

<!ENTITY % SVG.XLinkRequired.attrib
  "%XLINK.xmlns.attrib;
   %XLINK.pfx;type ( simple ) #FIXED 'simple'
```

```
   %XLINK.pfx;href %URI.datatype; #REQUIRED
   %XLINK.pfx;role %URI.datatype; #IMPLIED
   %XLINK.pfx;arcrole %URI.datatype; #IMPLIED
   %XLINK.pfx;title CDATA #IMPLIED
   %XLINK.pfx;show ( other ) 'other'
   %XLINK.pfx;actuate ( onLoad ) #FIXED 'onLoad'
   %SVG.XLinkRequired.extra.attrib;"
>

<!ENTITY % SVG.XLinkEmbed.extra.attrib "" >

<!ENTITY % SVG.XLinkEmbed.attrib
  "%XLINK.xmlns.attrib;
   %XLINK.pfx;type
 ( simple ) #FIXED 'simple'
   %XLINK.pfx;href %URI.datatype; #REQUIRED
   %XLINK.pfx;role %URI.datatype; #IMPLIED
   %XLINK.pfx;arcrole %URI.datatype; #IMPLIED
   %XLINK.pfx;title CDATA #IMPLIED
   %XLINK.pfx;show ( embed ) 'embed'
   %XLINK.pfx;actuate ( onLoad ) #FIXED 'onLoad'
   %SVG.XLinkEmbed.extra.attrib;"
>

<!ENTITY % SVG.XLinkReplace.extra.attrib "" >

<!ENTITY % SVG.XLinkReplace.attrib
  "%XLINK.xmlns.attrib;
   %XLINK.pfx;type ( simple ) #FIXED 'simple'
   %XLINK.pfx;href %URI.datatype; #REQUIRED
   %XLINK.pfx;role %URI.datatype; #IMPLIED
   %XLINK.pfx;arcrole %URI.datatype; #IMPLIED
   %XLINK.pfx;title CDATA #IMPLIED
   %XLINK.pfx;show ( new | replace ) 'replace'
   %XLINK.pfx;actuate ( onRequest ) #FIXED 'onRequest'
   %SVG.XLinkReplace.extra.attrib;"
>

<!-- end of svg-xlink-attrib.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-xlink-attrib.mod
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
<!-- XHTML Document Scripting Module  ..... -->
<!-- file: xhtml-script-1.mod
```

```
   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-script-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Scripting 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-script-1.mod"

   Revisions:
   (none)
   ..... -->

<!-- Scripting

      script, noscript

   This module declares element types and attributes used to provide
   support for executable scripts as well as an alternate content
   container where scripts
 are not supported.
-->

<!-- script: Scripting Statement ..... -->

<!ENTITY % script.element  "INCLUDE" >
<![%script.element;[
<!ENTITY % script.content  "( #PCDATA )" >
<!ENTITY % script.qname  "script" >
<!ELEMENT %script.qname;  %script.content; >
<!-- end of script.element -->]]>

<!ENTITY % script.attlist  "INCLUDE" >
<![%script.attlist;[
<!ATTLIST %script.qname;
    %XHTML.xmlns.attrib;
  %id.attrib;
    xml:space    ( preserve )            #FIXED 'preserve'
    charset      %Charset.datatype;      #IMPLIED
    type         %ContentType.datatype;  #REQUIRED
    src          %URI.datatype;          #IMPLIED
    defer        ( defer )               #IMPLIED
>
<!-- end of script.attlist -->]]>

<!-- noscript: No-Script Alternate Content ..... -->
```

```
<!ENTITY % noscript.element  "INCLUDE" >
<![%noscript.element;[
<!ENTITY % noscript.content
   "( %Block.mix; )+"
>
<!ENTITY % noscript.qname  "noscript" >
<!ELEMENT %noscript.qname;  %noscript.content;
 >
<!-- end of noscript.element -->]]>

<!ENTITY % noscript.attlist  "INCLUDE" >
<![%noscript.attlist;[
<!ATTLIST %noscript.qname;
    %Common.attrib;
>
<!-- end of noscript.attlist -->]]>

<!-- end of xhtml-script-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml-script-1.mod
No license file was found, but licenses were detected in source scan.

```
// This Source Code Form is subject to the terms of the Mozilla Public License, v. 2.0.
// This Source Code Form is "Incompatible With Secondary Licenses", as defined by the Mozilla Public License, v. 2.0.
/**
* Accesses the Normalization Data used for Forms C and D.
* <p>Copyright (c) 1998-1999 Unicode, Inc. All Rights Reserved.<br>
* The Unicode Consortium makes no expressed or implied warranty of any
* kind, and assumes no liability for errors or omissions.
* No liability is assumed for incidental and consequential damages
* in connection with or arising out of the use of the information here.</p>
*
* @author Mark Davis
*/
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/serialize/codenorm/NormalizerData.java
No license file was found, but licenses were detected in source scan.

```
<!--
   File isocyr1.ent produced by the XSL script entities.xsl
   from input data in unicode.xml.

   Copyright 1998 - 2009 W3C.
```

Use and distribution of this code are permitted under the terms of the
W3C Software Notice and License.
http://www.w3.org/Consortium/Legal/2002/copyright-software-20021231.html

Please report any errors to David Carlisle
via the public W3C list www-math@w3.org.

The numeric character values assigned to each entity
(should) match the Unicode assignments in Unicode 5.x.

Entity names in this file are derived from files carrying the
following notice:

(C) International Organization for Standardization 1986
Permission to copy in any form is granted for use with
conforming SGML systems and applications as defined in
ISO 8879, provided this notice is included in all copies.

-->

<!--

Public identifier: -//W3C//ENTITIES
Russian Cyrillic//EN//XML
System identifier: http://www.w3.org/2003/entities/2007/isocyr1.ent

The public identifier should always be used verbatim.
The system identifier may be changed to suit local requirements.

Typical invocation:

<!ENTITY % isocyr1 PUBLIC
"-//W3C//ENTITIES Russian Cyrillic//EN//XML"
"http://www.w3.org/2003/entities/2007/isocyr1.ent"
>
%isocyr1;

-->

<!ENTITY acy "а" ><!--CYRILLIC SMALL LETTER A -->
<!ENTITY Acy "А" ><!--CYRILLIC CAPITAL LETTER A -->
<!ENTITY bcy "б" ><!--CYRILLIC SMALL LETTER BE -->
<!ENTITY Bcy "Б" ><!--CYRILLIC CAPITAL LETTER BE -->
<!ENTITY chcy "ч" ><!--CYRILLIC SMALL LETTER CHE -->
<!ENTITY CHcy "Ч" ><!--CYRILLIC CAPITAL LETTER CHE -->
<!ENTITY dcy "д" ><!--CYRILLIC SMALL LETTER DE -->

```
<!ENTITY Dcy           "&#x00414;" ><!--CYRILLIC
 CAPITAL LETTER DE -->
<!ENTITY ecy           "&#x0044D;" ><!--CYRILLIC SMALL LETTER E -->
<!ENTITY Ecy           "&#x0042D;" ><!--CYRILLIC CAPITAL LETTER E -->
<!ENTITY fcy           "&#x00444;" ><!--CYRILLIC SMALL LETTER EF -->
<!ENTITY Fcy           "&#x00424;" ><!--CYRILLIC CAPITAL LETTER EF -->
<!ENTITY gcy           "&#x00433;" ><!--CYRILLIC SMALL LETTER GHE -->
<!ENTITY Gcy           "&#x00413;" ><!--CYRILLIC CAPITAL LETTER GHE -->
<!ENTITY hardcy        "&#x0044A;" ><!--CYRILLIC SMALL LETTER HARD SIGN -->
<!ENTITY HARDcy        "&#x0042A;" ><!--CYRILLIC CAPITAL LETTER HARD SIGN -->
<!ENTITY icy           "&#x00438;" ><!--CYRILLIC SMALL LETTER I -->
<!ENTITY Icy           "&#x00418;" ><!--CYRILLIC CAPITAL LETTER I -->
<!ENTITY iecy          "&#x00435;" ><!--CYRILLIC SMALL LETTER IE -->
<!ENTITY IEcy          "&#x00415;" ><!--CYRILLIC CAPITAL LETTER IE -->
<!ENTITY iocy          "&#x00451;" ><!--CYRILLIC SMALL LETTER IO -->
<!ENTITY IOcy
        "&#x00401;" ><!--CYRILLIC CAPITAL LETTER IO -->
<!ENTITY jcy           "&#x00439;" ><!--CYRILLIC SMALL LETTER SHORT I -->
<!ENTITY Jcy           "&#x00419;" ><!--CYRILLIC CAPITAL LETTER SHORT I -->
<!ENTITY kcy           "&#x0043A;" ><!--CYRILLIC SMALL LETTER KA -->
<!ENTITY Kcy           "&#x0041A;" ><!--CYRILLIC CAPITAL LETTER KA -->
<!ENTITY khcy          "&#x00445;" ><!--CYRILLIC SMALL LETTER HA -->
<!ENTITY KHcy          "&#x00425;" ><!--CYRILLIC CAPITAL LETTER HA -->
<!ENTITY lcy           "&#x0043B;" ><!--CYRILLIC SMALL LETTER EL -->
<!ENTITY Lcy           "&#x0041B;" ><!--CYRILLIC CAPITAL LETTER EL -->
<!ENTITY mcy           "&#x0043C;" ><!--CYRILLIC SMALL LETTER EM -->
<!ENTITY Mcy           "&#x0041C;" ><!--CYRILLIC CAPITAL LETTER EM -->
<!ENTITY ncy           "&#x0043D;" ><!--CYRILLIC SMALL LETTER EN -->
<!ENTITY Ncy           "&#x0041D;" ><!--CYRILLIC CAPITAL LETTER EN -->
<!ENTITY numero        "&#x02116;" ><!--NUMERO SIGN
 -->
<!ENTITY ocy           "&#x0043E;" ><!--CYRILLIC SMALL LETTER O -->
<!ENTITY Ocy           "&#x0041E;" ><!--CYRILLIC CAPITAL LETTER O -->
<!ENTITY pcy           "&#x0043F;" ><!--CYRILLIC SMALL LETTER PE -->
<!ENTITY Pcy           "&#x0041F;" ><!--CYRILLIC CAPITAL LETTER PE -->
<!ENTITY rcy           "&#x00440;" ><!--CYRILLIC SMALL LETTER ER -->
<!ENTITY Rcy           "&#x00420;" ><!--CYRILLIC CAPITAL LETTER ER -->
<!ENTITY scy           "&#x00441;" ><!--CYRILLIC SMALL LETTER ES -->
<!ENTITY Scy           "&#x00421;" ><!--CYRILLIC CAPITAL LETTER ES -->
<!ENTITY shchcy        "&#x00449;" ><!--CYRILLIC SMALL LETTER SHCHA -->
<!ENTITY SHCHcy        "&#x00429;" ><!--CYRILLIC CAPITAL LETTER SHCHA -->
<!ENTITY shcy          "&#x00448;" ><!--CYRILLIC SMALL LETTER SHA -->
<!ENTITY SHcy          "&#x00428;" ><!--CYRILLIC CAPITAL LETTER SHA -->
<!ENTITY softcy        "&#x0044C;" ><!--CYRILLIC SMALL LETTER SOFT SIGN -->
<!ENTITY SOFTcy        "&#x0042C;"
 ><!--CYRILLIC CAPITAL LETTER SOFT SIGN -->
<!ENTITY tcy           "&#x00442;" ><!--CYRILLIC SMALL LETTER TE -->
<!ENTITY Tcy           "&#x00422;" ><!--CYRILLIC CAPITAL LETTER TE -->
```

```
<!ENTITY tscy           "&#x00446;" ><!--CYRILLIC SMALL LETTER TSE -->
<!ENTITY TScy           "&#x00426;" ><!--CYRILLIC CAPITAL LETTER TSE -->
<!ENTITY ucy            "&#x00443;" ><!--CYRILLIC SMALL LETTER U -->
<!ENTITY Ucy            "&#x00423;" ><!--CYRILLIC CAPITAL LETTER U -->
<!ENTITY vcy            "&#x00432;" ><!--CYRILLIC SMALL LETTER VE -->
<!ENTITY Vcy            "&#x00412;" ><!--CYRILLIC CAPITAL LETTER VE -->
<!ENTITY yacy           "&#x0044F;" ><!--CYRILLIC SMALL LETTER YA -->
<!ENTITY YAcy           "&#x0042F;" ><!--CYRILLIC CAPITAL LETTER YA -->
<!ENTITY ycy            "&#x0044B;" ><!--CYRILLIC SMALL LETTER YERU -->
<!ENTITY Ycy            "&#x0042B;" ><!--CYRILLIC CAPITAL LETTER YERU -->
<!ENTITY yucy           "&#x0044E;" ><!--CYRILLIC SMALL LETTER YU -->
<!ENTITY
 YUcy           "&#x0042E;" ><!--CYRILLIC CAPITAL LETTER YU -->
<!ENTITY zcy            "&#x00437;" ><!--CYRILLIC SMALL LETTER ZE -->
<!ENTITY Zcy            "&#x00417;" ><!--CYRILLIC CAPITAL LETTER ZE -->
<!ENTITY zhcy           "&#x00436;" ><!--CYRILLIC SMALL LETTER ZHE -->
<!ENTITY ZHcy           "&#x00416;" ><!--CYRILLIC CAPITAL LETTER ZHE -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/mathml/mathml3/isocyr1.ent
No license file was found, but licenses were detected in source scan.


```
<!--
   File isocyr2.ent produced by the XSL script entities.xsl
   from input data in unicode.xml.

   Copyright 1998 - 2009 W3C.

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   W3C Software Notice and License.
   http://www.w3.org/Consortium/Legal/2002/copyright-software-20021231.html

   Please report any errors to David Carlisle
   via the public W3C list www-math@w3.org.

   The numeric character values assigned to each entity
   (should) match the Unicode assignments in Unicode 5.x.

   Entity names in this file are derived from files carrying the
   following notice:

   (C) International Organization for Standardization 1986
   Permission to copy in any form is granted for use with
   conforming SGML systems and applications as defined in
   ISO 8879, provided this notice is included in all copies.

-->
```

```
<!--

    Public identifier: -//W3C//ENTITIES
 Non-Russian Cyrillic//EN//XML
    System identifier: http://www.w3.org/2003/entities/2007/isocyr2.ent

   The public identifier should always be used verbatim.
   The system identifier may be changed to suit local requirements.

   Typical invocation:

    <!ENTITY % isocyr2 PUBLIC
      "-//W3C//ENTITIES Non-Russian Cyrillic//EN//XML"
      "http://www.w3.org/2003/entities/2007/isocyr2.ent"
    >
    %isocyr2;

-->

<!ENTITY djcy           "&#x00452;" ><!--CYRILLIC SMALL LETTER DJE -->
<!ENTITY DJcy           "&#x00402;" ><!--CYRILLIC CAPITAL LETTER DJE -->
<!ENTITY dscy           "&#x00455;" ><!--CYRILLIC SMALL LETTER DZE -->
<!ENTITY DScy           "&#x00405;" ><!--CYRILLIC CAPITAL LETTER DZE -->
<!ENTITY dzcy           "&#x0045F;" ><!--CYRILLIC SMALL LETTER DZHE -->
<!ENTITY DZcy           "&#x0040F;" ><!--CYRILLIC CAPITAL LETTER DZHE -->
<!ENTITY gjcy           "&#x00453;" ><!--CYRILLIC SMALL LETTER GJE -->
<!ENTITY GJcy           "&#x00403;"
 ><!--CYRILLIC CAPITAL LETTER GJE -->
<!ENTITY iukcy          "&#x00456;" ><!--CYRILLIC SMALL LETTER BYELORUSSIAN-UKRAINIAN I -->
<!ENTITY Iukcy          "&#x00406;" ><!--CYRILLIC CAPITAL LETTER BYELORUSSIAN-UKRAINIAN I -->
<!ENTITY jsercy         "&#x00458;" ><!--CYRILLIC SMALL LETTER JE -->
<!ENTITY Jsercy         "&#x00408;" ><!--CYRILLIC CAPITAL LETTER JE -->
<!ENTITY jukcy          "&#x00454;" ><!--CYRILLIC SMALL LETTER UKRAINIAN IE -->
<!ENTITY Jukcy          "&#x00404;" ><!--CYRILLIC CAPITAL LETTER UKRAINIAN IE -->
<!ENTITY kjcy           "&#x0045C;" ><!--CYRILLIC SMALL LETTER KJE -->
<!ENTITY KJcy           "&#x0040C;" ><!--CYRILLIC CAPITAL LETTER KJE -->
<!ENTITY ljcy           "&#x00459;" ><!--CYRILLIC SMALL LETTER LJE -->
<!ENTITY LJcy           "&#x00409;" ><!--CYRILLIC CAPITAL LETTER LJE -->
<!ENTITY njcy           "&#x0045A;" ><!--CYRILLIC SMALL LETTER NJE -->
<!ENTITY NJcy           "&#x0040A;" ><!--CYRILLIC CAPITAL LETTER NJE -->
<!ENTITY
 tshcy          "&#x0045B;" ><!--CYRILLIC SMALL LETTER TSHE -->
<!ENTITY TSHcy          "&#x0040B;" ><!--CYRILLIC CAPITAL LETTER TSHE -->
<!ENTITY ubrcy          "&#x0045E;" ><!--CYRILLIC SMALL LETTER SHORT U -->
<!ENTITY Ubrcy          "&#x0040E;" ><!--CYRILLIC CAPITAL LETTER SHORT U -->
<!ENTITY yicy           "&#x00457;" ><!--CYRILLIC SMALL LETTER YI -->
```

<!ENTITY YIcy "Ї" ><!--CYRILLIC CAPITAL LETTER YI -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/mathml/mathml3/isocyr2.ent
No license file was found, but licenses were detected in source scan.

//W3C//DTD Specification V2.10//EN"
"http://www.w3.org/2002/xmlspec/dtd/2.10/xmlspec.dtd">

PURPOSE:
This XML DTD is for W3C specifications and other technical reports.
It is based in part on the TEI Lite and Sweb DTDs.

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This document is governed by the W3C Software License[3] as
described in the FAQ[4].

[1] http://www.w3.org/TR/xslt
[2] http://www.w3.org/XML/1998/06/xmlspec

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xmlspec/xmlspec.dtd
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
<!-- XHTML Lists Module ..... -->
<!-- file: xhtml-list-1.mod

This is XHTML, a reformulation of HTML as a modular XML application.
Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
Revision: $Id: xhtml-list-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $ SMI

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ELEMENTS XHTML Lists 1.0//EN"
SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-list-1.mod"

Revisions:
(none)
..... -->

<!-- Lists

dl, dt, dd, ol, ul, li

```
   This module declares the list-oriented element types
   and their attributes.
-->

<!ENTITY % dl.qname  "dl" >
<!ENTITY % dt.qname  "dt" >
<!ENTITY % dd.qname  "dd"
 >
<!ENTITY % ol.qname  "ol" >
<!ENTITY % ul.qname  "ul" >
<!ENTITY % li.qname  "li" >

<!-- dl: Definition List ..... -->

<!ENTITY % dl.element  "INCLUDE" >
<![%dl.element;[
<!ENTITY % dl.content  "( %dt.qname; | %dd.qname; )+" >
<!ELEMENT %dl.qname;  %dl.content; >
<!-- end of dl.element -->]]>

<!ENTITY % dl.attlist  "INCLUDE" >
<![%dl.attlist;[
<!ATTLIST %dl.qname;
    %Common.attrib;
>
<!-- end of dl.attlist -->]]>

<!-- dt: Definition Term ..... -->

<!ENTITY % dt.element  "INCLUDE" >
<![%dt.element;[
<!ENTITY % dt.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ELEMENT %dt.qname;  %dt.content; >
<!-- end of dt.element -->]]>

<!ENTITY % dt.attlist  "INCLUDE" >
<![%dt.attlist;[
<!ATTLIST %dt.qname;
    %Common.attrib;
>
<!-- end of dt.attlist -->]]>

<!-- dd: Definition Description ..... -->

<!ENTITY % dd.element  "INCLUDE" >
```

```
<![%dd.element;[
<!ENTITY % dd.content
   "( #PCDATA | %Flow.mix; )*"
>
<!ELEMENT
 %dd.qname;  %dd.content; >
<!-- end of dd.element -->]]>

<!ENTITY % dd.attlist  "INCLUDE" >
<![%dd.attlist;[
<!ATTLIST %dd.qname;
    %Common.attrib;
>
<!-- end of dd.attlist -->]]>

<!-- ol: Ordered List (numbered styles) ..... -->

<!ENTITY % ol.element  "INCLUDE" >
<![%ol.element;[
<!ENTITY % ol.content  "( %li.qname; )+" >
<!ELEMENT %ol.qname;  %ol.content; >
<!-- end of ol.element -->]]>

<!ENTITY % ol.attlist  "INCLUDE" >
<![%ol.attlist;[
<!ATTLIST %ol.qname;
    %Common.attrib;
>
<!-- end of ol.attlist -->]]>

<!-- ul: Unordered List (bullet styles) ..... -->

<!ENTITY % ul.element  "INCLUDE" >
<![%ul.element;[
<!ENTITY % ul.content  "( %li.qname; )+" >
<!ELEMENT %ul.qname;  %ul.content; >
<!-- end of ul.element -->]]>

<!ENTITY % ul.attlist  "INCLUDE" >
<![%ul.attlist;[
<!ATTLIST %ul.qname;
    %Common.attrib;
>
<!-- end of ul.attlist -->]]>

<!-- li: List Item ..... -->

<!ENTITY % li.element  "INCLUDE" >
```

```
<![%li.element;[
<!ENTITY
 % li.content
   "( #PCDATA | %Flow.mix; )*"
>
<!ELEMENT %li.qname;  %li.content; >
<!-- end of li.element -->]]>

<!ENTITY % li.attlist  "INCLUDE" >
<![%li.attlist;[
<!ATTLIST %li.qname;
    %Common.attrib;
>
<!-- end of li.attlist -->]]>

<!-- end of xhtml-list-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml-list-1.mod
No license file was found, but licenses were detected in source scan.

```
<!--
   File mmlextra.ent produced by the XSL script entities.xsl
   from input data in unicode.xml.

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   W3C Software Notice and License.
   http://www.w3.org/Consortium/Legal/2002/copyright-software-20021231.html

   Please report any errors to David Carlisle
   via the public W3C list www-math@w3.org.

   The numeric character values assigned to each entity
   (should) match the Unicode assignments in Unicode 5.x.

-->


<!--

     Public identifier: -//W3C//ENTITIES Additional MathML Symbols//EN//XML
     System identifier: http://www.w3.org/2003/entities/2007/mmlextra.ent

   The public identifier should always be used verbatim.
   The system identifier may be changed to suit local requirements.
```

```
   Typical invocation:

     <!ENTITY % mmlextra PUBLIC
      "-//W3C//ENTITIES
 Additional MathML Symbols//EN//XML"
      "http://www.w3.org/2003/entities/2007/mmlextra.ent"
     >
     %mmlextra;

-->

<!ENTITY af              "&#x02061;" ><!--FUNCTION APPLICATION -->
<!ENTITY aopf            "&#x1D552;" ><!--MATHEMATICAL DOUBLE-STRUCK SMALL A -->
<!ENTITY asympeq         "&#x0224D;" ><!--EQUIVALENT TO -->
<!ENTITY bopf            "&#x1D553;" ><!--MATHEMATICAL DOUBLE-STRUCK SMALL B -->
<!ENTITY copf            "&#x1D554;" ><!--MATHEMATICAL DOUBLE-STRUCK SMALL C -->
<!ENTITY Cross           "&#x02A2F;" ><!--VECTOR OR CROSS PRODUCT -->
<!ENTITY dd              "&#x02146;" ><!--DOUBLE-STRUCK ITALIC SMALL D -->
<!ENTITY DD              "&#x02145;" ><!--DOUBLE-STRUCK ITALIC CAPITAL D -->
<!ENTITY dopf            "&#x1D555;" ><!--MATHEMATICAL DOUBLE-STRUCK SMALL D -->
<!ENTITY DownArrowBar    "&#x02913;" ><!--DOWNWARDS ARROW TO BAR -->
<!ENTITY DownBreve       " &#x00311;" ><!--COMBINING INVERTED BREVE -->
<!ENTITY DownLeftRightVector "&#x02950;" ><!--LEFT
 BARB DOWN RIGHT BARB DOWN HARPOON -->
<!ENTITY DownLeftTeeVector "&#x0295E;" ><!--LEFTWARDS HARPOON WITH BARB DOWN FROM
BAR -->
<!ENTITY DownLeftVectorBar "&#x02956;" ><!--LEFTWARDS HARPOON WITH BARB DOWN TO BAR -->
<!ENTITY DownRightTeeVector "&#x0295F;" ><!--RIGHTWARDS HARPOON WITH BARB DOWN FROM
BAR -->
<!ENTITY DownRightVectorBar "&#x02957;" ><!--RIGHTWARDS HARPOON WITH BARB DOWN TO BAR
-->
<!ENTITY ee              "&#x02147;" ><!--DOUBLE-STRUCK ITALIC SMALL E -->
<!ENTITY EmptySmallSquare "&#x025FB;" ><!--WHITE MEDIUM SQUARE -->
<!ENTITY EmptyVerySmallSquare "&#x025AB;" ><!--WHITE SMALL SQUARE -->
<!ENTITY eopf            "&#x1D556;" ><!--MATHEMATICAL DOUBLE-STRUCK SMALL E -->
<!ENTITY Equal           "&#x02A75;" ><!--TWO CONSECUTIVE EQUALS SIGNS -->
<!ENTITY FilledSmallSquare "&#x025FC;" ><!--BLACK MEDIUM SQUARE -->
<!ENTITY FilledVerySmallSquare "&#x025AA;" ><!--BLACK SMALL SQUARE -->
<!ENTITY fopf            "&#x1D557;" ><!--MATHEMATICAL DOUBLE-STRUCK SMALL F -->
<!ENTITY
 gopf            "&#x1D558;" ><!--MATHEMATICAL DOUBLE-STRUCK SMALL G -->
<!ENTITY GreaterGreater   "&#x02AA2;" ><!--DOUBLE NESTED GREATER-THAN -->
<!ENTITY Hat             "&#x0005E;" ><!--CIRCUMFLEX ACCENT -->
<!ENTITY hopf            "&#x1D559;" ><!--MATHEMATICAL DOUBLE-STRUCK SMALL H -->
<!ENTITY HorizontalLine   "&#x02500;" ><!--BOX DRAWINGS LIGHT HORIZONTAL -->
<!ENTITY ic              "&#x02063;" ><!--INVISIBLE SEPARATOR -->
<!ENTITY ii              "&#x02148;" ><!--DOUBLE-STRUCK ITALIC SMALL I -->
```

<!ENTITY iopf "𝕚" ><!--MATHEMATICAL DOUBLE-STRUCK SMALL I -->
<!ENTITY it "⁢" ><!--INVISIBLE TIMES -->
<!ENTITY jopf "𝕛" ><!--MATHEMATICAL DOUBLE-STRUCK SMALL J -->
<!ENTITY kopf "𝕜" ><!--MATHEMATICAL DOUBLE-STRUCK SMALL K -->
<!ENTITY larrb "⇤" ><!--LEFTWARDS ARROW TO BAR -->
<!ENTITY LeftDownTeeVector "⥡" ><!--DOWNWARDS HARPOON WITH BARB LEFT FROM BAR -->
<!ENTITY LeftDownVectorBar
"⥙" ><!--DOWNWARDS HARPOON WITH BARB LEFT TO BAR -->
<!ENTITY LeftRightVector "⥎" ><!--LEFT BARB UP RIGHT BARB UP HARPOON -->
<!ENTITY LeftTeeVector "⥚" ><!--LEFTWARDS HARPOON WITH BARB UP FROM BAR -->
<!ENTITY LeftTriangleBar "⧏" ><!--LEFT TRIANGLE BESIDE VERTICAL BAR -->
<!ENTITY LeftUpDownVector "⥑" ><!--UP BARB LEFT DOWN BARB LEFT HARPOON -->
<!ENTITY LeftUpTeeVector "⥠" ><!--UPWARDS HARPOON WITH BARB LEFT FROM BAR -->
<!ENTITY LeftUpVectorBar "⥘" ><!--UPWARDS HARPOON WITH BARB LEFT TO BAR -->
<!ENTITY LeftVectorBar "⥒" ><!--LEFTWARDS HARPOON WITH BARB UP TO BAR -->
<!ENTITY LessLess "⪡" ><!--DOUBLE NESTED LESS-THAN -->
<!ENTITY lopf "𝕝" ><!--MATHEMATICAL DOUBLE-STRUCK SMALL L -->
<!ENTITY mapstodown "↧" ><!--DOWNWARDS ARROW FROM BAR -->
<!ENTITY mapstoleft "↤" ><!--LEFTWARDS ARROW FROM BAR -->
<!ENTITY mapstoup "↥"
><!--UPWARDS ARROW FROM BAR -->
<!ENTITY MediumSpace " " ><!--MEDIUM MATHEMATICAL SPACE -->
<!ENTITY mopf "𝕞" ><!--MATHEMATICAL DOUBLE-STRUCK SMALL M -->
<!ENTITY nbump "≎̸" ><!--GEOMETRICALLY EQUIVALENT TO with slash -->
<!ENTITY nbumpe "≏̸" ><!--DIFFERENCE BETWEEN with slash -->
<!ENTITY nesim "≂̸" ><!--MINUS TILDE with slash -->
<!ENTITY NewLine "
" ><!--LINE FEED (LF) -->
<!ENTITY NoBreak "" ><!--WORD JOINER -->
<!ENTITY nopf "𝕟" ><!--MATHEMATICAL DOUBLE-STRUCK SMALL N -->
<!ENTITY NotCupCap "≭" ><!--NOT EQUIVALENT TO -->
<!ENTITY NotHumpEqual "≏̸" ><!--DIFFERENCE BETWEEN with slash -->
<!ENTITY NotLeftTriangleBar "⧏̸" ><!--LEFT TRIANGLE BESIDE VERTICAL BAR with slash -->
<!ENTITY NotNestedGreaterGreater "⪢̸" ><!--DOUBLE NESTED GREATER-THAN with slash
-->
<!ENTITY NotNestedLessLess "⪡̸" ><!--DOUBLE NESTED LESS-THAN with slash -->
<!ENTITY NotRightTriangleBar "⧐̸" ><!--VERTICAL BAR BESIDE RIGHT TRIANGLE with slash -->
<!ENTITY NotSquareSubset "⊏̸" ><!--SQUARE IMAGE OF with slash -->
<!ENTITY NotSquareSuperset "⊐̸" ><!--SQUARE ORIGINAL OF with slash -->
<!ENTITY NotSucceedsTilde "≿̸" ><!--SUCCEEDS OR EQUIVALENT TO with slash -->
<!ENTITY oopf "𝕠" ><!--MATHEMATICAL DOUBLE-STRUCK SMALL O -->
<!ENTITY OverBar "‾" ><!--OVERLINE -->
<!ENTITY OverBrace "⏞" ><!--TOP CURLY BRACKET -->
<!ENTITY OverBracket "⎴" ><!--TOP SQUARE BRACKET -->
<!ENTITY OverParenthesis "⏜" ><!--TOP PARENTHESIS -->

<!ENTITY planckh "ℎ" ><!--PLANCK CONSTANT -->
<!ENTITY popf "𝕡" ><!--MATHEMATICAL DOUBLE-STRUCK SMALL P -->
<!ENTITY Product "∏" ><!--N-ARY PRODUCT
-->
<!ENTITY qopf "𝕢" ><!--MATHEMATICAL DOUBLE-STRUCK SMALL Q -->
<!ENTITY rarrb "⇥" ><!--RIGHTWARDS ARROW TO BAR -->
<!ENTITY RightDownTeeVector "⥝" ><!--DOWNWARDS HARPOON WITH BARB RIGHT FROM BAR -->
<!ENTITY RightDownVectorBar "⥕" ><!--DOWNWARDS HARPOON WITH BARB RIGHT TO BAR -->
<!ENTITY RightTeeVector "⥛" ><!--RIGHTWARDS HARPOON WITH BARB UP FROM BAR -->
<!ENTITY RightTriangleBar "⧐" ><!--VERTICAL BAR BESIDE RIGHT TRIANGLE -->
<!ENTITY RightUpDownVector "⥏" ><!--UP BARB RIGHT DOWN BARB RIGHT HARPOON -->
<!ENTITY RightUpTeeVector "⥜" ><!--UPWARDS HARPOON WITH BARB RIGHT FROM BAR -->
<!ENTITY RightUpVectorBar "⥔" ><!--UPWARDS HARPOON WITH BARB RIGHT TO BAR -->
<!ENTITY RightVectorBar "⥓" ><!--RIGHTWARDS HARPOON WITH BARB UP TO BAR -->
<!ENTITY ropf "𝕣" ><!--MATHEMATICAL DOUBLE-STRUCK SMALL R -->
<!ENTITY RoundImplies "⥰" ><!--RIGHT DOUBLE ARROW
WITH ROUNDED HEAD -->
<!ENTITY RuleDelayed "⧴" ><!--RULE-DELAYED -->
<!ENTITY sopf "𝕤" ><!--MATHEMATICAL DOUBLE-STRUCK SMALL S -->
<!ENTITY Tab "	" ><!--CHARACTER TABULATION -->
<!ENTITY ThickSpace " " ><!--space of width 5/18 em -->
<!ENTITY topf "𝕥" ><!--MATHEMATICAL DOUBLE-STRUCK SMALL T -->
<!ENTITY UnderBar "_" ><!--LOW LINE -->
<!ENTITY UnderBrace "⏟" ><!--BOTTOM CURLY BRACKET -->
<!ENTITY UnderBracket "⎵" ><!--BOTTOM SQUARE BRACKET -->
<!ENTITY UnderParenthesis "⏝" ><!--BOTTOM PARENTHESIS -->
<!ENTITY uopf "𝕦" ><!--MATHEMATICAL DOUBLE-STRUCK SMALL U -->
<!ENTITY UpArrowBar "⤒" ><!--UPWARDS ARROW TO BAR -->
<!ENTITY Upsilon "Υ" ><!--GREEK CAPITAL LETTER UPSILON -->
<!ENTITY VerticalLine "|" ><!--VERTICAL LINE -->
<!ENTITY VerticalSeparator "❘" ><!--LIGHT VERTICAL BAR
-->
<!ENTITY vopf "𝕧" ><!--MATHEMATICAL DOUBLE-STRUCK SMALL V -->
<!ENTITY wopf "𝕨" ><!--MATHEMATICAL DOUBLE-STRUCK SMALL W -->
<!ENTITY xopf "𝕩" ><!--MATHEMATICAL DOUBLE-STRUCK SMALL X -->
<!ENTITY yopf "𝕪" ><!--MATHEMATICAL DOUBLE-STRUCK SMALL Y -->
<!ENTITY ZeroWidthSpace "" ><!--ZERO WIDTH SPACE -->
<!ENTITY zopf "𝕫" ><!--MATHEMATICAL DOUBLE-STRUCK SMALL Z -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/mathml/mathml3/mmlextra.ent
No license file was found, but licenses were detected in source scan.

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Editors: Murray M. Altheim <mailto:altheim@eng.sun.com>
Peter Stark <mailto:Peter.Stark@ecs.ericsson.se>
Revision: $Id: xhtml

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml10/xhtml-basic10.dtd
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
<!-- XHTML Modular Framework Module ..... -->
<!-- file: xhtml-framework-1.mod

This is XHTML, a reformulation of HTML as a modular XML application.
Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
Revision: $Id: xhtml-framework-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $ SMI

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ENTITIES XHTML Modular Framework 1.0//EN"
SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-framework-1.mod"

Revisions:
(none)
..... -->

<!-- Modular Framework

This required module instantiates the modules needed
to support the XHTML modularization model, including:

+ datatypes
+ namespace-qualified
names
+ common attributes
+ document model
+ character entities

```
   The Intrinsic Events module is ignored by default but
   occurs in this module because it must be instantiated
   prior to Attributes but after Datatypes.
-->

<!ENTITY % xhtml-arch.module "IGNORE" >
<![%xhtml-arch.module;[
<!ENTITY % xhtml-arch.mod
   PUBLIC "-//W3C//ELEMENTS XHTML Base Architecture 1.0//EN"
         "xhtml-arch-1.mod" >
%xhtml-arch.mod;]]>

<!ENTITY % xhtml-notations.module "IGNORE" >
<![%xhtml-notations.module;[
<!ENTITY % xhtml-notations.mod
   PUBLIC "-//W3C//NOTATIONS XHTML Notations 1.0//EN"
         "xhtml-notations-1.mod" >
%xhtml-notations.mod;]]>

<!ENTITY % xhtml-datatypes.module "INCLUDE" >
<![%xhtml-datatypes.module;[
<!ENTITY % xhtml-datatypes.mod
   PUBLIC "-//W3C//ENTITIES XHTML Datatypes 1.0//EN"
         "xhtml-datatypes-1.mod" >
%xhtml-datatypes.mod;]]>

<!-- placeholder for XLink support module -->
<!ENTITY % xhtml-xlink.mod ""
 >
%xhtml-xlink.mod;

<!ENTITY % xhtml-qname.module "INCLUDE" >
<![%xhtml-qname.module;[
<!ENTITY % xhtml-qname.mod
   PUBLIC "-//W3C//ENTITIES XHTML Qualified Names 1.0//EN"
         "xhtml-qname-1.mod" >
%xhtml-qname.mod;]]>

<!ENTITY % xhtml-events.module "IGNORE" >
<![%xhtml-events.module;[
<!ENTITY % xhtml-events.mod
   PUBLIC "-//W3C//ENTITIES XHTML Intrinsic Events 1.0//EN"
         "xhtml-events-1.mod" >
%xhtml-events.mod;]]>

<!ENTITY % xhtml-attribs.module "INCLUDE" >
<![%xhtml-attribs.module;[
```

```
<!ENTITY % xhtml-attribs.mod
   PUBLIC "-//W3C//ENTITIES XHTML Common Attributes 1.0//EN"
         "xhtml-attribs-1.mod" >
%xhtml-attribs.mod;]]>

<!-- placeholder for content model redeclarations -->
<!ENTITY % xhtml-model.redecl "" >
%xhtml-model.redecl;

<!ENTITY % xhtml-model.module "INCLUDE" >
<![%xhtml-model.module;[
<!-- instantiate the Document Model module declared in the DTD driver
-->
%xhtml-model.mod;]]>

<!ENTITY % xhtml-charent.module "INCLUDE" >
<![%xhtml-charent.module;[
<!ENTITY
 % xhtml-charent.mod
   PUBLIC "-//W3C//ENTITIES XHTML Character Entities 1.0//EN"
         "xhtml-charent-1.mod" >
%xhtml-charent.mod;]]>

<!-- end of xhtml-framework-1.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/data/w3c/xhtml11/xhtml-framework-1.mod
No license file was found, but licenses were detected in source scan.

<!-- ..................................................................... -->
<!-- XHTML BDO Element Module ..... -->
<!-- file: xhtml-bdo-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-bdo-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML BDO Element 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-bdo-1.mod"

   Revisions:
   (none)
   ..... -->

<!-- Bidirectional Override (bdo) Element
```

```
   This modules declares the element 'bdo', used to override the
   Unicode bidirectional algorithm for selected fragments of text.

   DEPENDENCIES:
   Relies on
 the conditional section keyword %XHTML.bidi; declared
   as "INCLUDE". Bidirectional text support includes both the bdo
   element and the 'dir' attribute.
-->

<!ENTITY % bdo.element  "INCLUDE" >
<![%bdo.element;[
<!ENTITY % bdo.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ENTITY % bdo.qname  "bdo" >
<!ELEMENT %bdo.qname;  %bdo.content; >
<!-- end of bdo.element -->]]>

<!ENTITY % bdo.attlist  "INCLUDE" >
<![%bdo.attlist;[
<!ATTLIST %bdo.qname;
    %Core.attrib;
    xml:lang     %LanguageCode.datatype;  #IMPLIED
    dir          ( ltr | rtl )            #REQUIRED
>
]]>

<!-- end of xhtml-bdo-1.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/data/w3c/xhtml11/xhtml-bdo-1.mod
No license file was found, but licenses were detected in source scan.

<!-- ..................................................................... -->
<!-- XHTML Presentation Module ..... -->
<!-- file: xhtml-pres-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-pres-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Presentation 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-pres-1.mod"
```

```
   Revisions:
   (none)
   ..... -->

<!-- Presentational Elements

   This module defines elements and their attributes for
   simple presentation-related markup.
-->

<!ENTITY % xhtml-inlpres.module "INCLUDE" >
<![%xhtml-inlpres.module;[
<!ENTITY
 % xhtml-inlpres.mod
   PUBLIC "-//W3C//ELEMENTS XHTML Inline Presentation 1.0//EN"
         "xhtml-inlpres-1.mod" >
%xhtml-inlpres.mod;]]>

<!ENTITY % xhtml-blkpres.module "INCLUDE" >
<![%xhtml-blkpres.module;[
<!ENTITY % xhtml-blkpres.mod
   PUBLIC "-//W3C//ELEMENTS XHTML Block Presentation 1.0//EN"
         "xhtml-blkpres-1.mod" >
%xhtml-blkpres.mod;]]>

<!-- end of xhtml-pres-1.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/data/w3c/xhtml11/xhtml-pres-1.mod
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
<!-- XHTML Basic 1.0 Document Model Module  ..... -->
<!-- file: xhtml-basic10-model-1.mod

   This is XHTML Basic, a proper subset of XHTML.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-basic10-model-1.mod,v 2.8 2000/11/03 14:28:25 mimasa Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES XHTML Basic 1.0 Document Model 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-basic10-model-1.mod"

   Revisions:
   (none)
```

```
    ..... -->

<!-- XHTML Basic Document Model

    This module describes the groupings of elements that make up
    common content models for XHTML elements.
-->

<!-- Optional Elements in head  .....
 -->

<!ENTITY % HeadOpts.mix
    "( %meta.qname; | %link.qname; | %object.qname; )*" >

<!-- Miscellaneous Elements  ..... -->

<!ENTITY % Misc.class "" >

<!-- Inline Elements  ..... -->

<!ENTITY % InlStruct.class "%br.qname; | %span.qname;" >

<!ENTITY % InlPhras.class
    "| %em.qname; | %strong.qname; | %dfn.qname; | %code.qname;
     | %samp.qname; | %kbd.qname; | %var.qname; | %cite.qname;
     | %abbr.qname; | %acronym.qname; | %q.qname;" >

<!ENTITY % InlPres.class "" >

<!ENTITY % I18n.class "" >

<!ENTITY % Anchor.class "| %a.qname;" >

<!ENTITY % InlSpecial.class "| %img.qname; | %object.qname;" >

<!ENTITY % InlForm.class
    "| %input.qname; | %select.qname; | %textarea.qname;
     | %label.qname;"
>

<!ENTITY % Inline.extra "" >

<!ENTITY % Inline.class
    "%InlStruct.class;
     %InlPhras.class;
     %Anchor.class;
     %InlSpecial.class;
     %InlForm.class;
```

```
    %Inline.extra;"
>

<!ENTITY % InlNoAnchor.class

  "%InlStruct.class;
    %InlPhras.class;
    %InlSpecial.class;
    %InlForm.class;
    %Inline.extra;"
>

<!ENTITY % InlNoAnchor.mix
   "%InlNoAnchor.class;
    %Misc.class;"
>

<!ENTITY % Inline.mix
   "%Inline.class;
    %Misc.class;"
>

<!-- Block Elements  ..... -->

<!ENTITY % Heading.class
   "%h1.qname; | %h2.qname; | %h3.qname;
    | %h4.qname; | %h5.qname; | %h6.qname;"
>
<!ENTITY % List.class  "%ul.qname; | %ol.qname; | %dl.qname;" >

<!ENTITY % Table.class "| %table.qname;" >

<!ENTITY % Form.class  "| %form.qname;" >

<!ENTITY % BlkStruct.class "%p.qname; | %div.qname;" >

<!ENTITY % BlkPhras.class
   "| %pre.qname; | %blockquote.qname; | %address.qname;"
>

<!ENTITY % BlkPres.class "" >

<!ENTITY % BlkSpecial.class
   "%Table.class;
    %Form.class;"
>

<!ENTITY % Block.extra "" >
```

```
<!ENTITY % Block.class
   "%BlkStruct.class;
    %BlkPhras.class;
    %BlkSpecial.class;
    %Block.extra;"
>

<!ENTITY % Block.mix
   "%Heading.class;
     | %List.class;
    | %Block.class;
    %Misc.class;"
>

<!-- All Content Elements  ..... -->

<!-- declares all content except tables
-->
<!ENTITY % FlowNoTable.mix
   "%Heading.class;
    | %List.class;
    | %BlkStruct.class;
    %BlkPhras.class;
    %Form.class;
    %Block.extra;
    | %Inline.class;
    %Misc.class;"
>

<!ENTITY % Flow.mix
   "%Heading.class;
    | %List.class;
    | %Block.class;
    | %Inline.class;
    %Misc.class;"
>

<!-- end of xhtml-basic10-model-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml-basic10-model-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- SVG 1.1 Core Attribute Module ..................................... -->
<!-- file: svg-core-attrib.mod
```

```
   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-core-attrib.mod,v 1.3 2002/04/28 13:50:23 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES SVG 1.1 Core Attribute//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-core-attrib.mod"

   ..................................................................... -->

<!-- Core Attribute

     id, xml:base, xml:lang, xml:space

   This module defines the core set of attributes that can be present on
   any element.
-->

<!ENTITY % SVG.id.attrib
  "id ID #IMPLIED"
>

<!ENTITY
 % SVG.base.attrib
  "xml:base %URI.datatype; #IMPLIED"
>

<!ENTITY % SVG.lang.attrib
  "xml:lang %LanguageCode.datatype; #IMPLIED"
>

<!ENTITY % SVG.space.attrib
  "xml:space ( default | preserve ) #IMPLIED"
>

<!ENTITY % SVG.Core.extra.attrib "" >

<!ENTITY % SVG.Core.attrib
  "%SVG.id.attrib;
   %SVG.base.attrib;
   %SVG.lang.attrib;
   %SVG.space.attrib;
   %SVG.Core.extra.attrib;"
>

<!-- end of svg-core-attrib.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-core-attrib.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- SVG 1.1 Clip Module ..................................................... -->
<!-- file: svg-clip.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-clip.mod,v 1.3 2002/10/24 17:40:15 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS SVG 1.1 Clip//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-clip.mod"

   ..................................................................... -->

<!-- Clip

     clipPath

   This module declares markup to provide support for clipping.
-->

<!-- 'clip-path' property/attribute value (e.g., 'none', <uri>) -->
<!ENTITY % ClipPathValue.datatype "CDATA" >

<!-- Qualified Names (Default)
 ..... -->

<!ENTITY % SVG.clipPath.qname "clipPath" >

<!-- Attribute Collections (Default) ..... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
```

```
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Clip.class ..................................... -->

<!ENTITY % SVG.Clip.extra.class "" >

<!ENTITY % SVG.Clip.class
  "| %SVG.clipPath.qname; %SVG.Clip.extra.class;"
>

<!-- SVG.Clip.attrib ..................................... -->

<!ENTITY % SVG.Clip.extra.attrib "" >

<!ENTITY % SVG.Clip.attrib
  "clip-path %ClipPathValue.datatype; #IMPLIED
   clip-rule %ClipFillRule.datatype;
 #IMPLIED
   %SVG.Clip.extra.attrib;"
>

<!-- clipPath: Clip Path Element ........................ -->

<!ENTITY % SVG.clipPath.extra.content "" >

<!ENTITY % SVG.clipPath.element "INCLUDE" >
<![%SVG.clipPath.element;[
<!ENTITY % SVG.clipPath.content
  "(( %SVG.Description.class; )*, ( %SVG.Animation.class; %SVG.Use.class;
     %SVG.Shape.class; %SVG.Text.class; %SVG.clipPath.extra.content; )*)"
>
<!ELEMENT %SVG.clipPath.qname; %SVG.clipPath.content; >
<!-- end of SVG.clipPath.element -->]]>

<!ENTITY % SVG.clipPath.attlist "INCLUDE" >
<![%SVG.clipPath.attlist;[
<!ATTLIST %SVG.clipPath.qname;
  %SVG.Core.attrib;
  %SVG.Conditional.attrib;
  %SVG.Style.attrib;
  %SVG.Text.attrib;
  %SVG.TextContent.attrib;
  %SVG.Font.attrib;
  %SVG.Paint.attrib;
  %SVG.Color.attrib;
```

```
  %SVG.Opacity.attrib;
  %SVG.Graphics.attrib;
  %SVG.Clip.attrib;
  %SVG.Mask.attrib;
  %SVG.Filter.attrib;
  %SVG.Cursor.attrib;
  %SVG.External.attrib;
  transform %TransformList.datatype;
 #IMPLIED
  clipPathUnits ( userSpaceOnUse | objectBoundingBox ) #IMPLIED
>
<!-- end of SVG.clipPath.attlist -->]]>

<!-- end of svg-clip.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-clip.mod
No license file was found, but licenses were detected in source scan.

```
2000 W3C (MIT, INRIA, Keio),
  All Rights Reserved.

  This DTD module is identified by the PUBLIC and SYSTEM identifiers:

  PUBLIC ''
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml10/xhtml1-strict.dtd
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml10/xhtml1-transitional.dtd
No license file was found, but licenses were detected in source scan.

```
<!--
    File isoamsc.ent produced by the XSL script entities.xsl
    from input data in unicode.xml.

    Copyright 1998 - 2009 W3C.

    Use and distribution of this code are permitted under the terms of the
    W3C Software Notice and License.
    http://www.w3.org/Consortium/Legal/2002/copyright-software-20021231.html

    Please report any errors to David Carlisle
    via the public W3C list www-math@w3.org.

    The numeric character values assigned to each entity
```

(should) match the Unicode assignments in Unicode 5.x.

Entity names in this file are derived from files carrying the
following notice:

(C) International Organization for Standardization 1991
Permission to copy in any form is granted for use with
conforming SGML systems and applications as defined in
ISO 8879, provided this notice is included in all copies.

-->

<!--

Public identifier: -//W3C//ENTITIES
Added Math Symbols: Delimiters//EN//XML
System identifier: http://www.w3.org/2003/entities/2007/isoamsc.ent

The public identifier should always be used verbatim.
The system identifier may be changed to suit local requirements.

Typical invocation:

<!ENTITY % isoamsc PUBLIC
"-//W3C//ENTITIES Added Math Symbols: Delimiters//EN//XML"
"http://www.w3.org/2003/entities/2007/isoamsc.ent"
>
%isoamsc;

-->

<!ENTITY dlcorn "⌞" ><!--BOTTOM LEFT CORNER -->
<!ENTITY drcorn "⌟" ><!--BOTTOM RIGHT CORNER -->
<!ENTITY gtlPar "⦕" ><!--DOUBLE LEFT ARC GREATER-THAN BRACKET -->
<!ENTITY langd "⦑" ><!--LEFT ANGLE BRACKET WITH DOT -->
<!ENTITY lbrke "⦋" ><!--LEFT SQUARE BRACKET WITH UNDERBAR -->
<!ENTITY lbrksld "⦏" ><!--LEFT SQUARE BRACKET WITH TICK IN BOTTOM CORNER -->
<!ENTITY lbrkslu "⦍" ><!--LEFT SQUARE BRACKET
WITH TICK IN TOP CORNER -->
<!ENTITY lceil "⌈" ><!--LEFT CEILING -->
<!ENTITY lfloor "⌊" ><!--LEFT FLOOR -->
<!ENTITY lmoust "⎰" ><!--UPPER LEFT OR LOWER RIGHT CURLY BRACKET SECTION --
>
<!ENTITY lparlt "⦓" ><!--LEFT ARC LESS-THAN BRACKET -->
<!ENTITY ltrPar "⦖" ><!--DOUBLE RIGHT ARC LESS-THAN BRACKET -->
<!ENTITY rangd "⦒" ><!--RIGHT ANGLE BRACKET WITH DOT -->
<!ENTITY rbrke "⦌" ><!--RIGHT SQUARE BRACKET WITH UNDERBAR -->

<!ENTITY rbrksld "⦎" ><!--RIGHT SQUARE BRACKET WITH TICK IN BOTTOM CORNER -->
<!ENTITY rbrkslu "⦐" ><!--RIGHT SQUARE BRACKET WITH TICK IN TOP CORNER -->
<!ENTITY rceil "⌉" ><!--RIGHT CEILING -->
<!ENTITY rfloor "⌋" ><!--RIGHT FLOOR -->
<!ENTITY rmoust "⎱" ><!--UPPER RIGHT OR LOWER LEFT CURLY BRACKET SECTION -->
<!ENTITY rpargt "⦔" ><!--RIGHT
ARC GREATER-THAN BRACKET -->
<!ENTITY ulcorn "⌜" ><!--TOP LEFT CORNER -->
<!ENTITY urcorn "⌝" ><!--TOP RIGHT CORNER -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/mathml/mathml3/isoamsc.ent
No license file was found, but licenses were detected in source scan.

SVG 1.1 Tiny DTD

This is SVG Tiny, a proper subset of SVG.

The Scalable Vector Graphics (SVG)
Copyright 2001, 2002 World Wide Web Consortium
(Massachusetts Institute of Technology, Institut National de
Recherche en Informatique et en Automatique, Keio University).
All Rights Reserved.

Permission to use, copy, modify and distribute the SVG DTD and its
accompanying documentation for any purpose and without fee is hereby
granted in perpetuity, provided that the above copyright notice and
this paragraph appear in all copies. The copyright holders make no
representation about the suitability of the DTD for any purpose.

It is provided "as is" without expressed or implied warranty.

Author: Jun Fujisawa <fujisawa.jun@canon.co.jp>
Revision: $Id: svg11
dimensional graphics in XML.
Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All
Rights Reserved.
Revision: $Id: svg

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg11-tiny-flat.dtd
No license file was found, but licenses were detected in source scan.

<!-- ..... -->

```
<!-- XHTML Structure Module  ..................................... -->
<!-- file: xhtml-struct-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2000 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: xhtml-struct-1.mod,v 1.1 2001/02/13 12:24:22 ht Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Document Structure 1.0//EN"
     SYSTEM "http://www.w3.org/TR/xhtml-modulatization/DTD/xhtml-struct-1.mod"

   Revisions:
   (none)
   ..................................................................... -->

<!-- Document Structure

      title, head, body, html

   The Structure Module defines the major structural elements and
   their attributes.

   Note that the content model
 of the head element type is redeclared
   when the Base Module is included in the DTD.

   The parameter entity containing the XML namespace URI value used
   for XHTML is '%XHTML.xmlns;', defined in the Qualified Names module.
-->

<!-- title: Document Title ........................... -->

<!-- The title element is not considered part of the flow of text.
   It should be displayed, for example as the page header or
   window title. Exactly one title is required per document.
-->

<!ENTITY % title.element  "INCLUDE" >
<![%title.element;[
<!ENTITY % title.content  "( #PCDATA )" >
<!ENTITY % title.qname  "title" >
<!ELEMENT %title.qname;  %title.content; >
<!-- end of title.element -->]]>

<!ENTITY % title.attlist  "INCLUDE" >
<![%title.attlist;[
<!ATTLIST %title.qname;
```

```
    %XHTML.xmlns.attrib;
    %I18n.attrib;
>
<!-- end of title.attlist -->]]>

<!-- head: Document Head ..... -->

<!ENTITY % head.element  "INCLUDE" >
<![%head.element;[
<!ENTITY
 % head.content
   "( %HeadOpts.mix;, %title.qname;, %HeadOpts.mix; )"
>
<!ENTITY % head.qname  "head" >
<!ELEMENT %head.qname;  %head.content; >
<!-- end of head.element -->]]>

<!ENTITY % head.attlist  "INCLUDE" >
<![%head.attlist;[
<!-- reserved for future use with document profiles
-->
<!ENTITY % profile.attrib
   "profile      %URI.datatype;          '%XHTML.profile;'"
>

<!ATTLIST %head.qname;
    %XHTML.xmlns.attrib;
    %I18n.attrib;
    %profile.attrib;
>
<!-- end of head.attlist -->]]>

<!-- body: Document Body ..... -->

<!ENTITY % body.element  "INCLUDE" >
<![%body.element;[
<!ENTITY % body.content
   "( %Block.mix; )+"
>
<!ENTITY % body.qname  "body" >
<!ELEMENT %body.qname;  %body.content; >
<!-- end of body.element -->]]>

<!ENTITY % body.attlist  "INCLUDE" >
<![%body.attlist;[
<!ATTLIST %body.qname;
    %Common.attrib;
>
```

```
<!-- end of body.attlist -->]]>

<!-- html: XHTML Document Element ..... -->

<!ENTITY %
 html.element  "INCLUDE" >
<![%html.element;[
<!ENTITY % html.content  "( %head.qname;, %body.qname; )" >
<!ENTITY % html.qname  "html" >
<!ELEMENT %html.qname;  %html.content; >
<!-- end of html.element -->]]>

<!ENTITY % html.attlist  "INCLUDE" >
<![%html.attlist;[
<!-- version attribute value defined in driver
-->
<!ENTITY % XHTML.version.attrib
   "version      %FPI.datatype;          #FIXED '%XHTML.version;'"
>

<!-- see the Qualified Names module for information
   on how to extend XHTML using XML namespaces
-->
<!ATTLIST %html.qname;
    %XHTML.xmlns.attrib;
    %XHTML.version.attrib;
    %I18n.attrib;
>
<!-- end of html.attlist -->]]>

<!-- end of xhtml-struct-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/rddl/xhtml-struct-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML Client-side Image Map Module  ..................................... -->
<!-- file: xhtml-csismap-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-csismap-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Client-side Image Maps 1.0//EN"
```

```
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-csismap-1.mod"

   Revisions:
   (none)
   ..... -->

<!-- Client-side Image Maps

      area, map

   This module declares elements and attributes to support client-side
   image maps. This requires that the Image Module (or a module

   declaring the img element type) be included in the DTD.

   These can be placed in the same document or grouped in a
   separate document, although the latter isn't widely supported
-->

<!ENTITY % area.element  "INCLUDE" >
<![%area.element;[
<!ENTITY % area.content  "EMPTY" >
<!ENTITY % area.qname  "area" >
<!ELEMENT %area.qname;  %area.content; >
<!-- end of area.element -->]]>

<!ENTITY % Shape.datatype "( rect | circle | poly | default )">
<!ENTITY % Coords.datatype "CDATA" >

<!ENTITY % area.attlist  "INCLUDE" >
<![%area.attlist;[
<!ATTLIST %area.qname;
    %Common.attrib;
    href         %URI.datatype;          #IMPLIED
    shape        %Shape.datatype;        'rect'
    coords       %Coords.datatype;       #IMPLIED
    nohref       ( nohref )              #IMPLIED
    alt          %Text.datatype;         #REQUIRED
    tabindex     %Number.datatype;       #IMPLIED
    accesskey    %Character.datatype;    #IMPLIED
>
<!-- end of area.attlist -->]]>

<!--
 modify anchor attribute definition list
   to allow for client-side image maps
-->
<!ATTLIST %a.qname;
```

```
    shape       %Shape.datatype;        'rect'
    coords      %Coords.datatype;       #IMPLIED
>

<!-- modify img attribute definition list
   to allow for client-side image maps
-->
<!ATTLIST %img.qname;
    usemap      IDREF                   #IMPLIED
>

<!-- modify form input attribute definition list
   to allow for client-side image maps
-->
<!ATTLIST %input.qname;
    usemap      IDREF                   #IMPLIED
>

<!-- modify object attribute definition list
   to allow for client-side image maps
-->
<!ATTLIST %object.qname;
    usemap      IDREF                   #IMPLIED
>

<!-- 'usemap' points to the 'id' attribute of a <map> element,
   which must be in the same document; support for external
   document maps was not widely supported in HTML and is
   eliminated in XHTML.

   It is considered an error for the element pointed to by

   a usemap IDREF to occur in anything but a <map> element.
-->

<!ENTITY % map.element  "INCLUDE" >
<![%map.element;[
<!ENTITY % map.content
   "(( %Block.mix; ) | %area.qname; )+"
>
<!ENTITY % map.qname  "map" >
<!ELEMENT %map.qname;  %map.content; >
<!-- end of map.element -->]]>

<!ENTITY % map.attlist  "INCLUDE" >
<![%map.attlist;[
<!ATTLIST %map.qname;
    %XHTML.xmlns.attrib;
```

```
    id          ID                  #REQUIRED
    %class.attrib;
    %title.attrib;
    %Core.extra.attrib;
    %I18n.attrib;
    %Events.attrib;
>
<!-- end of map.attlist -->]]>

<!-- end of xhtml-csismap-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml-csismap-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- SVG 1.1 Tiny Document Model Module ..................................... -->
<!-- file: svg11-tiny-model.mod

   This is SVG Tiny, a proper subset of SVG.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg11-tiny-model.mod,v 1.5 2002/11/14 15:11:03 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES SVG 1.1 Tiny Document Model//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg11-tiny-model.mod"

   ..................................................................... -->

<!-- SVG 1.1 Tiny Document Model

   This module describes the groupings of elements that make up
   common content models for SVG elements.
-->

<!-- Content Models (Default) ..... -->

<!ENTITY % SVG.Style.class
 "" >
<!ENTITY % SVG.TextContent.class "" >
<!ENTITY % SVG.Marker.class "" >
<!ENTITY % SVG.ColorProfile.class "" >
<!ENTITY % SVG.Gradient.class "" >
<!ENTITY % SVG.Pattern.class "" >
<!ENTITY % SVG.Clip.class "" >
<!ENTITY % SVG.Mask.class "" >
```

```
<!ENTITY % SVG.Filter.class "" >
<!ENTITY % SVG.FilterPrimitive.class "" >
<!ENTITY % SVG.Cursor.class "" >
<!ENTITY % SVG.View.class "" >
<!ENTITY % SVG.Script.class "" >

<!-- module: svg-basic-structure.mod ..... -->

<!ENTITY % SVG.Description.extra.class "" >
<!ENTITY % SVG.Description.class
  "%SVG.desc.qname; | %SVG.title.qname; | %SVG.metadata.qname;
   %SVG.Description.extra.class;"
>

<!ENTITY % SVG.Use.extra.class "" >
<!ENTITY % SVG.Use.class
  "| %SVG.use.qname; %SVG.Use.extra.class;"
>

<!ENTITY % SVG.Structure.extra.class "" >
<!ENTITY % SVG.Structure.class
  "| %SVG.g.qname; | %SVG.defs.qname; %SVG.Use.class;
    %SVG.Structure.extra.class;"
>

<!-- module: svg-conditional.mod .....
 -->

<!ENTITY % SVG.Conditional.extra.class "" >
<!ENTITY % SVG.Conditional.class
  "| %SVG.switch.qname; %SVG.Conditional.extra.class;"
>

<!-- module: svg-image.mod ..... -->

<!ENTITY % SVG.Image.extra.class "" >
<!ENTITY % SVG.Image.class
  "| %SVG.image.qname; %SVG.Image.extra.class;"
>

<!-- module: svg-shape.mod ..... -->

<!ENTITY % SVG.Shape.extra.class "" >
<!ENTITY % SVG.Shape.class
  "| %SVG.path.qname; | %SVG.rect.qname; | %SVG.circle.qname;
   | %SVG.line.qname; | %SVG.ellipse.qname; | %SVG.polyline.qname;
   | %SVG.polygon.qname; %SVG.Shape.extra.class;"
>
```

```
<!-- module: svg-basic-text.mod ..... -->

<!ENTITY % SVG.Text.extra.class "" >
<!ENTITY % SVG.Text.class
   "| %SVG.text.qname; %SVG.Text.extra.class;"
>

<!-- module: svg-hyperlink.mod ..... -->

<!ENTITY % SVG.Hyperlink.extra.class "" >
<!ENTITY % SVG.Hyperlink.class
   "| %SVG.a.qname; %SVG.Hyperlink.extra.class;"
>

<!--
 module: svg-animation.mod ..... -->

<!ENTITY % SVG.Animation.extra.class "" >
<!ENTITY % SVG.Animation.class
   "%SVG.animate.qname; | %SVG.set.qname; | %SVG.animateMotion.qname; |
    %SVG.animateColor.qname; | %SVG.animateTransform.qname;
    %SVG.Animation.extra.class;"
>

<!-- module: svg-basic-font.mod ..... -->

<!ENTITY % SVG.Font.extra.class "" >
<!ENTITY % SVG.Font.class
   "| %SVG.font.qname; | %SVG.font-face.qname; %SVG.Font.extra.class;"
>

<!-- module: svg-extensibility.mod ..... -->

<!ENTITY % SVG.Extensibility.extra.class "" >
<!ENTITY % SVG.Extensibility.class
   "| %SVG.foreignObject.qname; %SVG.Extensibility.extra.class;"
>

<!-- end of svg11-tiny-model.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg11-tiny-model.mod
No license file was found, but licenses were detected in source scan.

SVG 1.1 Tiny DTD

This is SVG Tiny, a proper subset of SVG.

The Scalable Vector Graphics (SVG)
Copyright 2001, 2002 World Wide Web Consortium
(Massachusetts Institute of Technology, Institut National de
Recherche en Informatique et en Automatique, Keio University).
All Rights Reserved.

Permission to use, copy, modify and distribute the SVG DTD and its
accompanying documentation for any purpose and without fee is hereby
granted in perpetuity, provided that the above copyright notice and
this paragraph appear in all copies. The copyright holders make no
representation about the suitability of the DTD for any purpose.

It is provided "as is" without expressed or implied warranty.

Author: Jun Fujisawa <fujisawa.jun@canon.co.jp>
Revision: $Id: svg11

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg11-tiny.dtd
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
<!-- SVG 1.1 View Module ..... -->
<!-- file: svg-view.mod

This is SVG, a language for describing two-dimensional graphics in XML.
Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
Revision: $Id: svg-view.mod,v 1.3 2002/10/24 17:40:16 fujisawa Exp $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ELEMENTS SVG 1.1 View//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-view.mod"

..... -->

<!-- View

view

This module declares markup to provide support for view.
-->

<!-- Qualified Names (Default) ..... -->

```
<!ENTITY % SVG.view.qname "view" >

<!-- Attribute Collections (Default) .....
 -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.View.class ..... -->

<!ENTITY % SVG.View.extra.class "" >

<!ENTITY % SVG.View.class
  "| %SVG.view.qname; %SVG.View.extra.class;"
>

<!-- view: View Element ..... -->

<!ENTITY % SVG.view.extra.content "" >

<!ENTITY % SVG.view.element "INCLUDE" >
<![%SVG.view.element;[
<!ENTITY % SVG.view.content
  "( %SVG.Description.class; %SVG.view.extra.content; )*"
>
<!ELEMENT %SVG.view.qname; %SVG.view.content; >
<!-- end of SVG.view.element -->]]>

<!ENTITY % SVG.view.attlist "INCLUDE" >
<![%SVG.view.attlist;[
<!ATTLIST %SVG.view.qname;
  %SVG.Core.attrib;
  %SVG.External.attrib;
  viewBox %ViewBoxSpec.datatype; #IMPLIED
  preserveAspectRatio %PreserveAspectRatioSpec.datatype; 'xMidYMid meet'
  zoomAndPan ( disable | magnify ) 'magnify'
  viewTarget CDATA #IMPLIED
>
<!-- end of SVG.view.attlist -->]]>

<!-- end of svg-view.mod -->
```

Found
in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-view.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML Text Module  ..................................................... -->
<!-- file: xhtml-text-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-text-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Text 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-text-1.mod"

   Revisions:
   (none)
   ..................................................................... -->

<!-- Textual Content

   The Text module includes declarations for all core
   text container elements and their attributes.
-->

<!ENTITY % xhtml-inlstruct.module "INCLUDE" >
<![%xhtml-inlstruct.module;[
<!ENTITY
 % xhtml-inlstruct.mod
   PUBLIC "-//W3C//ELEMENTS XHTML Inline Structural 1.0//EN"
         "xhtml-inlstruct-1.mod" >
%xhtml-inlstruct.mod;]]>

<!ENTITY % xhtml-inlphras.module "INCLUDE" >
<![%xhtml-inlphras.module;[
<!ENTITY % xhtml-inlphras.mod
   PUBLIC "-//W3C//ELEMENTS XHTML Inline Phrasal 1.0//EN"
         "xhtml-inlphras-1.mod" >
%xhtml-inlphras.mod;]]>

<!ENTITY % xhtml-blkstruct.module "INCLUDE" >
<![%xhtml-blkstruct.module;[
<!ENTITY % xhtml-blkstruct.mod
   PUBLIC "-//W3C//ELEMENTS XHTML Block Structural 1.0//EN"
         "xhtml-blkstruct-1.mod" >
%xhtml-blkstruct.mod;]]>

<!ENTITY % xhtml-blkphras.module "INCLUDE" >
<![%xhtml-blkphras.module;[
<!ENTITY % xhtml-blkphras.mod
```

```
   PUBLIC "-//W3C//ELEMENTS XHTML Block Phrasal 1.0//EN"
         "xhtml-blkphras-1.mod" >
%xhtml-blkphras.mod;]]>

<!-- end of xhtml-text-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml-text-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML Block Phrasal Module  ..... -->
<!-- file: xhtml-blkphras-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2000 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: xhtml-blkphras-1.mod,v 1.1 2001/02/13 12:24:22 ht Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Block Phrasal 1.0//EN"
     SYSTEM "http://www.w3.org/TR/xhtml-modulatization/DTD/xhtml-blkphras-1.mod"

   Revisions:
   (none)
   ..... -->

<!-- Block Phrasal

      address, blockquote, pre, h1, h2, h3, h4, h5, h6

   This module declares the elements and their attributes used to
   support block-level phrasal markup.
-->

<!ENTITY
 % address.element  "INCLUDE" >
<![%address.element;[
<!ENTITY % address.content
   "( #PCDATA | %Inline.mix; )*" >
<!ENTITY % address.qname  "address" >
<!ELEMENT %address.qname;  %address.content; >
<!-- end of address.element -->]]>

<!ENTITY % address.attlist  "INCLUDE" >
<![%address.attlist;[
<!ATTLIST %address.qname;
```

```
    %Common.attrib;
>
<!-- end of address.attlist -->]]>

<!ENTITY % blockquote.element  "INCLUDE" >
<![%blockquote.element;[
<!ENTITY % blockquote.content
   "( %Block.mix; )+"
>
<!ENTITY % blockquote.qname  "blockquote" >
<!ELEMENT %blockquote.qname;  %blockquote.content; >
<!-- end of blockquote.element -->]]>

<!ENTITY % blockquote.attlist  "INCLUDE" >
<![%blockquote.attlist;[
<!ATTLIST %blockquote.qname;
    %Common.attrib;
    cite        %URI.datatype;          #IMPLIED
>
<!-- end of blockquote.attlist -->]]>

<!ENTITY % pre.element  "INCLUDE" >
<![%pre.element;[
<!ENTITY % pre.content
   "( #PCDATA
    | %InlStruct.class;

   %InlPhras.class;
    | %tt.qname; | %i.qname; | %b.qname;
    %I18n.class;
    %Anchor.class;
    | %script.qname; | %map.qname;
    %Inline.extra; )*"
>
<!ENTITY % pre.qname  "pre" >
<!ELEMENT %pre.qname;  %pre.content; >
<!-- end of pre.element -->]]>

<!ENTITY % pre.attlist  "INCLUDE" >
<![%pre.attlist;[
<!ATTLIST %pre.qname;
    %Common.attrib;
    xml:space    (default|preserve)            #FIXED 'preserve'
>
<!-- end of pre.attlist -->]]>

<!-- .....................  Heading Elements  ..................... -->
```

```
<!ENTITY % Heading.content  "( #PCDATA | %Inline.mix; )*" >

<!ENTITY % h1.element  "INCLUDE" >
<![%h1.element;[
<!ENTITY % h1.qname  "h1" >
<!ELEMENT %h1.qname;  %Heading.content; >
<!-- end of h1.element -->]]>

<!ENTITY % h1.attlist  "INCLUDE" >
<![%h1.attlist;[
<!ATTLIST %h1.qname;
    %Common.attrib;
>
<!-- end of h1.attlist -->]]>

<!ENTITY % h2.element  "INCLUDE" >
<![%h2.element;[
<!ENTITY % h2.qname  "h2" >
<!ELEMENT %h2.qname;  %Heading.content; >
<!--
 end of h2.element -->]]>

<!ENTITY % h2.attlist  "INCLUDE" >
<![%h2.attlist;[
<!ATTLIST %h2.qname;
    %Common.attrib;
>
<!-- end of h2.attlist -->]]>

<!ENTITY % h3.element  "INCLUDE" >
<![%h3.element;[
<!ENTITY % h3.qname  "h3" >
<!ELEMENT %h3.qname;  %Heading.content; >
<!-- end of h3.element -->]]>

<!ENTITY % h3.attlist  "INCLUDE" >
<![%h3.attlist;[
<!ATTLIST %h3.qname;
    %Common.attrib;
>
<!-- end of h3.attlist -->]]>

<!ENTITY % h4.element  "INCLUDE" >
<![%h4.element;[
<!ENTITY % h4.qname  "h4" >
<!ELEMENT %h4.qname;  %Heading.content; >
<!-- end of h4.element -->]]>
```

```
<!ENTITY % h4.attlist  "INCLUDE" >
<![%h4.attlist;[
<!ATTLIST %h4.qname;
    %Common.attrib;
>
<!-- end of h4.attlist -->]]>

<!ENTITY % h5.element  "INCLUDE" >
<![%h5.element;[
<!ENTITY % h5.qname  "h5" >
<!ELEMENT %h5.qname;  %Heading.content; >
<!-- end of h5.element -->]]>

<!ENTITY % h5.attlist  "INCLUDE" >
<![%h5.attlist;[
<!ATTLIST %h5.qname;
    %Common.attrib;
>
<!-- end of h5.attlist -->]]>

<!ENTITY
 % h6.element  "INCLUDE" >
<![%h6.element;[
<!ENTITY % h6.qname  "h6" >
<!ELEMENT %h6.qname;  %Heading.content; >
<!-- end of h6.element -->]]>

<!ENTITY % h6.attlist  "INCLUDE" >
<![%h6.attlist;[
<!ATTLIST %h6.qname;
    %Common.attrib;
>
<!-- end of h6.attlist -->]]>

<!-- end of xhtml-blkphras-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/rddl/xhtml-blkphras-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- SVG 1.1 Color Profile Module ......................................... -->
<!-- file: svg-profile.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-profile.mod,v 1.3 2002/11/14 15:11:03 fujisawa Exp $
```

```
   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS SVG 1.1 Color Profile//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-profile.mod"

   ..... -->

<!-- Color Profile

     color-profile

   This module declares markup to provide support for color profile.
-->

<!-- Qualified Names (Default) ..... -->

<!ENTITY % SVG.color-profile.qname "color-profile"
 >

<!-- Attribute Collections (Default) ..... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.XLink.attrib "" >

<!-- SVG.ColorProfile.class ..... -->

<!ENTITY % SVG.ColorProfile.extra.class "" >

<!ENTITY % SVG.ColorProfile.class
  "| %SVG.color-profile.qname; %SVG.ColorProfile.extra.class;"
>

<!-- SVG.ColorProfile.attrib ..... -->

<!ENTITY % SVG.ColorProfile.extra.attrib "" >

<!ENTITY % SVG.ColorProfile.attrib
  "color-profile CDATA #IMPLIED
   %SVG.ColorProfile.extra.attrib;"
>

<!-- color-profile: Color Profile Element ..... -->

<!ENTITY % SVG.color-profile.extra.content "" >

<!ENTITY % SVG.color-profile.element "INCLUDE" >
<![%SVG.color-profile.element;[
```

```
<!ENTITY % SVG.color-profile.content
   "( %SVG.Description.class; %SVG.color-profile.extra.content; )*"
>
<!ELEMENT %SVG.color-profile.qname; %SVG.color-profile.content; >
<!-- end of SVG.color-profile.element -->]]>

<!ENTITY % SVG.color-profile.attlist
 "INCLUDE" >
<![%SVG.color-profile.attlist;[
<!ATTLIST %SVG.color-profile.qname;
   %SVG.Core.attrib;
   %SVG.XLink.attrib;
   local CDATA #IMPLIED
   name CDATA #REQUIRED
   rendering-intent ( auto | perceptual | relative-colorimetric | saturation |
                      absolute-colorimetric ) 'auto'
>
<!-- end of SVG.color-profile.attlist -->]]>

<!-- end of svg-profile.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-profile.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ....................................................................... -->
<!-- XHTML Block Structural Module  ....................................... -->
<!-- file: xhtml-blkstruct-1.mod

    This is XHTML, a reformulation of HTML as a modular XML application.
    Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
    Revision: $Id: xhtml-blkstruct-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $ SMI

    This DTD module is identified by the PUBLIC and SYSTEM identifiers:

      PUBLIC "-//W3C//ELEMENTS XHTML Block Structural 1.0//EN"
      SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-blkstruct-1.mod"

    Revisions:
    (none)
    ....................................................................... -->

<!-- Block Structural

       div, p

    This module declares the elements and their attributes used to
```

```
   support block-level structural markup.
-->

<!ENTITY % div.element  "INCLUDE"
 >
<![%div.element;[
<!ENTITY % div.content
   "( #PCDATA | %Flow.mix; )*"
>
<!ENTITY % div.qname  "div" >
<!ELEMENT %div.qname;  %div.content; >
<!-- end of div.element -->]]>

<!ENTITY % div.attlist  "INCLUDE" >
<![%div.attlist;[
<!ATTLIST %div.qname;
    %Common.attrib;
>
<!-- end of div.attlist -->]]>

<!ENTITY % p.element  "INCLUDE" >
<![%p.element;[
<!ENTITY % p.content
   "( #PCDATA | %Inline.mix; )*" >
<!ENTITY % p.qname  "p" >
<!ELEMENT %p.qname;  %p.content; >
<!-- end of p.element -->]]>

<!ENTITY % p.attlist  "INCLUDE" >
<![%p.attlist;[
<!ATTLIST %p.qname;
    %Common.attrib;
>
<!-- end of p.attlist -->]]>

<!-- end of xhtml-blkstruct-1.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/data/w3c/xhtml11/xhtml-blkstruct-1.mod
No license file was found, but licenses were detected in source scan.

2002 W3C (MIT, INRIA, Keio),
 All Rights Reserved.

 This DTD module is identified by the PUBLIC and SYSTEM identifiers:

 PUBLIC "
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml10/xhtml1-frameset.dtd
No license file was found, but licenses were detected in source scan.

// This Source Code Form is subject to the terms of the Mozilla Public License, v. 2.0.
// This Source Code Form is "Incompatible With Secondary Licenses", as defined by the Mozilla Public License, v. 2.0.
/**
* Get a Stack Frame Map containing definitions of all the declared variables. This will return a newly
* created object that the caller is free to modify by adding additional variables, without affecting
* the static context itself.
*/

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/sxpath/IndependentContext.java
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
<!-- XHTML Modular Framework Module ..... -->
<!-- file: xhtml-framework-1.mod

This is XHTML, a reformulation of HTML as a modular XML application.
Copyright 1998-2000 W3C (MIT, INRIA, Keio), All Rights Reserved.
Revision: $Id: xhtml-framework-1.mod,v 1.3 2004/09/07 12:12:18 dom Exp $ SMI

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ENTITIES XHTML Modular Framework 1.0//EN"
SYSTEM "http://www.w3.org/TR/xhtml-modulatization/DTD/xhtml-framework-1.mod"

Revisions:
(none)
..... -->

<!-- Modular Framework

This required module instantiates the modules needed
to support the XHTML modularization model, including:

+ notations
+ datatypes
+ namespace-qualified names
+ common attributes
+ document model
+ character entities

```
   The Intrinsic Events module is ignored by default but
   occurs in this module because it must be instantiated
   prior to Attributes but after Datatypes.
-->

<!ENTITY % xhtml-arch.module "INCLUDE" >
<![%xhtml-arch.module;[
<!ENTITY % xhtml-arch.mod
   PUBLIC "-//W3C//ELEMENTS XHTML Base Architecture 1.0//EN"
         "xhtml-arch-1.mod" >
%xhtml-arch.mod;]]>

<!ENTITY % xhtml-notations.module "INCLUDE" >
<![%xhtml-notations.module;[
<!ENTITY % xhtml-notations.mod
   PUBLIC "-//W3C//NOTATIONS XHTML Notations 1.0//EN"
         "xhtml-notations-1.mod" >
%xhtml-notations.mod;]]>

<!ENTITY % xhtml-datatypes.module "INCLUDE" >
<![%xhtml-datatypes.module;[
<!ENTITY % xhtml-datatypes.mod
   PUBLIC "-//W3C//ENTITIES XHTML Datatypes 1.0//EN"
         "xhtml-datatypes-1.mod" >
%xhtml-datatypes.mod;]]>

<!-- placeholder for XLink support module
 -->
<!ENTITY % xhtml-xlink.mod "" >
%xhtml-xlink.mod;

<!ENTITY % xhtml-qname.module "INCLUDE" >
<![%xhtml-qname.module;[
<!ENTITY % xhtml-qname.mod
   PUBLIC "-//W3C//ENTITIES XHTML Qualified Names 1.0//EN"
         "xhtml-qname-1.mod" >
%xhtml-qname.mod;]]>

<!ENTITY % xhtml-events.module "IGNORE" >
<![%xhtml-events.module;[
<!ENTITY % xhtml-events.mod
   PUBLIC "-//W3C//ENTITIES XHTML Intrinsic Events 1.0//EN"
         "xhtml-events-1.mod" >
%xhtml-events.mod;]]>

<!ENTITY % xhtml-attribs.module "INCLUDE" >
<![%xhtml-attribs.module;[
```

```
<!ENTITY % xhtml-attribs.mod
   PUBLIC "-//W3C//ENTITIES XHTML Common Attributes 1.0//EN"
         "xhtml-attribs-1.mod" >
%xhtml-attribs.mod;]]>

<!-- placeholder for content model redeclarations -->
<!ENTITY % xhtml-model.redecl "" >
%xhtml-model.redecl;

<!ENTITY % xhtml-model.module "INCLUDE" >
<![%xhtml-model.module;[
<!-- instantiate the Document Model module declared in the DTD driver
-->
%xhtml-model.mod;]]>

<!ENTITY % xhtml-charent.module
 "INCLUDE" >
<![%xhtml-charent.module;[
<!ENTITY % xhtml-charent.mod
   PUBLIC "-//W3C//ENTITIES XHTML Character Entities 1.0//EN"
         "xhtml-charent-1.mod" >
%xhtml-charent.mod;]]>

<!-- end of xhtml-framework-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/rddl/xhtml-framework-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML Character Entities Module  ..................................... -->
<!-- file: xhtml-charent-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-charent-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES XHTML Character Entities 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-charent-1.mod"

   Revisions:
   (none)
   ..................................................................... -->

<!-- Character Entities for XHTML
```

```
   This module declares the set of character entities for XHTML,
   including the Latin 1, Symbol and Special character collections.
-->

<!ENTITY % xhtml-lat1
   PUBLIC "-//W3C//ENTITIES Latin 1 for XHTML//EN"
       "xhtml-lat1.ent" >
%xhtml-lat1;

<!ENTITY % xhtml-symbol
  PUBLIC "-//W3C//ENTITIES Symbols for XHTML//EN"
       "xhtml-symbol.ent" >
%xhtml-symbol;

<!ENTITY % xhtml-special
  PUBLIC "-//W3C//ENTITIES Special for XHTML//EN"
       "xhtml-special.ent" >
%xhtml-special;

<!-- end of xhtml-charent-1.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/data/w3c/xhtml11/xhtml-charent-1.mod
No license file was found, but licenses were detected in source scan.

<!-- ..................................................................... -->
<!-- SVG 1.1 Marker Module ..................................... -->
<!-- file: svg-marker.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-marker.mod,v 1.4 2002/11/14 15:11:03 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS SVG 1.1 Marker//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-marker.mod"

   ..................................................................... -->

<!-- Marker

     marker

   This module declares markup to provide support for marker.
-->
```

```
<!-- 'marker' property/attribute value (e.g., 'none', <uri>) -->
<!ENTITY % MarkerValue.datatype "CDATA" >

<!-- Qualified Names (Default)
 ..... -->

<!ENTITY % SVG.marker.qname "marker" >

<!-- Attribute Collections (Default) ..... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Container.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.ColorProfile.attrib "" >
<!ENTITY % SVG.Gradient.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.FilterColor.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Marker.class ..... -->

<!ENTITY % SVG.Marker.extra.class "" >

<!ENTITY % SVG.Marker.class
   "| %SVG.marker.qname; %SVG.Marker.extra.class;"
>

<!-- SVG.Marker.attrib
 ..... -->

<!ENTITY % SVG.Marker.extra.attrib "" >

<!ENTITY % SVG.Marker.attrib
   "marker-start %MarkerValue.datatype; #IMPLIED
    marker-mid %MarkerValue.datatype; #IMPLIED
    marker-end %MarkerValue.datatype; #IMPLIED
```

```
    %SVG.Marker.extra.attrib;"
>

<!-- SVG.Presentation.attrib ..... -->

<!ENTITY % SVG.Presentation.extra.attrib "" >

<!ENTITY % SVG.Presentation.attrib
   "%SVG.Container.attrib;
    %SVG.Viewport.attrib;
    %SVG.Text.attrib;
    %SVG.TextContent.attrib;
    %SVG.Font.attrib;
    %SVG.Paint.attrib;
    %SVG.Color.attrib;
    %SVG.Opacity.attrib;
    %SVG.Graphics.attrib;
    %SVG.Marker.attrib;
    %SVG.ColorProfile.attrib;
    %SVG.Gradient.attrib;
    %SVG.Clip.attrib;
    %SVG.Mask.attrib;
    %SVG.Filter.attrib;
    %SVG.FilterColor.attrib;
    %SVG.Cursor.attrib;
    flood-color %SVGColor.datatype; #IMPLIED
    flood-opacity %OpacityValue.datatype; #IMPLIED
    lighting-color %SVGColor.datatype;
 #IMPLIED
    %SVG.Presentation.extra.attrib;"
>

<!-- marker: Marker Element ..... -->

<!ENTITY % SVG.marker.extra.content "" >

<!ENTITY % SVG.marker.element "INCLUDE" >
<![%SVG.marker.element;[
<!ENTITY % SVG.marker.content
   "( %SVG.Description.class; | %SVG.Animation.class; %SVG.Structure.class;
      %SVG.Conditional.class; %SVG.Image.class; %SVG.Style.class;
      %SVG.Shape.class; %SVG.Text.class; %SVG.Marker.class;
      %SVG.ColorProfile.class; %SVG.Gradient.class; %SVG.Pattern.class;
      %SVG.Clip.class; %SVG.Mask.class; %SVG.Filter.class; %SVG.Cursor.class;
      %SVG.Hyperlink.class; %SVG.View.class; %SVG.Script.class;
      %SVG.Font.class; %SVG.marker.extra.content; )*"
>
<!ELEMENT %SVG.marker.qname; %SVG.marker.content; >
```

<!-- end of SVG.marker.element -->]]>

<!ENTITY % SVG.marker.attlist "INCLUDE" >
<![%SVG.marker.attlist;[
<!ATTLIST %SVG.marker.qname;
  %SVG.Core.attrib;
  %SVG.Style.attrib;
  %SVG.Presentation.attrib;
   %SVG.External.attrib;
  refX %Coordinate.datatype; #IMPLIED
  refY %Coordinate.datatype; #IMPLIED
  markerUnits (strokeWidth | userSpaceOnUse) #IMPLIED
  markerWidth %Length.datatype; #IMPLIED
  markerHeight %Length.datatype; #IMPLIED
  orient CDATA #IMPLIED
  viewBox %ViewBoxSpec.datatype; #IMPLIED
  preserveAspectRatio %PreserveAspectRatioSpec.datatype; 'xMidYMid meet'
>
<!-- end of SVG.marker.attlist -->]]>

<!-- end of svg-marker.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-marker.mod
No license file was found, but licenses were detected in source scan.

dimensional graphics in XML.

   The Scalable Vector Graphics (SVG)
   Copyright 2001, 2002 World Wide Web Consortium
     (Massachusetts Institute of Technology, Institut National de
      Recherche en Informatique et en Automatique, Keio University).
      All Rights Reserved.

   Permission to use, copy, modify and distribute the SVG DTD and its
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   this paragraph appear in all copies. The copyright holders make no
   representation about the suitability of the DTD for any purpose.

   It is provided "as is" without expressed or implied warranty.

     Author: Jun Fujisawa <fujisawa.jun@canon.co.jp>
     Revision: $Id: svg11.dtd,v 1.2 2002/04/20 18:07:43 fujisawa Exp $
dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio),

All Rights Reserved.
Revision: $Id: svg

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg11-flat.dtd
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg11-flat-20030114.dtd
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML 1.1 Document Model Module  ..................................... -->
<!-- file: xhtml11-model-1.mod

   This is XHTML 1.1, a reformulation of HTML as a modular XML application.
   Copyright 1998-2008 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml11-model-1.mod,v 1.18 2009/06/24 17:24:55 ahby Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES XHTML 1.1 Document Model 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml11-model-1.mod"

   Revisions:
   (none)
   ..................................................................... -->

<!-- XHTML 1.1 Document Model

   This module describes the groupings of elements that make up
   common content models for XHTML elements.

   XHTML has three basic content models:

       %Inline.mix;  character-level elements
      %Block.mix;   block-like elements, eg., paragraphs and lists
      %Flow.mix;    any block or inline elements

   Any parameter entities declared in this module may be used
   to create element content models, but the above three are
   considered 'global' (insofar as that term applies here).

   The reserved word '#PCDATA' (indicating a text string) is now
   included explicitly with each element declaration that is
   declared as mixed content, as XML requires that this token
   occur first in a content model specification.
-->
<!-- Extending the Model
```

```
   While in some cases this module may need to be rewritten to
   accommodate changes to the document model, minor extensions
   may be accomplished by redeclaring any of the three *.extra;
   parameter entities to contain extension element types as follows:

      %Misc.extra;    whose parent may be any block or
                  inline element.

       %Inline.extra;  whose parent may be any inline element.

      %Block.extra;   whose parent may be any block element.

   If used, these parameter entities must be an OR-separated
   list beginning with an OR separator ("|"), eg., "| a | b | c"

   All block and inline *.class parameter entities not part
   of the *struct.class classes begin with "| " to allow for
   exclusion from mixes.
-->

<!-- ..............  Optional Elements in head  ..................... -->

<!ENTITY % HeadOpts.mix
   "( %script.qname; | %style.qname; | %meta.qname;
    | %link.qname; | %object.qname; )*"
>

<!-- ..................  Miscellaneous Elements  ..................... -->

<!-- ins and del are used to denote editing changes
-->
<!ENTITY % Edit.class "| %ins.qname; | %del.qname;" >

<!-- script and noscript are used to contain scripts
   and alternative content
-->
<!ENTITY % Script.class "| %script.qname; | %noscript.qname;" >

<!ENTITY % Misc.extra "" >

<!-- These elements
 are neither block nor inline, and can
   essentially be used anywhere in the document body.
-->
<!ENTITY % Misc.class
   "%Edit.class;
    %Script.class;
```

```
    %Misc.extra;"
>

<!-- .....  Inline Elements  ..... -->

<!ENTITY % InlStruct.class "%br.qname; | %span.qname;" >

<!ENTITY % InlPhras.class
   "| %em.qname; | %strong.qname; | %dfn.qname; | %code.qname;
    | %samp.qname; | %kbd.qname; | %var.qname; | %cite.qname;
    | %abbr.qname; | %acronym.qname; | %q.qname;" >

<!ENTITY % InlPres.class
   "| %tt.qname; | %i.qname; | %b.qname; | %big.qname;
    | %small.qname; | %sub.qname; | %sup.qname;" >

<!ENTITY % I18n.class "| %bdo.qname;" >

<!ENTITY % Anchor.class "| %a.qname;" >

<!ENTITY % InlSpecial.class
   "| %img.qname; | %map.qname;
    | %object.qname;" >

<!ENTITY % InlForm.class
   "| %input.qname; | %select.qname; | %textarea.qname;
    | %label.qname; | %button.qname;" >

<!ENTITY % Inline.extra "" >

<!ENTITY % Ruby.class
 "| %ruby.qname;" >

<!-- %Inline.class; includes all inline elements,
   used as a component in mixes
-->
<!ENTITY % Inline.class
   "%InlStruct.class;
    %InlPhras.class;
    %InlPres.class;
    %I18n.class;
    %Anchor.class;
    %InlSpecial.class;
    %InlForm.class;
    %Ruby.class;
    %Inline.extra;"
>
```

```
<!-- %InlNoRuby.class; includes all inline elements
   except ruby, used as a component in mixes
-->
<!ENTITY % InlNoRuby.class
   "%InlStruct.class;
    %InlPhras.class;
    %InlPres.class;
    %I18n.class;
    %Anchor.class;
    %InlSpecial.class;
    %InlForm.class;
    %Inline.extra;"
>

<!-- %NoRuby.content; includes all inlines except ruby
-->
<!ENTITY % NoRuby.content
   "( #PCDATA
    | %InlNoRuby.class;
    %Misc.class; )*"
>

<!-- %InlNoAnchor.class; includes all non-anchor inlines,
   used as a component in mixes
-->
<!ENTITY % InlNoAnchor.class
   "%InlStruct.class;
    %InlPhras.class;
    %InlPres.class;

    %I18n.class;
    %InlSpecial.class;
    %InlForm.class;
    %Ruby.class;
    %Inline.extra;"
>

<!-- %InlNoAnchor.mix; includes all non-anchor inlines
-->
<!ENTITY % InlNoAnchor.mix
   "%InlNoAnchor.class;
    %Misc.class;"
>

<!-- %Inline.mix; includes all inline elements, including %Misc.class;
-->
<!ENTITY % Inline.mix
   "%Inline.class;
```

```
    %Misc.class;"
>

<!-- .....  Block Elements  ..... -->

<!-- In the HTML 4.0 DTD, heading and list elements were included
   in the %block; parameter entity. The %Heading.class; and
   %List.class; parameter entities must now be included explicitly
   on element declarations where desired.
-->

<!ENTITY % Heading.class
   "%h1.qname; | %h2.qname; | %h3.qname;
    | %h4.qname; | %h5.qname; | %h6.qname;" >

<!ENTITY % List.class "%ul.qname; | %ol.qname; | %dl.qname;" >

<!ENTITY % Table.class "| %table.qname;" >

<!ENTITY % Form.class  "| %form.qname;" >

<!ENTITY % Fieldset.class  "|
 %fieldset.qname;" >

<!ENTITY % BlkStruct.class "%p.qname; | %div.qname;" >

<!ENTITY % BlkPhras.class
   "| %pre.qname; | %blockquote.qname; | %address.qname;" >

<!ENTITY % BlkPres.class "| %hr.qname;" >

<!ENTITY % BlkSpecial.class
   "%Table.class;
    %Form.class;
    %Fieldset.class;"
>

<!ENTITY % Block.extra "" >

<!-- %Block.class; includes all block elements,
   used as an component in mixes
-->
<!ENTITY % Block.class
   "%BlkStruct.class;
    %BlkPhras.class;
    %BlkPres.class;
    %BlkSpecial.class;
    %Block.extra;"
```

```
>

<!-- %Block.mix; includes all block elements plus %Misc.class;
-->
<!ENTITY % Block.mix
   "%Heading.class;
    | %List.class;
    | %Block.class;
    %Misc.class;"
>

<!-- .............  All Content Elements  ..................... -->

<!-- %Flow.mix; includes all text content, block and inline
-->
<!ENTITY % Flow.mix
   "%Heading.class;
    | %List.class;
    | %Block.class;
    | %Inline.class;
    %Misc.class;"
>

<!--
 end of xhtml11-model-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml11-model-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- SVG 1.1 Pattern Module ..................................................... -->
<!-- file: svg-pattern.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-pattern.mod,v 1.4 2002/11/14 15:11:03 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS SVG 1.1 Pattern//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-pattern.mod"

   ..................................................................... -->

<!-- Pattern
```

```
      pattern

    This module declares markup to provide support for pattern fill.
-->

<!-- Qualified Names (Default) ..... -->

<!ENTITY % SVG.pattern.qname "pattern" >

<!-- Attribute Collections
 (Default) ..... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Container.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.ColorProfile.attrib "" >
<!ENTITY % SVG.Gradient.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.FilterColor.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.XLink.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Pattern.class ..... -->

<!ENTITY % SVG.Pattern.extra.class "" >

<!ENTITY % SVG.Pattern.class
   "| %SVG.pattern.qname; %SVG.Pattern.extra.class;"
>

<!--
 SVG.Presentation.attrib ..... -->

<!ENTITY % SVG.Presentation.extra.attrib "" >
```

```
<!ENTITY % SVG.Presentation.attrib
  "%SVG.Container.attrib;
   %SVG.Viewport.attrib;
   %SVG.Text.attrib;
   %SVG.TextContent.attrib;
   %SVG.Font.attrib;
   %SVG.Paint.attrib;
   %SVG.Color.attrib;
   %SVG.Opacity.attrib;
   %SVG.Graphics.attrib;
   %SVG.Marker.attrib;
   %SVG.ColorProfile.attrib;
   %SVG.Gradient.attrib;
   %SVG.Clip.attrib;
   %SVG.Mask.attrib;
   %SVG.Filter.attrib;
   %SVG.FilterColor.attrib;
   %SVG.Cursor.attrib;
   flood-color %SVGColor.datatype; #IMPLIED
   flood-opacity %OpacityValue.datatype; #IMPLIED
   lighting-color %SVGColor.datatype; #IMPLIED
   %SVG.Presentation.extra.attrib;"
>

<!-- pattern: Pattern Element ..... -->

<!ENTITY % SVG.pattern.extra.content "" >

<!ENTITY % SVG.pattern.element "INCLUDE" >
<![%SVG.pattern.element;[
<!ENTITY % SVG.pattern.content
  "( %SVG.Description.class;
| %SVG.Animation.class; %SVG.Structure.class;
    %SVG.Conditional.class; %SVG.Image.class; %SVG.Style.class;
    %SVG.Shape.class; %SVG.Text.class; %SVG.Marker.class;
    %SVG.ColorProfile.class; %SVG.Gradient.class; %SVG.Pattern.class;
    %SVG.Clip.class; %SVG.Mask.class; %SVG.Filter.class; %SVG.Cursor.class;
    %SVG.Hyperlink.class; %SVG.View.class; %SVG.Script.class;
    %SVG.Font.class; %SVG.pattern.extra.content; )*"
>
<!ELEMENT %SVG.pattern.qname; %SVG.pattern.content; >
<!-- end of SVG.pattern.element -->]]>

<!ENTITY % SVG.pattern.attlist "INCLUDE" >
<![%SVG.pattern.attlist;[
<!ATTLIST %SVG.pattern.qname;
  %SVG.Core.attrib;
  %SVG.Conditional.attrib;
```

```
  %SVG.Style.attrib;
  %SVG.Presentation.attrib;
  %SVG.XLink.attrib;
  %SVG.External.attrib;
  x %Coordinate.datatype; #IMPLIED
  y %Coordinate.datatype; #IMPLIED
  width %Length.datatype; #IMPLIED
  height %Length.datatype; #IMPLIED
  patternUnits ( userSpaceOnUse | objectBoundingBox
 ) #IMPLIED
  patternContentUnits ( userSpaceOnUse | objectBoundingBox ) #IMPLIED
  patternTransform %TransformList.datatype; #IMPLIED
  viewBox %ViewBoxSpec.datatype; #IMPLIED
  preserveAspectRatio %PreserveAspectRatioSpec.datatype; 'xMidYMid meet'
>
<!-- end of SVG.pattern.attlist -->]]>

<!-- end of svg-pattern.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-pattern.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML Simplified Forms Module  ..................................... -->
<!-- file: xhtml-basic-form-1.mod

   This is XHTML Basic, a proper subset of XHTML.
   Copyright 1998-2000 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: xhtml-basic-form-1.mod,v 1.1 2001/02/13 12:24:22 ht Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Basic Forms 1.0//EN"
     SYSTEM "http://www.w3.org/TR/xhtml-modulatization/DTD/xhtml-basic-form-1.mod"

   Revisions:
   (none)
   ..................................................................... -->

<!-- Basic Forms

   This forms module is based on the HTML 3.2 forms model, with
   the WAI-requested addition of the label element. While this
   module essentially mimics the content model
 and attributes of
   HTML 3.2 forms, the element types declared herein also include
```

```
   all HTML 4 common attributes.

      form, label, input, select, option, textarea
-->

<!-- declare qualified element type names:
-->
<!ENTITY % form.qname  "form" >
<!ENTITY % label.qname  "label" >
<!ENTITY % input.qname  "input" >
<!ENTITY % select.qname  "select" >
<!ENTITY % option.qname  "option" >
<!ENTITY % textarea.qname  "textarea" >

<!-- %BlkNoForm.mix; includes all non-form block elements,
   plus %Misc.class;
-->
<!ENTITY % BlkNoForm.mix
   "%Heading.class;
    | %List.class;
    | %BlkStruct.class;
    %BlkPhras.class;
    %BlkPres.class;
    | %table.qname;
    %Block.extra;
    %Misc.class;"
>

<!-- form: Form Element ..... -->

<!ENTITY % form.element  "INCLUDE" >
<![%form.element;[
<!ENTITY % form.content
   "( %BlkNoForm.mix; )+"
>
<!ELEMENT %form.qname;  %form.content; >
<!-- end of form.element -->]]>

<!ENTITY % form.attlist
  "INCLUDE" >
<![%form.attlist;[
<!ATTLIST %form.qname;
    %Common.attrib;
    action      %URI.datatype;          #REQUIRED
    method      ( get | post )          'get'
    enctype     %ContentType.datatype;   'application/x-www-form-urlencoded'
>
<!-- end of form.attlist -->]]>
```

```
<!-- label: Form Field Label Text ..... -->

<!ENTITY % label.element  "INCLUDE" >
<![%label.element;[
<!-- Each label must not contain more than ONE field
-->
<!ENTITY % label.content
   "( #PCDATA
    | %input.qname; | %select.qname; | %textarea.qname;
    | %InlStruct.class;
    %InlPhras.class;
    %I18n.class;
    %InlPres.class;
    %InlSpecial.class;
    %Misc.class; )*"
>
<!ELEMENT %label.qname;  %label.content; >
<!-- end of label.element -->]]>

<!ENTITY % label.attlist  "INCLUDE" >
<![%label.attlist;[
<!ATTLIST %label.qname;
    %Common.attrib;
    for         IDREF                #IMPLIED
    accesskey    %Character.datatype;     #IMPLIED
>
<!--
 end of label.attlist -->]]>

<!-- input: Form Control ..... -->

<!ENTITY % input.element  "INCLUDE" >
<![%input.element;[
<!ENTITY % input.content  "EMPTY" >
<!ELEMENT %input.qname;  %input.content; >
<!-- end of input.element -->]]>

<!-- Basic Forms removes 'image' and 'file' input types.
-->
<!ENTITY % input.attlist  "INCLUDE" >
<![%input.attlist;[
<!ENTITY % InputType.class
   "( text | password | checkbox | radio
    | submit | reset | hidden )"
>
<!-- attribute name required for all but submit & reset
-->
```

```
<!ATTLIST %input.qname;
    %Common.attrib;
    type        %InputType.class;       'text'
    name        CDATA                   #IMPLIED
    value       CDATA                   #IMPLIED
    checked     ( checked )             #IMPLIED
    size        CDATA                   #IMPLIED
    maxlength   %Number.datatype;       #IMPLIED
    src         %URI.datatype;          #IMPLIED
    accesskey   %Character.datatype;
    #IMPLIED
>
<!-- end of input.attlist -->]]>

<!-- select: Option Selector ..... -->

<!ENTITY % select.element  "INCLUDE" >
<![%select.element;[
<!ENTITY % select.content  "( %option.qname; )+" >
<!ELEMENT %select.qname;  %select.content; >
<!-- end of select.element -->]]>

<!ENTITY % select.attlist  "INCLUDE" >
<![%select.attlist;[
<!ATTLIST %select.qname;
    %Common.attrib;
    name        CDATA                   #IMPLIED
    size        %Number.datatype;       #IMPLIED
    multiple    ( multiple )            #IMPLIED
>
<!-- end of select.attlist -->]]>

<!-- option: Selectable Choice ..... -->

<!ENTITY % option.element  "INCLUDE" >
<![%option.element;[
<!ENTITY % option.content  "( #PCDATA )" >
<!ELEMENT %option.qname;  %option.content; >
<!-- end of option.element -->]]>

<!ENTITY % option.attlist  "INCLUDE" >
<![%option.attlist;[
<!ATTLIST %option.qname;
    %Common.attrib;
    selected    ( selected
 )          #IMPLIED
    value       CDATA                   #IMPLIED
>
```

```
<!-- end of option.attlist -->]]>

<!-- textarea: Multi-Line Text Field ..... -->

<!ENTITY % textarea.element  "INCLUDE" >
<![%textarea.element;[
<!ENTITY % textarea.content  "( #PCDATA )" >
<!ELEMENT %textarea.qname;  %textarea.content; >
<!-- end of textarea.element -->]]>

<!ENTITY % textarea.attlist  "INCLUDE" >
<![%textarea.attlist;[
<!ATTLIST %textarea.qname;
    %Common.attrib;
    name         CDATA                  #IMPLIED
    rows         %Number.datatype;      #REQUIRED
    cols         %Number.datatype;      #REQUIRED
    accesskey    %Character.datatype;   #IMPLIED
>
<!-- end of textarea.attlist -->]]>

<!-- end of xhtml-basic-form-1.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/rddl/xhtml-basic-form-1.mod
No license file was found, but licenses were detected in source scan.

<!-- ..................................................................... -->
<!-- SVG 1.1 Datatypes Module ..................................... -->
<!-- file: svg-datatypes.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-datatypes.mod,v 1.2 2002/04/20 18:07:42 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES SVG 1.1 Datatypes//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-datatypes.mod"

   ..................................................................... -->

<!-- Datatypes

   This module declares common data types for properties and attributes.
-->
```

```
<!-- feature specification -->
<!ENTITY % Boolean.datatype "( false | true )" >

<!-- 'clip-rule' or 'fill-rule' property/attribute
 value -->
<!ENTITY % ClipFillRule.datatype "( nonzero | evenodd | inherit )" >

<!-- media type, as per [RFC2045] -->
<!ENTITY % ContentType.datatype "CDATA" >

<!-- a <coordinate> -->
<!ENTITY % Coordinate.datatype "CDATA" >

<!-- a list of <coordinate>s -->
<!ENTITY % Coordinates.datatype "CDATA" >

<!-- a <color> value -->
<!ENTITY % Color.datatype "CDATA" >

<!-- a <integer> -->
<!ENTITY % Integer.datatype "CDATA" >

<!-- a language code, as per [RFC3066] -->
<!ENTITY % LanguageCode.datatype "NMTOKEN" >

<!-- comma-separated list of language codes, as per [RFC3066] -->
<!ENTITY % LanguageCodes.datatype "CDATA" >

<!-- a <length> -->
<!ENTITY % Length.datatype "CDATA" >

<!-- a list of <length>s -->
<!ENTITY % Lengths.datatype "CDATA" >

<!-- a <number> -->
<!ENTITY % Number.datatype "CDATA" >

<!-- a list of <number>s -->
<!ENTITY % Numbers.datatype "CDATA" >

<!-- opacity value (e.g., <number>) -->
<!ENTITY % OpacityValue.datatype "CDATA" >

<!-- a path data specification -->
<!ENTITY
 % PathData.datatype "CDATA" >

<!-- 'preserveAspectRatio' attribute specification -->
```

```
<!ENTITY % PreserveAspectRatioSpec.datatype "CDATA" >

<!-- script expression -->
<!ENTITY % Script.datatype "CDATA" >

<!-- An SVG color value (RGB plus optional ICC) -->
<!ENTITY % SVGColor.datatype "CDATA" >

<!-- arbitrary text string -->
<!ENTITY % Text.datatype "CDATA" >

<!-- list of transforms -->
<!ENTITY % TransformList.datatype "CDATA" >

<!-- a Uniform Resource Identifier, see [URI] -->
<!ENTITY % URI.datatype "CDATA" >

<!-- 'viewBox' attribute specification -->
<!ENTITY % ViewBoxSpec.datatype "CDATA" >

<!-- end of svg-datatypes.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-datatypes.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML Base Architecture Module  ..................................... -->
<!-- file: xhtml-arch-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-arch-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Base Architecture 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-arch-1.mod"

   Revisions:
   (none)
   ..................................................................... -->

<!-- This optional module includes declarations that enable XHTML to be used
   as a base architecture according to the 'Architectural Forms Definition
   Requirements' (Annex A.3, ISO/IEC 10744, 2nd
```

```
 edition). For more information
    on use of architectural forms, see the HyTime web site at:

        http://www.hytime.org/
-->

<?IS10744 ArcBase xhtml ?>

<!NOTATION xhtml PUBLIC "-//W3C//NOTATION AFDR ARCBASE XHTML 1.1//EN" >

<!-- Entity declaration for associated Architectural DTD
-->
<!ENTITY xhtml-arch.dtd
     PUBLIC "-//W3C//DTD XHTML Architecture 1.1//EN"
          "xhtml11-arch.dtd" >

<?IS10744:arch xhtml
   public-id       =  "-//W3C//NOTATION AFDR ARCBASE XHTML 1.1//EN"
   dtd-public-id   =  "-//W3C//DTD XHTML 1.1//EN"
   dtd-system-id   =  "xhtml11.dtd"
   doc-elem-form   =  "html"
   form-att        =  "html"
   renamer-att     =  "htnames"
   suppressor-att  =  "htsupp"
   data-ignore-att =  "htign"
   auto            =  "ArcAuto"
   options         =  "HtModReq HtModOpt"
   HtModReq        =  "Framework Text Hypertext Lists Structure"
   HtModOpt        =  "Standard"
?>

<!-- end of xhtml-arch-1.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/data/w3c/xhtml11/xhtml-arch-1.mod
No license file was found, but licenses were detected in source scan.

<!--
    File isoamsb.ent produced by the XSL script entities.xsl
    from input data in unicode.xml.

    Copyright 1998 - 2009 W3C.

    Use and distribution of this code are permitted under the terms of the
    W3C Software Notice and License.
    http://www.w3.org/Consortium/Legal/2002/copyright-software-20021231.html
```

```
   Please report any errors to David Carlisle
   via the public W3C list www-math@w3.org.

   The numeric character values assigned to each entity
   (should) match the Unicode assignments in Unicode 5.x.

   References to the VARIANT SELECTOR 1 character (&#x0FE00;)
   should match the uses listed in Unicode Technical Report 25.

   Entity names in this file are derived from files carrying the
   following notice:

   (C) International Organization for Standardization 1991
   Permission to copy in any form is granted for use with
   conforming SGML systems and applications
 as defined in
   ISO 8879, provided this notice is included in all copies.

-->


<!--

     Public identifier: -//W3C//ENTITIES Added Math Symbols: Binary Operators//EN//XML
     System identifier: http://www.w3.org/2003/entities/2007/isoamsb.ent

   The public identifier should always be used verbatim.
   The system identifier may be changed to suit local requirements.

   Typical invocation:

     <!ENTITY % isoamsb PUBLIC
       "-//W3C//ENTITIES Added Math Symbols: Binary Operators//EN//XML"
       "http://www.w3.org/2003/entities/2007/isoamsb.ent"
     >
     %isoamsb;

-->

<!ENTITY ac            "&#x0223E;" ><!--INVERTED LAZY S -->
<!ENTITY acE           "&#x0223E;&#x00333;" ><!--INVERTED LAZY S with double underline -->
<!ENTITY amalg          "&#x02A3F;" ><!--AMALGAMATION OR COPRODUCT -->
<!ENTITY barvee         "&#x022BD;" ><!--NOR -->
<!ENTITY barwed          "&#x02305;" ><!--PROJECTIVE -->
<!ENTITY Barwed          "&#x02306;" ><!--PERSPECTIVE
 -->
<!ENTITY bsolb          "&#x029C5;" ><!--SQUARED FALLING DIAGONAL SLASH -->
<!ENTITY Cap           "&#x022D2;" ><!--DOUBLE INTERSECTION -->
```

```
<!ENTITY capand          "&#x02A44;" ><!--INTERSECTION WITH LOGICAL AND -->
<!ENTITY capbrcup        "&#x02A49;" ><!--INTERSECTION ABOVE BAR ABOVE UNION -->
<!ENTITY capcap          "&#x02A4B;" ><!--INTERSECTION BESIDE AND JOINED WITH INTERSECTION --
>
<!ENTITY capcup          "&#x02A47;" ><!--INTERSECTION ABOVE UNION -->
<!ENTITY capdot          "&#x02A40;" ><!--INTERSECTION WITH DOT -->
<!ENTITY caps           "&#x02229;&#x0FE00;" ><!--INTERSECTION with serifs -->
<!ENTITY ccaps           "&#x02A4D;" ><!--CLOSED INTERSECTION WITH SERIFS -->
<!ENTITY ccups           "&#x02A4C;" ><!--CLOSED UNION WITH SERIFS -->
<!ENTITY ccupssm         "&#x02A50;" ><!--CLOSED UNION WITH SERIFS AND SMASH PRODUCT -->
<!ENTITY coprod          "&#x02210;" ><!--N-ARY COPRODUCT -->
<!ENTITY Cup            "&#x022D3;" ><!--DOUBLE UNION -->
<!ENTITY
 cupbrcap        "&#x02A48;" ><!--UNION ABOVE BAR ABOVE INTERSECTION -->
<!ENTITY cupcap          "&#x02A46;" ><!--UNION ABOVE INTERSECTION -->
<!ENTITY cupcup          "&#x02A4A;" ><!--UNION BESIDE AND JOINED WITH UNION -->
<!ENTITY cupdot          "&#x0228D;" ><!--MULTISET MULTIPLICATION -->
<!ENTITY cupor           "&#x02A45;" ><!--UNION WITH LOGICAL OR -->
<!ENTITY cups           "&#x0222A;&#x0FE00;" ><!--UNION with serifs -->
<!ENTITY cuvee           "&#x022CE;" ><!--CURLY LOGICAL OR -->
<!ENTITY cuwed           "&#x022CF;" ><!--CURLY LOGICAL AND -->
<!ENTITY dagger          "&#x02020;" ><!--DAGGER -->
<!ENTITY Dagger          "&#x02021;" ><!--DOUBLE DAGGER -->
<!ENTITY diam            "&#x022C4;" ><!--DIAMOND OPERATOR -->
<!ENTITY divonx          "&#x022C7;" ><!--DIVISION TIMES -->
<!ENTITY eplus          "&#x02A71;" ><!--EQUALS SIGN ABOVE PLUS SIGN -->
<!ENTITY hercon          "&#x022B9;" ><!--HERMITIAN CONJUGATE MATRIX -->
<!ENTITY intcal         "&#x022BA;"
 ><!--INTERCALATE -->
<!ENTITY iprod          "&#x02A3C;" ><!--INTERIOR PRODUCT -->
<!ENTITY loplus          "&#x02A2D;" ><!--PLUS SIGN IN LEFT HALF CIRCLE -->
<!ENTITY lotimes         "&#x02A34;" ><!--MULTIPLICATION SIGN IN LEFT HALF CIRCLE -->
<!ENTITY lthree         "&#x022CB;" ><!--LEFT SEMIDIRECT PRODUCT -->
<!ENTITY ltimes          "&#x022C9;" ><!--LEFT NORMAL FACTOR SEMIDIRECT PRODUCT -->
<!ENTITY midast          "&#x0002A;" ><!--ASTERISK -->
<!ENTITY minusb          "&#x0229F;" ><!--SQUARED MINUS -->
<!ENTITY minusd          "&#x02238;" ><!--DOT MINUS -->
<!ENTITY minusdu         "&#x02A2A;" ><!--MINUS SIGN WITH DOT BELOW -->
<!ENTITY ncap           "&#x02A43;" ><!--INTERSECTION WITH OVERBAR -->
<!ENTITY ncup           "&#x02A42;" ><!--UNION WITH OVERBAR -->
<!ENTITY oast           "&#x0229B;" ><!--CIRCLED ASTERISK OPERATOR -->
<!ENTITY ocir           "&#x0229A;" ><!--CIRCLED RING OPERATOR -->
<!ENTITY odash           "&#x0229D;" ><!--CIRCLED DASH -->
<!ENTITY
 odiv           "&#x02A38;" ><!--CIRCLED DIVISION SIGN -->
<!ENTITY odot           "&#x02299;" ><!--CIRCLED DOT OPERATOR -->
<!ENTITY odsold          "&#x029BC;" ><!--CIRCLED ANTICLOCKWISE-ROTATED DIVISION SIGN -->
<!ENTITY ofcir          "&#x029BF;" ><!--CIRCLED BULLET -->
```

```
<!ENTITY ogt          "&#x029C1;" ><!--CIRCLED GREATER-THAN -->
<!ENTITY ohbar         "&#x029B5;" ><!--CIRCLE WITH HORIZONTAL BAR -->
<!ENTITY olcir        "&#x029BE;" ><!--CIRCLED WHITE BULLET -->
<!ENTITY olt         "&#x029C0;" ><!--CIRCLED LESS-THAN -->
<!ENTITY omid         "&#x029B6;" ><!--CIRCLED VERTICAL BAR -->
<!ENTITY ominus        "&#x02296;" ><!--CIRCLED MINUS -->
<!ENTITY opar        "&#x029B7;" ><!--CIRCLED PARALLEL -->
<!ENTITY operp        "&#x029B9;" ><!--CIRCLED PERPENDICULAR -->
<!ENTITY oplus        "&#x02295;" ><!--CIRCLED PLUS -->
<!ENTITY osol        "&#x02298;" ><!--CIRCLED DIVISION SLASH -->
<!ENTITY otimes        "&#x02297;" ><!--CIRCLED
 TIMES -->
<!ENTITY Otimes        "&#x02A37;" ><!--MULTIPLICATION SIGN IN DOUBLE CIRCLE -->
<!ENTITY otimesas       "&#x02A36;" ><!--CIRCLED MULTIPLICATION SIGN WITH CIRCUMFLEX
ACCENT -->
<!ENTITY ovbar        "&#x0233D;" ><!--APL FUNCTIONAL SYMBOL CIRCLE STILE -->
<!ENTITY plusacir       "&#x02A23;" ><!--PLUS SIGN WITH CIRCUMFLEX ACCENT ABOVE -->
<!ENTITY plusb        "&#x0229E;" ><!--SQUARED PLUS -->
<!ENTITY pluscir        "&#x02A22;" ><!--PLUS SIGN WITH SMALL CIRCLE ABOVE -->
<!ENTITY plusdo        "&#x02214;" ><!--DOT PLUS -->
<!ENTITY plusdu        "&#x02A25;" ><!--PLUS SIGN WITH DOT BELOW -->
<!ENTITY pluse        "&#x02A72;" ><!--PLUS SIGN ABOVE EQUALS SIGN -->
<!ENTITY plussim        "&#x02A26;" ><!--PLUS SIGN WITH TILDE BELOW -->
<!ENTITY plustwo        "&#x02A27;" ><!--PLUS SIGN WITH SUBSCRIPT TWO -->
<!ENTITY prod         "&#x0220F;" ><!--N-ARY PRODUCT -->
<!ENTITY race         "&#x0223D;&#x00331;" ><!--REVERSED TILDE with underline
 -->
<!ENTITY roplus        "&#x02A2E;" ><!--PLUS SIGN IN RIGHT HALF CIRCLE -->
<!ENTITY rotimes        "&#x02A35;" ><!--MULTIPLICATION SIGN IN RIGHT HALF CIRCLE -->
<!ENTITY rthree        "&#x022CC;" ><!--RIGHT SEMIDIRECT PRODUCT -->
<!ENTITY rtimes        "&#x022CA;" ><!--RIGHT NORMAL FACTOR SEMIDIRECT PRODUCT -->
<!ENTITY sdot         "&#x022C5;" ><!--DOT OPERATOR -->
<!ENTITY sdotb        "&#x022A1;" ><!--SQUARED DOT OPERATOR -->
<!ENTITY setmn        "&#x02216;" ><!--SET MINUS -->
<!ENTITY simplus        "&#x02A24;" ><!--PLUS SIGN WITH TILDE ABOVE -->
<!ENTITY smashp        "&#x02A33;" ><!--SMASH PRODUCT -->
<!ENTITY solb         "&#x029C4;" ><!--SQUARED RISING DIAGONAL SLASH -->
<!ENTITY sqcap        "&#x02293;" ><!--SQUARE CAP -->
<!ENTITY sqcaps        "&#x02293;&#x0FE00;" ><!--SQUARE CAP with serifs -->
<!ENTITY sqcup        "&#x02294;" ><!--SQUARE CUP -->
<!ENTITY sqcups        "&#x02294;&#x0FE00;" ><!--SQUARE CUP with serifs -->
<!ENTITY
 ssetmn         "&#x02216;" ><!--SET MINUS -->
<!ENTITY sstarf        "&#x022C6;" ><!--STAR OPERATOR -->
<!ENTITY subdot        "&#x02ABD;" ><!--SUBSET WITH DOT -->
<!ENTITY sum         "&#x02211;" ><!--N-ARY SUMMATION -->
<!ENTITY supdot        "&#x02ABE;" ><!--SUPERSET WITH DOT -->
<!ENTITY timesb        "&#x022A0;" ><!--SQUARED TIMES -->
```

```
<!ENTITY timesbar       "&#x02A31;" ><!--MULTIPLICATION SIGN WITH UNDERBAR -->
<!ENTITY timesd         "&#x02A30;" ><!--MULTIPLICATION SIGN WITH DOT ABOVE -->
<!ENTITY tridot        "&#x025EC;" ><!--WHITE UP-POINTING TRIANGLE WITH DOT -->
<!ENTITY triminus       "&#x02A3A;" ><!--MINUS SIGN IN TRIANGLE -->
<!ENTITY triplus       "&#x02A39;" ><!--PLUS SIGN IN TRIANGLE -->
<!ENTITY trisb         "&#x029CD;" ><!--TRIANGLE WITH SERIFS AT BOTTOM -->
<!ENTITY tritime        "&#x02A3B;" ><!--MULTIPLICATION SIGN IN TRIANGLE -->
<!ENTITY uplus          "&#x0228E;" ><!--MULTISET UNION -->
<!ENTITY veebar
   "&#x022BB;" ><!--XOR -->
<!ENTITY wedbar         "&#x02A5F;" ><!--LOGICAL AND WITH UNDERBAR -->
<!ENTITY wreath         "&#x02240;" ><!--WREATH PRODUCT -->
<!ENTITY xcap          "&#x022C2;" ><!--N-ARY INTERSECTION -->
<!ENTITY xcirc         "&#x025EF;" ><!--LARGE CIRCLE -->
<!ENTITY xcup          "&#x022C3;" ><!--N-ARY UNION -->
<!ENTITY xdtri         "&#x025BD;" ><!--WHITE DOWN-POINTING TRIANGLE -->
<!ENTITY xodot          "&#x02A00;" ><!--N-ARY CIRCLED DOT OPERATOR -->
<!ENTITY xoplus         "&#x02A01;" ><!--N-ARY CIRCLED PLUS OPERATOR -->
<!ENTITY xotime         "&#x02A02;" ><!--N-ARY CIRCLED TIMES OPERATOR -->
<!ENTITY xsqcup         "&#x02A06;" ><!--N-ARY SQUARE UNION OPERATOR -->
<!ENTITY xuplus         "&#x02A04;" ><!--N-ARY UNION OPERATOR WITH PLUS -->
<!ENTITY xutri         "&#x025B3;" ><!--WHITE UP-POINTING TRIANGLE -->
<!ENTITY xvee          "&#x022C1;" ><!--N-ARY LOGICAL OR -->
<!ENTITY xwedge         "&#x022C0;" ><!--N-ARY LOGICAL AND
 -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/mathml/mathml3/isoamsb.ent
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- SVG 1.1 Conditional Processing Module ..... -->
<!-- file: svg-conditional.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-conditional.mod,v 1.4 2002/11/14 15:11:02 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS SVG 1.1 Conditional Processing//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-conditional.mod"

   ..................................................................... -->

<!-- Conditional Processing
```

```
      switch

   This module declares markup to provide support for conditional processing.
-->

<!-- extension list specification -->
<!ENTITY % ExtensionList.datatype "CDATA"
 >

<!-- feature list specification -->
<!ENTITY % FeatureList.datatype "CDATA" >

<!-- Qualified Names (Default) ..... -->

<!ENTITY % SVG.switch.qname "switch" >

<!-- Attribute Collections (Default) ..... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Container.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.ColorProfile.attrib "" >
<!ENTITY % SVG.Gradient.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.FilterColor.attrib "" >
<!ENTITY % SVG.GraphicalEvents.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Conditional.class
 ..... -->

<!ENTITY % SVG.Conditional.extra.class "" >

<!ENTITY % SVG.Conditional.class
   "| %SVG.switch.qname; %SVG.Conditional.extra.class;"
>
```

```
<!-- SVG.Conditional.attrib ..... -->

<!ENTITY % SVG.Conditional.extra.attrib "" >

<!ENTITY % SVG.Conditional.attrib
  "requiredFeatures %FeatureList.datatype; #IMPLIED
   requiredExtensions %ExtensionList.datatype; #IMPLIED
   systemLanguage %LanguageCodes.datatype; #IMPLIED
   %SVG.Conditional.extra.attrib;"
>

<!-- SVG.Presentation.attrib ..... -->

<!ENTITY % SVG.Presentation.extra.attrib "" >

<!ENTITY % SVG.Presentation.attrib
  "%SVG.Container.attrib;
   %SVG.Viewport.attrib;
   %SVG.Text.attrib;
   %SVG.TextContent.attrib;
   %SVG.Font.attrib;
   %SVG.Paint.attrib;
   %SVG.Color.attrib;
   %SVG.Opacity.attrib;
   %SVG.Graphics.attrib;
   %SVG.Marker.attrib;
   %SVG.ColorProfile.attrib;
   %SVG.Gradient.attrib;

   %SVG.Clip.attrib;
   %SVG.Mask.attrib;
   %SVG.Filter.attrib;
   %SVG.FilterColor.attrib;
   %SVG.Cursor.attrib;
   flood-color %SVGColor.datatype; #IMPLIED
   flood-opacity %OpacityValue.datatype; #IMPLIED
   lighting-color %SVGColor.datatype; #IMPLIED
   %SVG.Presentation.extra.attrib;"
>

<!-- switch: Switch Element ..... -->

<!ENTITY % SVG.switch.extra.content "" >

<!ENTITY % SVG.switch.element "INCLUDE" >
<![%SVG.switch.element;[
<!ENTITY % SVG.switch.content
```

```
  "(( %SVG.Description.class; )*, ( %SVG.svg.qname; | %SVG.g.qname;
    | %SVG.use.qname; | %SVG.text.qname; | %SVG.Animation.class;
      %SVG.Conditional.class; %SVG.Image.class; %SVG.Shape.class;
      %SVG.Hyperlink.class; %SVG.Extensibility.class;
      %SVG.switch.extra.content; )*)"
>
<!ELEMENT %SVG.switch.qname; %SVG.switch.content; >
<!-- end of SVG.switch.element -->]]>

<!ENTITY % SVG.switch.attlist "INCLUDE" >
<![%SVG.switch.attlist;[
<!ATTLIST %SVG.switch.qname;
   %SVG.Core.attrib;
  %SVG.Conditional.attrib;
  %SVG.Style.attrib;
  %SVG.Presentation.attrib;
  %SVG.GraphicalEvents.attrib;
  %SVG.External.attrib;
  transform %TransformList.datatype; #IMPLIED
>
<!-- end of SVG.switch.attlist -->]]>

<!-- end of svg-conditional.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-conditional.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML Role Module ..................................................... -->
<!-- file: xhtml-role-1.mod

   This is XHTML Role - the Role Attribute Module for XHTML.

   Copyright 2006 W3C (MIT, ERCIM, Keio), All Rights Reserved.

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES XHTML Role Attribute 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-role-1.mod"

   Revisions:
   (none)
   ..................................................................... -->


<!-- XHTML Role Attribute Module does nothing, since role is not incorporated
```

```
   in any elements content model as part of this module. -->
<!-- end of xhtml-role-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml-role-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML Document Style Sheet Module  ..................................... -->
<!-- file: xhtml-style-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-style-1.mod,v 4.1 2001/04/05 06:57:40 altheim Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//DTD XHTML Style Sheets 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-style-1.mod"

   Revisions:
   (none)
   ..................................................................... -->

<!-- Style Sheets

      style

   This module declares the style element type and its attributes,
   used to embed style sheet information in the document head element.
-->

<!-- style: Style Sheet Information
 ..................... -->

<!ENTITY % style.element  "INCLUDE" >
<![%style.element;[
<!ENTITY % style.content  "( #PCDATA )" >
<!ENTITY % style.qname  "style" >
<!ELEMENT %style.qname;  %style.content; >
<!-- end of style.element -->]]>

<!ENTITY % style.attlist  "INCLUDE" >
<![%style.attlist;[
<!ATTLIST %style.qname;
    %XHTML.xmlns.attrib;
    %id.attrib;
```

```
    %title.attrib;
    %I18n.attrib;
    xml:space    ( preserve )            #FIXED 'preserve'
    type        %ContentType.datatype;   #REQUIRED
    media       %MediaDesc.datatype;     #IMPLIED
>
<!-- end of style.attlist -->]]>

<!-- end of xhtml-style-1.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/data/w3c/xhtml11/xhtml-style-1.mod
No license file was found, but licenses were detected in source scan.

<!-- ..................................................................... -->
<!-- SVG 1.1 Shape Module ................................................ -->
<!-- file: svg-shape.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-shape.mod,v 1.3 2002/10/24 17:40:16 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS SVG 1.1 Shape//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-shape.mod"

   ..................................................................... -->

<!-- Shape

     path, rect, circle, line, ellipse, polyline, polygon

   This module declares markup to provide support for graphical shapes.
-->

<!-- a list of points -->
<!ENTITY % Points.datatype "CDATA" >

<!-- Qualified Names (Default)
 ..................... -->

<!ENTITY % SVG.path.qname "path" >
<!ENTITY % SVG.rect.qname "rect" >
<!ENTITY % SVG.circle.qname "circle" >
<!ENTITY % SVG.line.qname "line" >
<!ENTITY % SVG.ellipse.qname "ellipse" >
```

```
<!ENTITY % SVG.polyline.qname "polyline" >
<!ENTITY % SVG.polygon.qname "polygon" >

<!-- Attribute Collections (Default) ..... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.GraphicalEvents.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Shape.class ..... -->

<!ENTITY % SVG.Shape.extra.class "" >

<!ENTITY % SVG.Shape.class
  "| %SVG.path.qname;
 | %SVG.rect.qname; | %SVG.circle.qname;
   | %SVG.line.qname; | %SVG.ellipse.qname; | %SVG.polyline.qname;
   | %SVG.polygon.qname; %SVG.Shape.extra.class;"
>

<!-- path: Path Element ..... -->

<!ENTITY % SVG.path.extra.content "" >

<!ENTITY % SVG.path.element "INCLUDE" >
<![%SVG.path.element;[
<!ENTITY % SVG.path.content
  "(( %SVG.Description.class; )*, ( %SVG.Animation.class;
     %SVG.path.extra.content; )*)"
>
<!ELEMENT %SVG.path.qname; %SVG.path.content; >
<!-- end of SVG.path.element -->]]>

<!ENTITY % SVG.path.attlist "INCLUDE" >
<![%SVG.path.attlist;[
<!ATTLIST %SVG.path.qname;
  %SVG.Core.attrib;
```

```
  %SVG.Conditional.attrib;
  %SVG.Style.attrib;
  %SVG.Paint.attrib;
  %SVG.Color.attrib;
  %SVG.Opacity.attrib;
  %SVG.Graphics.attrib;
  %SVG.Marker.attrib;
  %SVG.Clip.attrib;
  %SVG.Mask.attrib;
  %SVG.Filter.attrib;
  %SVG.GraphicalEvents.attrib;
  %SVG.Cursor.attrib;
  %SVG.External.attrib;
  d %PathData.datatype;
 #REQUIRED
  pathLength %Number.datatype; #IMPLIED
  transform %TransformList.datatype; #IMPLIED
>
<!-- end of SVG.path.attlist -->]]>

<!-- rect: Rectangle Element ..... -->

<!ENTITY % SVG.rect.extra.content "" >

<!ENTITY % SVG.rect.element "INCLUDE" >
<![%SVG.rect.element;[
<!ENTITY % SVG.rect.content
  "(( %SVG.Description.class; )*, ( %SVG.Animation.class;
     %SVG.rect.extra.content; )*)"
>
<!ELEMENT %SVG.rect.qname; %SVG.rect.content; >
<!-- end of SVG.rect.element -->]]>

<!ENTITY % SVG.rect.attlist "INCLUDE" >
<![%SVG.rect.attlist;[
<!ATTLIST %SVG.rect.qname;
  %SVG.Core.attrib;
  %SVG.Conditional.attrib;
  %SVG.Style.attrib;
  %SVG.Paint.attrib;
  %SVG.Color.attrib;
  %SVG.Opacity.attrib;
  %SVG.Graphics.attrib;
  %SVG.Clip.attrib;
  %SVG.Mask.attrib;
  %SVG.Filter.attrib;
  %SVG.GraphicalEvents.attrib;
  %SVG.Cursor.attrib;
```

```
  %SVG.External.attrib;
  x %Coordinate.datatype; #IMPLIED
  y %Coordinate.datatype;
 #IMPLIED
  width %Length.datatype; #REQUIRED
  height %Length.datatype; #REQUIRED
  rx %Length.datatype; #IMPLIED
  ry %Length.datatype; #IMPLIED
  transform %TransformList.datatype; #IMPLIED
>
<!-- end of SVG.rect.attlist -->]]>

<!-- circle: Circle Element ..... -->

<!ENTITY % SVG.circle.extra.content "" >

<!ENTITY % SVG.circle.element "INCLUDE" >
<![%SVG.circle.element;[
<!ENTITY % SVG.circle.content
  "(( %SVG.Description.class; )*, ( %SVG.Animation.class;
     %SVG.circle.extra.content; )*)"
>
<!ELEMENT %SVG.circle.qname; %SVG.circle.content; >
<!-- end of SVG.circle.element -->]]>

<!ENTITY % SVG.circle.attlist "INCLUDE" >
<![%SVG.circle.attlist;[
<!ATTLIST %SVG.circle.qname;
  %SVG.Core.attrib;
  %SVG.Conditional.attrib;
  %SVG.Style.attrib;
  %SVG.Paint.attrib;
  %SVG.Color.attrib;
  %SVG.Opacity.attrib;
  %SVG.Graphics.attrib;
  %SVG.Clip.attrib;
  %SVG.Mask.attrib;
  %SVG.Filter.attrib;
  %SVG.GraphicalEvents.attrib;
   %SVG.Cursor.attrib;
  %SVG.External.attrib;
  cx %Coordinate.datatype; #IMPLIED
  cy %Coordinate.datatype; #IMPLIED
  r %Length.datatype; #REQUIRED
  transform %TransformList.datatype; #IMPLIED
>
<!-- end of SVG.circle.attlist -->]]>
```

```
<!-- line: Line Element ..... -->

<!ENTITY % SVG.line.extra.content "" >

<!ENTITY % SVG.line.element "INCLUDE" >
<![%SVG.line.element;[
<!ENTITY % SVG.line.content
  "(( %SVG.Description.class; )*, ( %SVG.Animation.class;
     %SVG.line.extra.content; )*)"
>
<!ELEMENT %SVG.line.qname; %SVG.line.content; >
<!-- end of SVG.line.element -->]]>

<!ENTITY % SVG.line.attlist "INCLUDE" >
<![%SVG.line.attlist;[
<!ATTLIST %SVG.line.qname;
  %SVG.Core.attrib;
  %SVG.Conditional.attrib;
  %SVG.Style.attrib;
  %SVG.Paint.attrib;
  %SVG.Color.attrib;
  %SVG.Opacity.attrib;
  %SVG.Graphics.attrib;
  %SVG.Marker.attrib;
  %SVG.Clip.attrib;
  %SVG.Mask.attrib;
  %SVG.Filter.attrib;
  %SVG.GraphicalEvents.attrib;
   %SVG.Cursor.attrib;
  %SVG.External.attrib;
  x1 %Coordinate.datatype; #IMPLIED
  y1 %Coordinate.datatype; #IMPLIED
  x2 %Coordinate.datatype; #IMPLIED
  y2 %Coordinate.datatype; #IMPLIED
  transform %TransformList.datatype; #IMPLIED
>
<!-- end of SVG.line.attlist -->]]>

<!-- ellipse: Ellipse Element ..... -->

<!ENTITY % SVG.ellipse.extra.content "" >

<!ENTITY % SVG.ellipse.element "INCLUDE" >
<![%SVG.ellipse.element;[
<!ENTITY % SVG.ellipse.content
  "(( %SVG.Description.class; )*, ( %SVG.Animation.class;
     %SVG.ellipse.extra.content; )*)"
>
```

```
<!ELEMENT %SVG.ellipse.qname; %SVG.ellipse.content; >
<!-- end of SVG.ellipse.element -->]]>

<!ENTITY % SVG.ellipse.attlist "INCLUDE" >
<![%SVG.ellipse.attlist;[
<!ATTLIST %SVG.ellipse.qname;
  %SVG.Core.attrib;
  %SVG.Conditional.attrib;
  %SVG.Style.attrib;
  %SVG.Paint.attrib;
  %SVG.Color.attrib;
  %SVG.Opacity.attrib;
  %SVG.Graphics.attrib;
  %SVG.Clip.attrib;
   %SVG.Mask.attrib;
  %SVG.Filter.attrib;
  %SVG.GraphicalEvents.attrib;
  %SVG.Cursor.attrib;
  %SVG.External.attrib;
  cx %Coordinate.datatype; #IMPLIED
  cy %Coordinate.datatype; #IMPLIED
  rx %Length.datatype; #REQUIRED
  ry %Length.datatype; #REQUIRED
  transform %TransformList.datatype; #IMPLIED
>
<!-- end of SVG.ellipse.attlist -->]]>

<!-- polyline: Polyline Element ..... -->

<!ENTITY % SVG.polyline.extra.content "" >

<!ENTITY % SVG.polyline.element "INCLUDE" >
<![%SVG.polyline.element;[
<!ENTITY % SVG.polyline.content
  "(( %SVG.Description.class; )*, ( %SVG.Animation.class;
     %SVG.polyline.extra.content; )*)"
>
<!ELEMENT %SVG.polyline.qname; %SVG.polyline.content; >
<!-- end of SVG.polyline.element -->]]>

<!ENTITY % SVG.polyline.attlist "INCLUDE" >
<![%SVG.polyline.attlist;[
<!ATTLIST %SVG.polyline.qname;
  %SVG.Core.attrib;
  %SVG.Conditional.attrib;
  %SVG.Style.attrib;
  %SVG.Paint.attrib;
  %SVG.Color.attrib;
```

```
   %SVG.Opacity.attrib;
  %SVG.Graphics.attrib;
  %SVG.Marker.attrib;
  %SVG.Clip.attrib;
  %SVG.Mask.attrib;
  %SVG.Filter.attrib;
  %SVG.GraphicalEvents.attrib;
  %SVG.Cursor.attrib;
  %SVG.External.attrib;
  points %Points.datatype; #REQUIRED
  transform %TransformList.datatype; #IMPLIED
>
<!-- end of SVG.polyline.attlist -->]]>

<!-- polygon: Polygon Element ..... -->

<!ENTITY % SVG.polygon.extra.content "" >

<!ENTITY % SVG.polygon.element "INCLUDE" >
<![%SVG.polygon.element;[
<!ENTITY % SVG.polygon.content
  "(( %SVG.Description.class; )*, ( %SVG.Animation.class;
     %SVG.polygon.extra.content; )*)"
>
<!ELEMENT %SVG.polygon.qname; %SVG.polygon.content; >
<!-- end of SVG.polygon.element -->]]>

<!ENTITY % SVG.polygon.attlist "INCLUDE" >
<![%SVG.polygon.attlist;[
<!ATTLIST %SVG.polygon.qname;
  %SVG.Core.attrib;
  %SVG.Conditional.attrib;
  %SVG.Style.attrib;
  %SVG.Paint.attrib;
  %SVG.Color.attrib;
  %SVG.Opacity.attrib;
   %SVG.Graphics.attrib;
  %SVG.Marker.attrib;
  %SVG.Clip.attrib;
  %SVG.Mask.attrib;
  %SVG.Filter.attrib;
  %SVG.GraphicalEvents.attrib;
  %SVG.Cursor.attrib;
  %SVG.External.attrib;
  points %Points.datatype; #REQUIRED
  transform %TransformList.datatype; #IMPLIED
>
<!-- end of SVG.polygon.attlist -->]]>
```

<!-- end of svg-shape.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-shape.mod
No license file was found, but licenses were detected in source scan.

<!--
File isolat2.ent produced by the XSL script entities.xsl
from input data in unicode.xml.

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http://www.w3.org/Consortium/Legal/2002/copyright-software-20021231.html

Please report any errors to David Carlisle
via the public W3C list www-math@w3.org.

The numeric character values assigned to each entity
(should) match the Unicode assignments in Unicode 5.x.

Entity names in this file are derived from files carrying the
following notice:

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Permission to copy in any form is granted for use with
conforming SGML systems and applications as defined in
ISO 8879, provided this notice is included in all copies.

-->

<!--

Public identifier: -//W3C//ENTITIES
Added Latin 2//EN//XML
System identifier: http://www.w3.org/2003/entities/2007/isolat2.ent

The public identifier should always be used verbatim.
The system identifier may be changed to suit local requirements.

Typical invocation:

<!ENTITY % isolat2 PUBLIC
"-//W3C//ENTITIES Added Latin 2//EN//XML"

```
    "http://www.w3.org/2003/entities/2007/isolat2.ent"
  >
  %isolat2;

-->

<!ENTITY abreve          "&#x00103;" ><!--LATIN SMALL LETTER A WITH BREVE -->
<!ENTITY Abreve          "&#x00102;" ><!--LATIN CAPITAL LETTER A WITH BREVE -->
<!ENTITY amacr           "&#x00101;" ><!--LATIN SMALL LETTER A WITH MACRON -->
<!ENTITY Amacr           "&#x00100;" ><!--LATIN CAPITAL LETTER A WITH MACRON -->
<!ENTITY aogon           "&#x00105;" ><!--LATIN SMALL LETTER A WITH OGONEK -->
<!ENTITY Aogon           "&#x00104;" ><!--LATIN CAPITAL LETTER A WITH OGONEK -->
<!ENTITY cacute          "&#x00107;" ><!--LATIN SMALL LETTER C WITH ACUTE -->
<!ENTITY
 Cacute          "&#x00106;" ><!--LATIN CAPITAL LETTER C WITH ACUTE -->
<!ENTITY ccaron          "&#x0010D;" ><!--LATIN SMALL LETTER C WITH CARON -->
<!ENTITY Ccaron          "&#x0010C;" ><!--LATIN CAPITAL LETTER C WITH CARON -->
<!ENTITY ccirc           "&#x00109;" ><!--LATIN SMALL LETTER C WITH CIRCUMFLEX -->
<!ENTITY Ccirc           "&#x00108;" ><!--LATIN CAPITAL LETTER C WITH CIRCUMFLEX -->
<!ENTITY cdot            "&#x0010B;" ><!--LATIN SMALL LETTER C WITH DOT ABOVE -->
<!ENTITY Cdot            "&#x0010A;" ><!--LATIN CAPITAL LETTER C WITH DOT ABOVE -->
<!ENTITY dcaron          "&#x0010F;" ><!--LATIN SMALL LETTER D WITH CARON -->
<!ENTITY Dcaron          "&#x0010E;" ><!--LATIN CAPITAL LETTER D WITH CARON -->
<!ENTITY dstrok          "&#x00111;" ><!--LATIN SMALL LETTER D WITH STROKE -->
<!ENTITY Dstrok          "&#x00110;" ><!--LATIN CAPITAL LETTER D WITH STROKE -->
<!ENTITY ecaron          "&#x0011B;" ><!--LATIN SMALL LETTER E WITH CARON -->
<!ENTITY Ecaron
     "&#x0011A;" ><!--LATIN CAPITAL LETTER E WITH CARON -->
<!ENTITY edot            "&#x00117;" ><!--LATIN SMALL LETTER E WITH DOT ABOVE -->
<!ENTITY Edot            "&#x00116;" ><!--LATIN CAPITAL LETTER E WITH DOT ABOVE -->
<!ENTITY emacr           "&#x00113;" ><!--LATIN SMALL LETTER E WITH MACRON -->
<!ENTITY Emacr           "&#x00112;" ><!--LATIN CAPITAL LETTER E WITH MACRON -->
<!ENTITY eng             "&#x0014B;" ><!--LATIN SMALL LETTER ENG -->
<!ENTITY ENG             "&#x0014A;" ><!--LATIN CAPITAL LETTER ENG -->
<!ENTITY eogon           "&#x00119;" ><!--LATIN SMALL LETTER E WITH OGONEK -->
<!ENTITY Eogon           "&#x00118;" ><!--LATIN CAPITAL LETTER E WITH OGONEK -->
<!ENTITY gacute          "&#x001F5;" ><!--LATIN SMALL LETTER G WITH ACUTE -->
<!ENTITY gbreve          "&#x0011F;" ><!--LATIN SMALL LETTER G WITH BREVE -->
<!ENTITY Gbreve          "&#x0011E;" ><!--LATIN CAPITAL LETTER G WITH BREVE -->
<!ENTITY Gcedil          "&#x00122;" ><!--LATIN CAPITAL LETTER G
 WITH CEDILLA -->
<!ENTITY gcirc           "&#x0011D;" ><!--LATIN SMALL LETTER G WITH CIRCUMFLEX -->
<!ENTITY Gcirc           "&#x0011C;" ><!--LATIN CAPITAL LETTER G WITH CIRCUMFLEX -->
<!ENTITY gdot            "&#x00121;" ><!--LATIN SMALL LETTER G WITH DOT ABOVE -->
<!ENTITY Gdot            "&#x00120;" ><!--LATIN CAPITAL LETTER G WITH DOT ABOVE -->
<!ENTITY hcirc           "&#x00125;" ><!--LATIN SMALL LETTER H WITH CIRCUMFLEX -->
<!ENTITY Hcirc           "&#x00124;" ><!--LATIN CAPITAL LETTER H WITH CIRCUMFLEX -->
<!ENTITY hstrok          "&#x00127;" ><!--LATIN SMALL LETTER H WITH STROKE -->
```

```
<!ENTITY Hstrok          "&#x00126;" ><!--LATIN CAPITAL LETTER H WITH STROKE -->
<!ENTITY Idot            "&#x00130;" ><!--LATIN CAPITAL LETTER I WITH DOT ABOVE -->
<!ENTITY ijlig           "&#x00133;" ><!--LATIN SMALL LIGATURE IJ -->
<!ENTITY IJlig           "&#x00132;" ><!--LATIN CAPITAL LIGATURE IJ -->
<!ENTITY imacr           "&#x0012B;" ><!--LATIN SMALL LETTER I WITH MACRON -->
<!ENTITY
 Imacr           "&#x0012A;" ><!--LATIN CAPITAL LETTER I WITH MACRON -->
<!ENTITY inodot          "&#x00131;" ><!--LATIN SMALL LETTER DOTLESS I -->
<!ENTITY iogon           "&#x0012F;" ><!--LATIN SMALL LETTER I WITH OGONEK -->
<!ENTITY Iogon           "&#x0012E;" ><!--LATIN CAPITAL LETTER I WITH OGONEK -->
<!ENTITY itilde          "&#x00129;" ><!--LATIN SMALL LETTER I WITH TILDE -->
<!ENTITY Itilde          "&#x00128;" ><!--LATIN CAPITAL LETTER I WITH TILDE -->
<!ENTITY jcirc           "&#x00135;" ><!--LATIN SMALL LETTER J WITH CIRCUMFLEX -->
<!ENTITY Jcirc           "&#x00134;" ><!--LATIN CAPITAL LETTER J WITH CIRCUMFLEX -->
<!ENTITY kcedil          "&#x00137;" ><!--LATIN SMALL LETTER K WITH CEDILLA -->
<!ENTITY Kcedil          "&#x00136;" ><!--LATIN CAPITAL LETTER K WITH CEDILLA -->
<!ENTITY kgreen          "&#x00138;" ><!--LATIN SMALL LETTER KRA -->
<!ENTITY lacute          "&#x0013A;" ><!--LATIN SMALL LETTER L WITH ACUTE -->
<!ENTITY Lacute          "&#x00139;" ><!--LATIN
 CAPITAL LETTER L WITH ACUTE -->
<!ENTITY lcaron          "&#x0013E;" ><!--LATIN SMALL LETTER L WITH CARON -->
<!ENTITY Lcaron          "&#x0013D;" ><!--LATIN CAPITAL LETTER L WITH CARON -->
<!ENTITY lcedil          "&#x0013C;" ><!--LATIN SMALL LETTER L WITH CEDILLA -->
<!ENTITY Lcedil          "&#x0013B;" ><!--LATIN CAPITAL LETTER L WITH CEDILLA -->
<!ENTITY lmidot          "&#x00140;" ><!--LATIN SMALL LETTER L WITH MIDDLE DOT -->
<!ENTITY Lmidot          "&#x0013F;" ><!--LATIN CAPITAL LETTER L WITH MIDDLE DOT -->
<!ENTITY lstrok          "&#x00142;" ><!--LATIN SMALL LETTER L WITH STROKE -->
<!ENTITY Lstrok          "&#x00141;" ><!--LATIN CAPITAL LETTER L WITH STROKE -->
<!ENTITY nacute          "&#x00144;" ><!--LATIN SMALL LETTER N WITH ACUTE -->
<!ENTITY Nacute          "&#x00143;" ><!--LATIN CAPITAL LETTER N WITH ACUTE -->
<!ENTITY napos           "&#x00149;" ><!--LATIN SMALL LETTER N PRECEDED BY APOSTROPHE -->
<!ENTITY ncaron          "&#x00148;" ><!--LATIN SMALL
 LETTER N WITH CARON -->
<!ENTITY Ncaron          "&#x00147;" ><!--LATIN CAPITAL LETTER N WITH CARON -->
<!ENTITY ncedil          "&#x00146;" ><!--LATIN SMALL LETTER N WITH CEDILLA -->
<!ENTITY Ncedil          "&#x00145;" ><!--LATIN CAPITAL LETTER N WITH CEDILLA -->
<!ENTITY odblac          "&#x00151;" ><!--LATIN SMALL LETTER O WITH DOUBLE ACUTE -->
<!ENTITY Odblac          "&#x00150;" ><!--LATIN CAPITAL LETTER O WITH DOUBLE ACUTE -->
<!ENTITY oelig           "&#x00153;" ><!--LATIN SMALL LIGATURE OE -->
<!ENTITY OElig           "&#x00152;" ><!--LATIN CAPITAL LIGATURE OE -->
<!ENTITY omacr           "&#x0014D;" ><!--LATIN SMALL LETTER O WITH MACRON -->
<!ENTITY Omacr           "&#x0014C;" ><!--LATIN CAPITAL LETTER O WITH MACRON -->
<!ENTITY racute          "&#x00155;" ><!--LATIN SMALL LETTER R WITH ACUTE -->
<!ENTITY Racute          "&#x00154;" ><!--LATIN CAPITAL LETTER R WITH ACUTE -->
<!ENTITY rcaron          "&#x00159;" ><!--LATIN SMALL LETTER R WITH CARON -->
<!ENTITY
 Rcaron          "&#x00158;" ><!--LATIN CAPITAL LETTER R WITH CARON -->
<!ENTITY rcedil          "&#x00157;" ><!--LATIN SMALL LETTER R WITH CEDILLA -->
```

```
<!ENTITY Rcedil       "&#x00156;" ><!--LATIN CAPITAL LETTER R WITH CEDILLA -->
<!ENTITY sacute       "&#x0015B;" ><!--LATIN SMALL LETTER S WITH ACUTE -->
<!ENTITY Sacute       "&#x0015A;" ><!--LATIN CAPITAL LETTER S WITH ACUTE -->
<!ENTITY scaron       "&#x00161;" ><!--LATIN SMALL LETTER S WITH CARON -->
<!ENTITY Scaron       "&#x00160;" ><!--LATIN CAPITAL LETTER S WITH CARON -->
<!ENTITY scedil      "&#x0015F;" ><!--LATIN SMALL LETTER S WITH CEDILLA -->
<!ENTITY Scedil       "&#x0015E;" ><!--LATIN CAPITAL LETTER S WITH CEDILLA -->
<!ENTITY scirc       "&#x0015D;" ><!--LATIN SMALL LETTER S WITH CIRCUMFLEX -->
<!ENTITY Scirc       "&#x0015C;" ><!--LATIN CAPITAL LETTER S WITH CIRCUMFLEX -->
<!ENTITY tcaron       "&#x00165;" ><!--LATIN SMALL LETTER T WITH CARON -->
<!ENTITY Tcaron       "&#x00164;"
 ><!--LATIN CAPITAL LETTER T WITH CARON -->
<!ENTITY tcedil      "&#x00163;" ><!--LATIN SMALL LETTER T WITH CEDILLA -->
<!ENTITY Tcedil       "&#x00162;" ><!--LATIN CAPITAL LETTER T WITH CEDILLA -->
<!ENTITY tstrok      "&#x00167;" ><!--LATIN SMALL LETTER T WITH STROKE -->
<!ENTITY Tstrok       "&#x00166;" ><!--LATIN CAPITAL LETTER T WITH STROKE -->
<!ENTITY ubreve       "&#x0016D;" ><!--LATIN SMALL LETTER U WITH BREVE -->
<!ENTITY Ubreve       "&#x0016C;" ><!--LATIN CAPITAL LETTER U WITH BREVE -->
<!ENTITY udblac       "&#x00171;" ><!--LATIN SMALL LETTER U WITH DOUBLE ACUTE -->
<!ENTITY Udblac       "&#x00170;" ><!--LATIN CAPITAL LETTER U WITH DOUBLE ACUTE -->
<!ENTITY umacr        "&#x0016B;" ><!--LATIN SMALL LETTER U WITH MACRON -->
<!ENTITY Umacr        "&#x0016A;" ><!--LATIN CAPITAL LETTER U WITH MACRON -->
<!ENTITY uogon        "&#x00173;" ><!--LATIN SMALL LETTER U WITH OGONEK -->
<!ENTITY Uogon        "&#x00172;" ><!--LATIN
 CAPITAL LETTER U WITH OGONEK -->
<!ENTITY uring       "&#x0016F;" ><!--LATIN SMALL LETTER U WITH RING ABOVE -->
<!ENTITY Uring        "&#x0016E;" ><!--LATIN CAPITAL LETTER U WITH RING ABOVE -->
<!ENTITY utilde       "&#x00169;" ><!--LATIN SMALL LETTER U WITH TILDE -->
<!ENTITY Utilde       "&#x00168;" ><!--LATIN CAPITAL LETTER U WITH TILDE -->
<!ENTITY wcirc        "&#x00175;" ><!--LATIN SMALL LETTER W WITH CIRCUMFLEX -->
<!ENTITY Wcirc        "&#x00174;" ><!--LATIN CAPITAL LETTER W WITH CIRCUMFLEX -->
<!ENTITY ycirc       "&#x00177;" ><!--LATIN SMALL LETTER Y WITH CIRCUMFLEX -->
<!ENTITY Ycirc        "&#x00176;" ><!--LATIN CAPITAL LETTER Y WITH CIRCUMFLEX -->
<!ENTITY Yuml         "&#x00178;" ><!--LATIN CAPITAL LETTER Y WITH DIAERESIS -->
<!ENTITY zacute       "&#x0017A;" ><!--LATIN SMALL LETTER Z WITH ACUTE -->
<!ENTITY Zacute       "&#x00179;" ><!--LATIN CAPITAL LETTER Z WITH ACUTE -->
<!ENTITY zcaron       "&#x0017E;" ><!--LATIN SMALL
 LETTER Z WITH CARON -->
<!ENTITY Zcaron       "&#x0017D;" ><!--LATIN CAPITAL LETTER Z WITH CARON -->
<!ENTITY zdot        "&#x0017C;" ><!--LATIN SMALL LETTER Z WITH DOT ABOVE -->
<!ENTITY Zdot         "&#x0017B;" ><!--LATIN CAPITAL LETTER Z WITH DOT ABOVE -->
```

Found in path(s):

* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/mathml/mathml3/isolat2.ent

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XHTML 1.1 plus MathML 2.0 plus SVG 1.1 DTD

This is a prototype extension of XHTML 1.1 incorporating MathML 2.0
and SVG 1.1.

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Revision:
$Id: xhtml

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Revision: $Id: xhtml

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Revision: $Id: xhtml

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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/mathml/mathml2/xhtml-math11-f.dtd
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```
<!-- ..................................................................... -->
<!-- XHTML Simplified Forms Module  ..................................... -->
<!-- file: xhtml-basic-form-1.mod

   This is XHTML Basic, a proper subset of XHTML.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-basic-form-1.mod,v 4.1 2001/04/05 06:57:40 altheim Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Basic Forms 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-basic-form-1.mod"

   Revisions:
   (none)
   ..................................................................... -->

<!-- Basic Forms

   This forms module is based on the HTML 3.2 forms model, with
   the WAI-requested addition of the label element. While this
   module essentially mimics the content model and attributes
 of
   HTML 3.2 forms, the element types declared herein also include
   all HTML 4 common attributes.

      form, label, input, select, option, textarea
-->

<!-- declare qualified element type names:
-->
<!ENTITY % form.qname  "form" >
<!ENTITY % label.qname  "label" >
<!ENTITY % input.qname  "input" >
<!ENTITY % select.qname  "select" >
<!ENTITY % option.qname  "option" >
<!ENTITY % textarea.qname  "textarea" >
```

```
<!-- %BlkNoForm.mix; includes all non-form block elements,
   plus %Misc.class;
-->
<!ENTITY % BlkNoForm.mix
   "%Heading.class;
    | %List.class;
    | %BlkStruct.class;
    %BlkPhras.class;
    %BlkPres.class;
    | %table.qname;
    %Block.extra;
    %Misc.class;"
>

<!-- form: Form Element ..............................  -->

<!ENTITY % form.element  "INCLUDE" >
<![%form.element;[
<!ENTITY % form.content
   "( %BlkNoForm.mix; )+"
>
<!ELEMENT %form.qname;  %form.content; >
<!-- end of form.element -->]]>

<!ENTITY % form.attlist  "INCLUDE"
 >
<![%form.attlist;[
<!ATTLIST %form.qname;
    %Common.attrib;
    action      %URI.datatype;          #REQUIRED
    method      ( get | post )          'get'
    enctype     %ContentType.datatype;   'application/x-www-form-urlencoded'
>
<!-- end of form.attlist -->]]>

<!-- label: Form Field Label Text ..................... -->

<!ENTITY % label.element  "INCLUDE" >
<![%label.element;[
<!-- Each label must not contain more than ONE field
-->
<!ENTITY % label.content
   "( #PCDATA
    | %input.qname; | %select.qname; | %textarea.qname;
    | %InlStruct.class;
    %InlPhras.class;
    %I18n.class;
    %InlPres.class;
```

```
    %InlSpecial.class;
    %Misc.class; )*"
>
<!ELEMENT %label.qname;  %label.content; >
<!-- end of label.element -->]]>

<!ENTITY % label.attlist  "INCLUDE" >
<![%label.attlist;[
<!ATTLIST %label.qname;
    %Common.attrib;
    for         IDREF                #IMPLIED
    accesskey    %Character.datatype;     #IMPLIED
>
<!-- end
 of label.attlist -->]]>

<!-- input: Form Control ..... -->

<!ENTITY % input.element  "INCLUDE" >
<![%input.element;[
<!ENTITY % input.content  "EMPTY" >
<!ELEMENT %input.qname;  %input.content; >
<!-- end of input.element -->]]>

<!-- Basic Forms removes 'button', 'image' and 'file' input types.
-->
<!ENTITY % input.attlist  "INCLUDE" >
<![%input.attlist;[
<!ENTITY % InputType.class
   "( text | password | checkbox | radio
    | submit | reset | hidden )"
>
<!-- attribute name required for all but submit & reset
-->
<!ATTLIST %input.qname;
    %Common.attrib;
    type        %InputType.class;       'text'
    name         CDATA                  #IMPLIED
    value        CDATA                  #IMPLIED
    checked      ( checked )            #IMPLIED
    size        %Number.datatype;       #IMPLIED
    maxlength    %Number.datatype;       #IMPLIED
    src         %URI.datatype;          #IMPLIED
    tabindex     %Number.datatype;
      #IMPLIED
    accesskey    %Character.datatype;     #IMPLIED
>
<!-- end of input.attlist -->]]>
```

```
<!-- select: Option Selector ..... -->

<!ENTITY % select.element  "INCLUDE" >
<![%select.element;[
<!ENTITY % select.content  "( %option.qname; )+" >
<!ELEMENT %select.qname;  %select.content; >
<!-- end of select.element -->]]>

<!ENTITY % select.attlist  "INCLUDE" >
<![%select.attlist;[
<!ATTLIST %select.qname;
    %Common.attrib;
    name         CDATA                  #IMPLIED
    size         %Number.datatype;      #IMPLIED
    multiple     ( multiple )           #IMPLIED
    tabindex     %Number.datatype;      #IMPLIED
>
<!-- end of select.attlist -->]]>

<!-- option: Selectable Choice ..... -->

<!ENTITY % option.element  "INCLUDE" >
<![%option.element;[
<!ENTITY % option.content  "( #PCDATA )" >
<!ELEMENT %option.qname;  %option.content; >
<!-- end of option.element -->]]>

<!ENTITY % option.attlist  "INCLUDE"
 >
<![%option.attlist;[
<!ATTLIST %option.qname;
    %Common.attrib;
    selected     ( selected )           #IMPLIED
    value        CDATA                  #IMPLIED
>
<!-- end of option.attlist -->]]>

<!-- textarea: Multi-Line Text Field ..... -->

<!ENTITY % textarea.element  "INCLUDE" >
<![%textarea.element;[
<!ENTITY % textarea.content  "( #PCDATA )" >
<!ELEMENT %textarea.qname;  %textarea.content; >
<!-- end of textarea.element -->]]>

<!ENTITY % textarea.attlist  "INCLUDE" >
<![%textarea.attlist;[
```

```
<!ATTLIST %textarea.qname;
    %Common.attrib;
    name         CDATA                  #IMPLIED
    rows         %Number.datatype;      #REQUIRED
    cols         %Number.datatype;      #REQUIRED
    tabindex     %Number.datatype;      #IMPLIED
    accesskey    %Character.datatype;   #IMPLIED
>
<!-- end of textarea.attlist -->]]>

<!-- end of xhtml-basic-form-1.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/data/w3c/xhtml11/xhtml-basic-form-1.mod
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<!-- ....................................................................... -->
<!-- XHTML Inline Structural Module  ..................................... -->
<!-- file: xhtml-inlstruct-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-inlstruct-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Inline Structural 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-inlstruct-1.mod"

   Revisions:
   (none)
   ....................................................................... -->

<!-- Inline Structural

      br, span

   This module declares the elements and their attributes
   used to support inline-level structural markup.
-->

<!-- br: forced line break .............................
 -->

<!ENTITY % br.element  "INCLUDE" >
<![%br.element;[
```

```
<!ENTITY % br.content  "EMPTY" >
<!ENTITY % br.qname  "br" >
<!ELEMENT %br.qname;  %br.content; >

<!-- end of br.element -->]]>

<!ENTITY % br.attlist  "INCLUDE" >
<![%br.attlist;[
<!ATTLIST %br.qname;
    %Core.attrib;
>
<!-- end of br.attlist -->]]>

<!-- span: generic inline container ..... -->

<!ENTITY % span.element  "INCLUDE" >
<![%span.element;[
<!ENTITY % span.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ENTITY % span.qname  "span" >
<!ELEMENT %span.qname;  %span.content; >
<!-- end of span.element -->]]>

<!ENTITY % span.attlist  "INCLUDE" >
<![%span.attlist;[
<!ATTLIST %span.qname;
    %Common.attrib;
>
<!-- end of span.attlist -->]]>

<!-- end of xhtml-inlstruct-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml-inlstruct-1.mod
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/sort/CollationMatchKey.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/sort/DecimalSortComparer.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-

zip/net/sf/saxon/tree/tiny/CompressedWhitespace.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/StaticProperty.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/expr/ComponentInvocation.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/style/XSLSort.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/s9api/SaxonApiUncheckedException.java
*
/opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/expr/instruct/UseAttributeSet.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/expr/EmptyTextNodeRemover.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/trans/KeyDefinition.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/JPConverter.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/s9api/DocumentBuilder.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/expr/EquivalenceComparison.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/functions/hof/FunctionSequenceCoercer.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/tree/wrapper/AbstractVirtualNode.java
*
/opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/iter/AxisIterator.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/functions/NamespaceForPrefix.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/s9api/ExtensionFunction.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/functions/hof/UnresolvedXQueryFunctionItem.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/functions/ContextItemAccessorFunction.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/om/QNameException.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/functions/CollatingFunctionFixed.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/ma/map/KeyValuePair.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/trans/XmlProcessingException.java
*
/opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/om/CopyOptions.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/pattern/AnchorPattern.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/functions/CurrentGroupingKeyCall.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/tree/tiny/DescendantIterator.java

* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/jaxp/StreamingTransformerImpl.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/sort/SortedIterator.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/z/IntUniversalSet.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/jaxp/TemplatesHandlerImpl.java
*
 /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/style/PrincipalStylesheetModule.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/style/XSLContextItem.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/trans/CommandLineOptions.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/ma/map/MapUntypedContains.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/SubstringAfter.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/sort/MergeGroupingIterator.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/jaxp/AbstractXMLFilter.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/ValueTailIterator.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/om/NamespaceBindingSet.java
*
 /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/trace/ContextStackIterator.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/iter/ConstrainedIterator.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/style/XSLOnNonEmpty.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/trans/ConfigurationReader.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/instruct/OriginalFunction.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/flwor/WindowClausePull.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/TransformFn.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/value/GDayValue.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/s9api/XPathSelector.java
*
 /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/pattern/ItemTypePattern.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-

zip/net/sf/saxon/style/XSLAccumulator.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/expr/LastPositionFinder.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/s9api/XPathExecutable.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/om/EmptyAtomicSequence.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
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/opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/functions/hof/FunctionLookup.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/LetExpression.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/expr/sort/ItemOrderComparer.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/serialize/charcode/JavaCharacterSet.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/expr/sort/GroupEndingIterator.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/value/HexBinaryValue.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/style/XSLKey.java
*
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/event/CloseNotifier.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/sapling/SaplingElement.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/style/XSLNamespace.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/wrapper/SpaceStrippedNode.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/xpath/XPathFactoryImpl.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/Component.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/event/PipelineConfiguration.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/RoundHalfToEven.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/style/XSLGlobalContextItem.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/tiny/AppendableCharSequence.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/lib/StandardDiagnostics.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/om/AtomicArray.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/style/XSLComment.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/trans/XsltController.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/type/NumericType.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
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/opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/s9api/XsltPackage.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/om/PrefixPool.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-

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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/regex/ARegularExpression.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/option/jdom2/JDOM2ObjectModel.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/jaxp/AbstractTransformerImpl.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/type/SchemaType.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/instruct/Debugger.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/Sort_1.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/gizmo/Talker.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/option/local/Numberer_it.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/om/Sequence.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/iter/UnparsedTextIterator.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/RegexFunction.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/PreparedStylesheet.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/jaxp/ReceivingDestination.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/instruct/UserFunctionParameter.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/option/xom/XOMWriter.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/z/IntSingletonSet.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/om/NoNamespaceName.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/ma/arrays/ArrayFunctionSet.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/type/ValidationFailure.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/trace/XSLTTraceListener.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/lib/ResultDocumentResolver.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/pattern/NodeSetPattern.java
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 /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/regex/EmptyString.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/linked/AncestorEnumeration.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/DocumentUri_1.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/ExpressionOwner.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/type/ItemType.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/s9api/XmlProcessingError.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/style/XSLEvaluate.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/query/QueryReader.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/hof/FunctionName.java
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 /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/linked/LinkedTreeBuilder.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/event/Sink.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/Matches.java

* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/tiny/TinyTextualElement.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/tiny/AttributeIterator.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/ScalarSystemFunction.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/style/StylesheetComponent.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/accum/AccumulatorData.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/serialize/XHTMLPrefixRemover.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/trace/TraceableComponent.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/instruct/SourceDocument.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/sort/EqualityComparer.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/trans/LicenseException.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/ma/parray/ImmList.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/util/CharSequenceConsumer.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/s9api/BuildingStreamWriter.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/s9api/UnprefixedElementMatchingPolicy.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/AttributeGetter.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/linked/TreeEnumeration.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/dom/DOMImplementationImpl.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/CastingExpression.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/trans/rules/ShallowSkipRuleSet.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/dom/DocumentOverNodeInfo.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
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/opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/value/TimeValue.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
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/opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/IsIdRef.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/regex/JRegexIterator.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/ma/json/XMLToJsonFn.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/type/Untyped.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/ContextAccessorFunction.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/value/DateValue.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/UserFunctionResolvable.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/instruct/CallTemplate.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/tiny/TinyProcInstImpl.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/tiny/WhitespaceTextImpl.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/hof/FunctionArity.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/trans/rules/BuiltInRuleSet.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/serialize/HTMLIndenter.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/event/DocumentValidator.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/FormatNumber.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/EagerLetExpression.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/hof/FoldLeftFn.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/tiny/AncestorIterator.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/dom/DocumentBuilderImpl.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/style/XSLFunction.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/option/dom4j/DOM4JObjectModel.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/flwor/OrderByClausePush.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/z/IntHashMap.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/om/Action.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/style/XSLMessage.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/value/AnyURIValue.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/type/AnyFunctionTypeWithAssertions.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/IntegratedFunctionLibrary.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/iter/LookaheadIteratorImpl.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/StringLiteral.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/z/IntBlockSet.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/instruct/CopyOf.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/HeadFn.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/Count.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/parser/Evaluator.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/option/exslt/Date.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/style/ScopedBindingElement.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/om/GenericTreeInfo.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/TailCallLoop.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/ParseIetfDate.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/pattern/AnyNodeTest.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/style/XSLOutputCharacter.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/event/ProxyOutputter.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/instruct/ConditionalBlock.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/serialize/XML10ContentChecker.java
*

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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/pattern/ContentTypeTest.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/lib/NamespaceConstant.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/lib/StandardErrorHandler.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/z/IntExceptPredicate.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/lib/Initializer.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/event/SequenceNormalizerWithItemSeparator.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/sort/GroupByIterator.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/style/XSLInclude.java
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/opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/ma/json/JsonReceiver.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/lib/StAXResultHandler.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/sort/UcaCollatorUsingJava.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/instruct/ComputedAttribute.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/trans/Visibility.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/z/IntIterator.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/s9api/MessageListener.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/linked/FollowingSiblingEnumeration.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/InsertBefore.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/style/XSLOnEmpty.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/z/IntSetPredicate.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/InstanceOfExpression.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/trans/packages/PackageDetails.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/option/jdom2/JDOM2Transform.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/s9api/Serializer.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/pattern/NameTest.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/tiny/TinyBuilderCondensed.java

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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/ma/json/JsonParser.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/iter/ListIterator.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/style/XSLImport.java

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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/s9api/OccurrenceIndicator.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/query/Annotation.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/accum/VirtualAccumulatorData.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/style/XSLElement.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/xpath/XPathFunctionCall.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/wrapper/TypeStrippedDocument.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/trans/rules/DeepCopyRuleSet.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/UserFunctionCall.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/z/IntComplementSet.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/om/One.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/instruct/AnalyzeString.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/option/jdom2/JDOM2DocumentWrapper.java

* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/serialize/CharacterReferenceGenerator.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/linked/DocumentImpl.java
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 /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/linked/AttributeImpl.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/TreatExpression.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/event/PathMaintainer.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/Ceiling.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/flwor/ForClausePull.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/s9api/XdmEmptySequence.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/style/XSLPreserveSpace.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/iter/LookaheadIterator.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/lib/SaxonOutputKeys.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/ma/parray/ImmList1.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/iter/ArrayIterator.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/regex/charclass/InverseCharacterClass.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/s9api/XdmAtomicValue.java
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 /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/UntypedSequenceConverter.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/style/XSLMode.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/tiny/TinyAttributeMap.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/sort/RuleBasedSubstringMatcher.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/lib/SourceResolver.java

* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/regex/RegexPrecondition.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/type/AnyExternalObjectType.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/BasicTransformerFactory.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/AttributeLocation.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/option/jdom2/JDOM2NodeWrapper.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/query/AnnotationList.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/s9api/XdmSequenceIterator.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/s9api/XPathCompiler.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/Innermost.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/serialize/MetaTagAdjuster.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/style/XSLTemplate.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/regex/JTokenIterator.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/lib/FeatureKeys.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/trace/TracingFilter.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/style/XSLCopy.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/GeneralComparison20.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/ReverseRangeIterator.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/Replace.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/z/IntEmptySet.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/type/BuiltInType.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/trans/CompoundMode.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/query/XQueryExpression.java

* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/ConsumingOperand.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/option/local/Numberer_frBE.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/tiny/LargeStringBuffer.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/IntersectionEnumeration.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/style/XSLFork.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/trans/rules/RuleManager.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/style/XSLForEachGroup.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/pattern/PatternMaker.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/pattern/BooleanExpressionPattern.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/linked/NodeFactory.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/style/XSLExpose.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/option/axiom/AxiomParentNodeWrapper.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/serialize/HexCharacterReferenceGenerator.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/number/Numberer_en.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/z/IntStepIterator.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/util/NamespaceResolverWithDefault.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/s9api/DestinationHelper.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/s9api/WhitespaceStrippingPolicy.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/style/XSLApplyImports.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/wrapper/SpaceStrippedDocument.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/event/SequenceReceiver.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/ma/arrays/SquareArrayConstructor.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/value/GMonthValue.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/pattern/NodeKindTest.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/dom/NodeOverNodeInfo.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/util/ProcInstParser.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/s9api/HostLanguage.java

* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/trace/TraceEventMulticaster.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/style/XSLMap.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/ma/parray/ImmList0.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/type/AtomicType.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/style/XSLWherePopulated.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/tiny/TinyTextImpl.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/event/EventBuffer.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/util/AttributeCollectionImpl.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/dom/ElementOverNodeInfo.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/Put.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/instruct/DummyNamespaceResolver.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/om/TreeModel.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/parser/OptimizerOptions.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/ConstantFunction.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/style/XSLMerge.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/event/ReceiverWithOutputProperties.java

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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/om/DocumentURI.java
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 /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/trans/StylesheetCache.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/instruct/ForEach.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/regex/REFlags.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/serialize/PrincipalOutputGatekeeper.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/flwor/TupleExpression.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/Floor.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/style/XSLProcessingInstruction.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/style/XSLUsePackage.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/IriToUri.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/AnalyzeStringFn.java
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* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/z/IntSet.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/StringJoin.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/serialize/ExpandedStreamResult.java
*
/opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/s9api/MessageListener2.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/flwor/LetClausePush.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/ma/trie/ImmutableList.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/lib/ConversionRules.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/ContextSwitchingExpression.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/event/TypeCheckingFilter.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/lib/SubstringMatcher.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/NamespaceUri_1.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/iter/NodeWrappingAxisIterator.java
*
/opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/instruct/ApplyTemplates.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/option/axiom/AxiomLeafNodeWrapper.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/hof/CallableWithBoundFocus.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/flwor/ReturnClauseIterator.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/sort/ObjectToBeSorted.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/FilterIterator.java

* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/om/NodeName.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/value/Cardinality.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/OperandRole.java
*
/opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/lib/CollationURIResolver.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/style/XSLText.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/event/TeeOutputter.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/wrapper/AbstractNodeWrapper.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/StaticContextAccessor.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/option/local/Numberer_sv.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/ma/arrays/ArrayItemType.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/linked/ParentNodeImpl.java
*
/opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/registry/OnDemandFunctionSet.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/value/IntegerValue.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/lib/URIChecker.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/xpath/XPathFunctionLibrary.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/functions/Fold.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/tree/iter/AtomizingIterator.java
No license file was found, but licenses were detected in source scan.

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Revision: $Id: xhtml

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml-basic11.dtd
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML Java Applet Module  ..................................... -->
<!-- file: xhtml-applet-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-applet-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Java Applets 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-applet-1.mod"

   Revisions:
#2001-02-20: added PCDATA to content model of applet
   ..................................................................... -->

<!-- Java Applets

      applet

   This module declares the applet element type and its attributes,
   used to provide support for Java applets. The 'alt'
 attribute is
   now required (as it is on images). One of either code or object
   attributes must be present. In the document, place param elements
   before other content within the <applet> element.

   Note that use of this module requires instantiation of the Param
   Element Module.
-->

<!-- applet: Java Applet ............................... -->

<!ENTITY % applet.element  "INCLUDE" >
<![%applet.element;[
<!ENTITY % applet.content
   "( #PCDATA | %param.qname; | %Flow.mix; )*"
>
<!ENTITY % applet.qname  "applet" >
<!ELEMENT %applet.qname;  %applet.content; >
<!-- end of applet.element -->]]>
```

```
<!ENTITY % applet.attlist  "INCLUDE" >
<![%applet.attlist;[
<!ATTLIST %applet.qname;
    %Core.attrib;
    alt         %Text.datatype;         #REQUIRED
    archive      CDATA                   #IMPLIED
    code        CDATA                   #IMPLIED
    codebase     %URI.datatype;          #IMPLIED
    object      CDATA                   #IMPLIED
    width
      %Length.datatype;       #REQUIRED
    height      %Length.datatype;       #REQUIRED
>
<!-- end of applet.attlist -->]]>

<!-- end of xhtml-applet-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml-applet-1.mod
No license file was found, but licenses were detected in source scan.

```
// This Source Code Form is subject to the terms of the Mozilla Public License, v. 2.0.
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/*
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* (the "License"); you may not use this file except in compliance with
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*     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.
* See the License for the specific
 language governing permissions and
* limitations under the License.
*/
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/regex/REProgram.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/regex/RECompiler.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/regex/REMatcher.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-

zip/net/sf/saxon/regex/RESyntaxException.java
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML Name Identifier Module  ..................................... -->
<!-- file: xhtml-nameident-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-nameident-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Name Identifier 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-nameident-1.mod"

   Revisions:
   (none)
   ..................................................................... -->

<!-- Name Identifier

     'name' attribute on form, img, a, map, applet, frame, iframe

   This module declares the 'name' attribute on element types when
   it is used as a node identifier
 for legacy linking and scripting
   support. This does not include those instances when 'name' is used
   as a container for form control, property or metainformation names.

   This module should be instantiated following all modules it modifies.
-->

<!ENTITY % form.attlist  "IGNORE" >
<![%form.attlist;[
<!ATTLIST %form.qname;
    name        CDATA                #IMPLIED
>
<!-- end of form.attlist -->]]>

<!ENTITY % img.attlist  "IGNORE" >
<![%img.attlist;[
<!ATTLIST %img.qname;
    name        CDATA                #IMPLIED
>
<!-- end of img.attlist -->]]>

<!ENTITY % a.attlist  "IGNORE" >
```

```
<![%a.attlist;[
<!ATTLIST %a.qname;
    name        CDATA                #IMPLIED
>
<!-- end of a.attlist -->]]>

<!ENTITY % map.attlist  "IGNORE" >
<![%map.attlist;[
<!ATTLIST %map.qname;
    name        CDATA                #IMPLIED
>
<!-- end of map.attlist -->]]>

<!ENTITY % applet.attlist  "IGNORE" >
<![%applet.attlist;[
<!ATTLIST %applet.qname;
    name
      CDATA                #IMPLIED
>
<!-- end of applet.attlist -->]]>

<!ENTITY % frame.attlist  "IGNORE" >
<![%frame.attlist;[
<!ATTLIST %frame.qname;
    name        CDATA                #IMPLIED
>
<!-- end of frame.attlist -->]]>

<!ENTITY % iframe.attlist  "IGNORE" >
<![%iframe.attlist;[
<!ATTLIST %iframe.qname;
    name        CDATA                #IMPLIED
>
<!-- end of iframe.attlist -->]]>

<!-- end of xhtml-nameident.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml-nameident-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML Hypertext Module  ..................................... -->
<!-- file: xhtml-hypertext-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
```

```
    Revision: $Id: xhtml-hypertext-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $ SMI

    This DTD module is identified by the PUBLIC and SYSTEM identifiers:

      PUBLIC "-//W3C//ELEMENTS XHTML Hypertext 1.0//EN"
      SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-hypertext-1.mod"

    Revisions:
    (none)
    ..... -->

<!-- Hypertext

       a

    This module declares the anchor ('a') element type, which
    defines the source of a hypertext link. The destination
    (or link 'target') is identified via its
 'id' attribute
    rather than the 'name' attribute as was used in HTML.
-->

<!-- .....  Anchor Element  ..... -->

<!ENTITY % a.element  "INCLUDE" >
<![%a.element;[
<!ENTITY % a.content
    "( #PCDATA | %InlNoAnchor.mix; )*"
>
<!ENTITY % a.qname  "a" >
<!ELEMENT %a.qname;  %a.content; >
<!-- end of a.element -->]]>

<!ENTITY % a.attlist  "INCLUDE" >
<![%a.attlist;[
<!ATTLIST %a.qname;
     %Common.attrib;
     href         %URI.datatype;           #IMPLIED
     charset      %Charset.datatype;       #IMPLIED
     type         %ContentType.datatype;   #IMPLIED
     hreflang     %LanguageCode.datatype;  #IMPLIED
     rel          %LinkTypes.datatype;     #IMPLIED
     rev          %LinkTypes.datatype;     #IMPLIED
     accesskey    %Character.datatype;     #IMPLIED
     tabindex     %Number.datatype;        #IMPLIED
>
<!-- end of a.attlist -->]]>
```

```
<!-- end of xhtml-hypertext-1.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/data/w3c/xhtml11/xhtml-hypertext-1.mod
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
<!-- XHTML Frames Module  ..... -->
<!-- file: xhtml-frames-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-frames-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Frames 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-frames-1.mod"

   Revisions:
   (none)
   ..... -->

<!-- Frames

      frameset, frame, noframes

   This module declares frame-related element types and attributes.
-->

<!ENTITY % frameset.qname  "frameset" >
<!ENTITY % frame.qname  "frame" >
<!ENTITY %
 noframes.qname  "noframes" >

<!-- comma-separated list of MultiLength -->
<!ENTITY % MultiLengths.datatype "CDATA" >

<!-- The content model for XHTML documents depends on whether
   the <head> is followed by a <frameset> or <body> element.
-->

<!ENTITY % frameset.element  "INCLUDE" >
<![%frameset.element;[
<!ENTITY % frameset.content
   "(( %frameset.qname; | %frame.qname; )+, %noframes.qname;? )" >
<!ELEMENT %frameset.qname;  %frameset.content; >
```

```
<!-- end of frameset.element -->]]>

<!ENTITY % frameset.attlist  "INCLUDE" >
<![%frameset.attlist;[
<!ATTLIST %frameset.qname;
    %Core.attrib;
    rows        %MultiLengths.datatype;  #IMPLIED
    cols        %MultiLengths.datatype;  #IMPLIED
>
<!-- end of frameset.attlist -->]]>
<![%xhtml-events.module;[
<!ATTLIST %frameset.qname;
    onload      %Script.datatype;       #IMPLIED
    onunload    %Script.datatype;       #IMPLIED
>
]]>

<!-- reserved frame names start with "_" otherwise starts with letter -->


<!ENTITY % frame.element  "INCLUDE" >
<![%frame.element;[
<!ENTITY % frame.content  "EMPTY" >
<!ELEMENT %frame.qname;  %frame.content; >
<!-- end of frame.element -->]]>

<!ENTITY % frame.attlist  "INCLUDE" >
<![%frame.attlist;[
<!ATTLIST %frame.qname;
    %Core.attrib;
    longdesc    %URI.datatype;          #IMPLIED
    src         %URI.datatype;          #IMPLIED
    frameborder  ( 1 | 0 )              '1'
    marginwidth  %Pixels.datatype;      #IMPLIED
    marginheight %Pixels.datatype;      #IMPLIED
    noresize    ( noresize )            #IMPLIED
    scrolling    ( yes | no | auto )     'auto'
>
<!-- end of frame.attlist -->]]>

<!-- changes to other declarations ..... -->

<!-- redefine content model for html element,
   substituting frameset for body  -->
<!ENTITY % html.content
   "( %head.qname;, %frameset.qname; )"
>
```

```
<!-- alternate content container for non frame-based rendering -->

<!ENTITY % noframes.element  "INCLUDE"
 >
<![%noframes.element;[
<!ENTITY % noframes.content "( %body.qname; )">
<!ELEMENT %noframes.qname;  %noframes.content; >
<!-- end of noframes.element -->]]>

<!ENTITY % noframes.attlist  "INCLUDE" >
<![%noframes.attlist;[
<!ATTLIST %noframes.qname;
    %Common.attrib;
>
<!-- end of noframes.attlist -->]]>

<!-- end of xhtml-frames-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml-frames-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ....................................................................... -->
<!-- XHTML Ruby Module ...................................................... -->
<!-- file: xhtml-ruby-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1999-2001 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: xhtml-ruby-1.mod,v 1.1 2008/06/21 19:42:10 smccarro Exp $

   This module is based on the W3C Ruby Annotation Specification:

     http://www.w3.org/TR/ruby

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Ruby 1.0//EN"
     SYSTEM "http://www.w3.org/TR/ruby/xhtml-ruby-1.mod"

   ....................................................................... -->

<!-- Ruby Elements

     ruby, rbc, rtc, rb, rt, rp

   This module declares the elements and their attributes used to
   support ruby annotation
```

```
 markup.
-->

<!-- declare qualified element type names:
-->
<!ENTITY % ruby.qname  "ruby" >
<!ENTITY % rbc.qname  "rbc" >
<!ENTITY % rtc.qname  "rtc" >
<!ENTITY % rb.qname  "rb" >
<!ENTITY % rt.qname  "rt" >
<!ENTITY % rp.qname  "rp" >

<!-- rp fallback is included by default.
-->
<!ENTITY % Ruby.fallback "INCLUDE" >
<!ENTITY % Ruby.fallback.mandatory "IGNORE" >

<!-- Complex ruby is included by default; it may be
   overridden by other modules to ignore it.
-->
<!ENTITY % Ruby.complex "INCLUDE" >

<!-- Fragments for the content model of the ruby element -->
<![%Ruby.fallback;[
<![%Ruby.fallback.mandatory;[
<!ENTITY % Ruby.content.simple
   "( %rb.qname;, %rp.qname;, %rt.qname;, %rp.qname; )"
>
]]>
<!ENTITY % Ruby.content.simple
   "( %rb.qname;, ( %rt.qname; | ( %rp.qname;, %rt.qname;, %rp.qname; ) ) )"
>
]]>
<!ENTITY % Ruby.content.simple "( %rb.qname;, %rt.qname; )" >

<![%Ruby.complex;[
<!ENTITY % Ruby.content.complex
   "| ( %rbc.qname;, %rtc.qname;, %rtc.qname;?
 )"
>
]]>
<!ENTITY % Ruby.content.complex "" >

<!-- Content models of the rb and the rt elements are intended to
   allow other inline-level elements of its parent markup language,
   but it should not include ruby descendent elements. The following
   parameter entity %NoRuby.content; can be used to redefine
   those content models with minimum effort.  It's defined as
```

```
   '( #PCDATA )' by default.
-->
<!ENTITY % NoRuby.content "( #PCDATA )" >

<!-- one or more digits (NUMBER) -->
<!ENTITY % Number.datatype "CDATA" >

<!-- ruby element ..................................... -->

<!ENTITY % ruby.element  "INCLUDE" >
<![%ruby.element;[
<!ENTITY % ruby.content
   "( %Ruby.content.simple; %Ruby.content.complex; )"
>
<!ELEMENT %ruby.qname;  %ruby.content; >
<!-- end of ruby.element -->]]>

<![%Ruby.complex;[
<!-- rbc (ruby base component) element ................. -->

<!ENTITY % rbc.element  "INCLUDE" >
<![%rbc.element;[
<!ENTITY % rbc.content
   "(%rb.qname;)+"
>
<!ELEMENT
 %rbc.qname;  %rbc.content; >
<!-- end of rbc.element -->]]>

<!-- rtc (ruby text component) element ................. -->

<!ENTITY % rtc.element  "INCLUDE" >
<![%rtc.element;[
<!ENTITY % rtc.content
   "(%rt.qname;)+"
>
<!ELEMENT %rtc.qname;  %rtc.content; >
<!-- end of rtc.element -->]]>
]]>

<!-- rb (ruby base) element ........................... -->

<!ENTITY % rb.element  "INCLUDE" >
<![%rb.element;[
<!-- %rb.content; uses %NoRuby.content; as its content model,
   which is '( #PCDATA )' by default. It may be overridden
   by other modules to allow other inline-level elements
   of its parent markup language, but it should not include
```

```
   ruby descendent elements.
-->
<!ENTITY % rb.content "%NoRuby.content;" >
<!ELEMENT %rb.qname;  %rb.content; >
<!-- end of rb.element -->]]>

<!-- rt (ruby text) element ..... -->

<!ENTITY % rt.element  "INCLUDE" >
<![%rt.element;[
<!-- %rt.content; uses %NoRuby.content; as its content model,
   which is '( #PCDATA
 )' by default. It may be overridden
   by other modules to allow other inline-level elements
   of its parent markup language, but it should not include
   ruby descendent elements.
-->
<!ENTITY % rt.content "%NoRuby.content;" >

<!ELEMENT %rt.qname;  %rt.content; >
<!-- end of rt.element -->]]>

<!-- rbspan attribute is used for complex ruby only ..... -->
<![%Ruby.complex;[
<!ENTITY % rt.attlist  "INCLUDE" >
<![%rt.attlist;[
<!ATTLIST %rt.qname;
    rbspan        %Number.datatype;      "1"
>
<!-- end of rt.attlist -->]]>
]]>

<!-- rp (ruby parenthesis) element ..... -->

<![%Ruby.fallback;[
<!ENTITY % rp.element  "INCLUDE" >
<![%rp.element;[
<!ENTITY % rp.content
   "( #PCDATA )"
>
<!ELEMENT %rp.qname;  %rp.content; >
<!-- end of rp.element -->]]>
]]>

<!-- Ruby Common Attributes

   The following optional ATTLIST declarations provide an easy way
   to define common attributes for ruby elements.  These declarations
```

```
   are ignored by default.


  Ruby elements are intended to have common attributes of its
   parent markup language.  For example, if a markup language defines
   common attributes as a parameter entity %attrs;, you may add
   those attributes by just declaring the following parameter entities

       <!ENTITY % Ruby.common.attlists  "INCLUDE" >
       <!ENTITY % Ruby.common.attrib  "%attrs;" >

   before including the Ruby module.
-->

<!ENTITY % Ruby.common.attlists  "IGNORE" >
<![%Ruby.common.attlists;[
<!ENTITY % Ruby.common.attrib  "" >

<!-- common attributes for ruby ..... -->

<!ENTITY % Ruby.common.attlist  "INCLUDE" >
<![%Ruby.common.attlist;[
<!ATTLIST %ruby.qname;
    %Ruby.common.attrib;
>
<!-- end of Ruby.common.attlist -->]]>

<![%Ruby.complex;[
<!-- common attributes for rbc ..... -->

<!ENTITY % Rbc.common.attlist  "INCLUDE" >
<![%Rbc.common.attlist;[
<!ATTLIST %rbc.qname;
    %Ruby.common.attrib;
>
<!-- end of Rbc.common.attlist -->]]>

<!--
 common attributes for rtc ..... -->

<!ENTITY % Rtc.common.attlist  "INCLUDE" >
<![%Rtc.common.attlist;[
<!ATTLIST %rtc.qname;
    %Ruby.common.attrib;
>
<!-- end of Rtc.common.attlist -->]]>
]]>
```

```
<!-- common attributes for rb ..... -->

<!ENTITY % Rb.common.attlist  "INCLUDE" >
<![%Rb.common.attlist;[
<!ATTLIST %rb.qname;
    %Ruby.common.attrib;
>
<!-- end of Rb.common.attlist -->]]>

<!-- common attributes for rt ..... -->

<!ENTITY % Rt.common.attlist  "INCLUDE" >
<![%Rt.common.attlist;[
<!ATTLIST %rt.qname;
    %Ruby.common.attrib;
>
<!-- end of Rt.common.attlist -->]]>

<![%Ruby.fallback;[
<!-- common attributes for rp ..... -->

<!ENTITY % Rp.common.attlist  "INCLUDE" >
<![%Rp.common.attlist;[
<!ATTLIST %rp.qname;
    %Ruby.common.attrib;
>
<!-- end of Rp.common.attlist -->]]>
]]>
]]>

<!-- end of xhtml-ruby-1.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/data/w3c/xhtml11/xhtml-ruby-1.mod
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
<!-- XHTML Editing Elements Module  ..... -->
<!-- file: xhtml-edit-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-edit-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Editing Markup 1.0//EN"
```

```
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-edit-1.mod"

   Revisions:
   (none)
   ..... -->

<!-- Editing Elements

      ins, del

   This module declares element types and attributes used to indicate
   inserted and deleted content while editing a document.
-->

<!-- ins: Inserted Text  .....................
 -->

<!ENTITY % ins.element  "INCLUDE" >
<![%ins.element;[
<!ENTITY % ins.content
   "( #PCDATA | %Flow.mix; )*"
>
<!ENTITY % ins.qname  "ins" >
<!ELEMENT %ins.qname;  %ins.content; >
<!-- end of ins.element -->]]>

<!ENTITY % ins.attlist  "INCLUDE" >
<![%ins.attlist;[
<!ATTLIST %ins.qname;
    %Common.attrib;
    cite        %URI.datatype;          #IMPLIED
    datetime    %Datetime.datatype;     #IMPLIED
>
<!-- end of ins.attlist -->]]>

<!-- del: Deleted Text  ..... -->

<!ENTITY % del.element  "INCLUDE" >
<![%del.element;[
<!ENTITY % del.content
   "( #PCDATA | %Flow.mix; )*"
>
<!ENTITY % del.qname  "del" >
<!ELEMENT %del.qname;  %del.content; >
<!-- end of del.element -->]]>

<!ENTITY % del.attlist  "INCLUDE" >
<![%del.attlist;[
```

```
<!ATTLIST %del.qname;
    %Common.attrib;
    cite        %URI.datatype;          #IMPLIED
    datetime    %Datetime.datatype;     #IMPLIED
>
<!-- end of del.attlist -->]]>

<!--
 end of xhtml-edit-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml-edit-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- SVG 1.1 Attribute Collection Module ................................. -->
<!-- file: svg11-attribs.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg11-attribs.mod,v 1.4 2002/11/14 15:11:03 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES SVG 1.1 Attribute Collection//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg11-attribs.mod"

   ..................................................................... -->

<!-- SVG 1.1 Attribute Collection

   This module defines the set of common attributes that can be present
   on many SVG elements.
-->

<!-- module: svg-conditional.mod ....................... -->

<!ENTITY
 % ExtensionList.datatype "CDATA" >
<!ENTITY % FeatureList.datatype "CDATA" >

<!ENTITY % SVG.Conditional.extra.attrib "" >
<!ENTITY % SVG.Conditional.attrib
  "requiredFeatures %FeatureList.datatype; #IMPLIED
   requiredExtensions %ExtensionList.datatype; #IMPLIED
   systemLanguage %LanguageCodes.datatype; #IMPLIED
   %SVG.Conditional.extra.attrib;"
```

```
>

<!-- module: svg-style.mod ..... -->

<!ENTITY % ClassList.datatype "CDATA" >
<!ENTITY % StyleSheet.datatype "CDATA" >

<!ENTITY % SVG.Style.extra.attrib "" >
<!ENTITY % SVG.Style.attrib
  "style %StyleSheet.datatype; #IMPLIED
   class %ClassList.datatype; #IMPLIED
   %SVG.Style.extra.attrib;"
>

<!-- module: svg-text.mod ..... -->

<!ENTITY % BaselineShiftValue.datatype "CDATA" >
<!ENTITY % FontFamilyValue.datatype "CDATA" >
<!ENTITY % FontSizeValue.datatype "CDATA" >
<!ENTITY % FontSizeAdjustValue.datatype "CDATA" >
<!ENTITY % GlyphOrientationHorizontalValue.datatype "CDATA"
 >
<!ENTITY % GlyphOrientationVerticalValue.datatype "CDATA" >
<!ENTITY % KerningValue.datatype "CDATA" >
<!ENTITY % SpacingValue.datatype "CDATA" >
<!ENTITY % TextDecorationValue.datatype "CDATA" >

<!ENTITY % SVG.Text.extra.attrib "" >
<!ENTITY % SVG.Text.attrib
  "writing-mode ( lr-tb | rl-tb | tb-rl | lr | rl | tb | inherit ) #IMPLIED
   %SVG.Text.extra.attrib;"
>

<!ENTITY % SVG.TextContent.extra.attrib "" >
<!ENTITY % SVG.TextContent.attrib
  "alignment-baseline ( auto | baseline | before-edge | text-before-edge |
                        middle | central | after-edge | text-after-edge |
                        ideographic | alphabetic | hanging | mathematical |
                        inherit ) #IMPLIED
   baseline-shift %BaselineShiftValue.datatype; #IMPLIED
   direction ( ltr | rtl | inherit ) #IMPLIED
   dominant-baseline ( auto | use-script | no-change | reset-size |
                       ideographic | alphabetic | hanging | mathematical |

             central | middle | text-after-edge | text-before-edge |
                       inherit ) #IMPLIED
   glyph-orientation-horizontal %GlyphOrientationHorizontalValue.datatype;
                           #IMPLIED
```

```
   glyph-orientation-vertical %GlyphOrientationVerticalValue.datatype;
                        #IMPLIED
   kerning %KerningValue.datatype; #IMPLIED
   letter-spacing %SpacingValue.datatype; #IMPLIED
   text-anchor ( start | middle | end | inherit ) #IMPLIED
   text-decoration %TextDecorationValue.datatype; #IMPLIED
   unicode-bidi ( normal | embed | bidi-override | inherit ) #IMPLIED
   word-spacing %SpacingValue.datatype; #IMPLIED
   %SVG.TextContent.extra.attrib;"
>

<!ENTITY % SVG.Font.extra.attrib "" >
<!ENTITY % SVG.Font.attrib
  "font-family %FontFamilyValue.datatype; #IMPLIED
   font-size %FontSizeValue.datatype; #IMPLIED
   font-size-adjust %FontSizeAdjustValue.datatype; #IMPLIED
   font-stretch ( normal | wider | narrower
 | ultra-condensed |
               extra-condensed | condensed | semi-condensed |
               semi-expanded | expanded | extra-expanded |
               ultra-expanded | inherit ) #IMPLIED
   font-style ( normal | italic | oblique | inherit ) #IMPLIED
   font-variant ( normal | small-caps | inherit ) #IMPLIED
   font-weight ( normal | bold | bolder | lighter | 100 | 200 | 300 | 400 |
              500 | 600 | 700 | 800 | 900 | inherit ) #IMPLIED
   %SVG.Font.extra.attrib;"
>

<!-- module: svg-marker.mod ..... -->

<!ENTITY % MarkerValue.datatype "CDATA" >

<!ENTITY % SVG.Marker.extra.attrib "" >
<!ENTITY % SVG.Marker.attrib
  "marker-start %MarkerValue.datatype; #IMPLIED
   marker-mid %MarkerValue.datatype; #IMPLIED
   marker-end %MarkerValue.datatype; #IMPLIED
   %SVG.Marker.extra.attrib;"
>

<!-- module: svg-profile.mod ..... -->

<!ENTITY % SVG.ColorProfile.extra.attrib "" >
<!ENTITY % SVG.ColorProfile.attrib
   "color-profile CDATA #IMPLIED
   %SVG.ColorProfile.extra.attrib;"
>
```

```
<!-- module: svg-gradient.mod ..... -->

<!ENTITY % NumberOrPercentage.datatype "CDATA" >

<!ENTITY % SVG.Gradient.extra.attrib "" >
<!ENTITY % SVG.Gradient.attrib
   "stop-color %SVGColor.datatype; #IMPLIED
    stop-opacity %OpacityValue.datatype; #IMPLIED
    %SVG.Gradient.extra.attrib;"
>

<!-- module: svg-clip.mod ..... -->

<!ENTITY % ClipPathValue.datatype "CDATA" >

<!ENTITY % SVG.Clip.extra.attrib "" >
<!ENTITY % SVG.Clip.attrib
   "clip-path %ClipPathValue.datatype; #IMPLIED
    clip-rule %ClipFillRule.datatype; #IMPLIED
    %SVG.Clip.extra.attrib;"
>

<!-- module: svg-mask.mod ..... -->

<!ENTITY % MaskValue.datatype "CDATA" >

<!ENTITY % SVG.Mask.extra.attrib "" >
<!ENTITY % SVG.Mask.attrib
   "mask %MaskValue.datatype; #IMPLIED
    %SVG.Mask.extra.attrib;"
>

<!-- module: svg-filter.mod .....
 -->

<!ENTITY % FilterValue.datatype "CDATA" >
<!ENTITY % NumberOptionalNumber.datatype "CDATA" >

<!ENTITY % SVG.Filter.extra.attrib "" >
<!ENTITY % SVG.Filter.attrib
   "filter %FilterValue.datatype; #IMPLIED
    %SVG.Filter.extra.attrib;"
>

<!ENTITY % SVG.FilterColor.extra.attrib "" >
<!ENTITY % SVG.FilterColor.attrib
   "color-interpolation-filters ( auto | sRGB | linearRGB | inherit )
                                #IMPLIED
```

```
   %SVG.FilterColor.extra.attrib;"
>

<!-- module: svg-cursor.mod ..... -->

<!ENTITY % CursorValue.datatype "CDATA" >

<!ENTITY % SVG.Cursor.extra.attrib "" >
<!ENTITY % SVG.Cursor.attrib
  "cursor %CursorValue.datatype; #IMPLIED
   %SVG.Cursor.extra.attrib;"
>

<!-- end of svg11-attribs.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg11-attribs.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- SVG 1.1 Document Model Module ..... -->
<!-- file: svg11-model.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg11-model.mod,v 1.3 2002/11/14 15:11:03 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES SVG 1.1 Document Model//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg11-model.mod"

   ..................................................................... -->

<!-- SVG 1.1 Document Model

   This module describes the groupings of elements that make up
   common content models for SVG elements.
-->

<!-- module: svg-structure.mod ..... -->

<!ENTITY % SVG.Description.extra.class
 "" >
<!ENTITY % SVG.Description.class
  "%SVG.desc.qname; | %SVG.title.qname; | %SVG.metadata.qname;
   %SVG.Description.extra.class;"
```

```
>

<!ENTITY % SVG.Use.extra.class "" >
<!ENTITY % SVG.Use.class
  "| %SVG.use.qname; %SVG.Use.extra.class;"
>

<!ENTITY % SVG.Structure.extra.class "" >
<!ENTITY % SVG.Structure.class
  "| %SVG.svg.qname; | %SVG.g.qname; | %SVG.defs.qname; | %SVG.symbol.qname;
    %SVG.Use.class; %SVG.Structure.extra.class;"
>

<!-- module: svg-conditional.mod ..... -->

<!ENTITY % SVG.Conditional.extra.class "" >
<!ENTITY % SVG.Conditional.class
  "| %SVG.switch.qname; %SVG.Conditional.extra.class;"
>

<!-- module: svg-image.mod ..... -->

<!ENTITY % SVG.Image.extra.class "" >
<!ENTITY % SVG.Image.class
  "| %SVG.image.qname; %SVG.Image.extra.class;"
>

<!-- module: svg-style.mod ..... -->

<!ENTITY % SVG.Style.extra.class "" >
<!ENTITY % SVG.Style.class
  "| %SVG.style.qname;
 %SVG.Style.extra.class;"
>

<!-- module: svg-shape.mod ..... -->

<!ENTITY % SVG.Shape.extra.class "" >
<!ENTITY % SVG.Shape.class
  "| %SVG.path.qname; | %SVG.rect.qname; | %SVG.circle.qname;
   | %SVG.line.qname; | %SVG.ellipse.qname; | %SVG.polyline.qname;
   | %SVG.polygon.qname; %SVG.Shape.extra.class;"
>

<!-- module: svg-text.mod ..... -->

<!ENTITY % SVG.Text.extra.class "" >
<!ENTITY % SVG.Text.class
```

```
  "| %SVG.text.qname; | %SVG.altGlyphDef.qname; %SVG.Text.extra.class;"
>

<!ENTITY % SVG.TextContent.extra.class "" >
<!ENTITY % SVG.TextContent.class
  "| %SVG.tspan.qname; | %SVG.tref.qname; | %SVG.textPath.qname;
   | %SVG.altGlyph.qname; %SVG.TextContent.extra.class;"
>

<!-- module: svg-marker.mod ..... -->

<!ENTITY % SVG.Marker.extra.class "" >
<!ENTITY % SVG.Marker.class
  "| %SVG.marker.qname; %SVG.Marker.extra.class;"
>

<!-- module: svg-profile.mod .....
 -->

<!ENTITY % SVG.ColorProfile.extra.class "" >
<!ENTITY % SVG.ColorProfile.class
  "| %SVG.color-profile.qname; %SVG.ColorProfile.extra.class;"
>

<!-- module: svg-gradient.mod ..... -->

<!ENTITY % SVG.Gradient.extra.class "" >
<!ENTITY % SVG.Gradient.class
  "| %SVG.linearGradient.qname; | %SVG.radialGradient.qname;
    %SVG.Gradient.extra.class;"
>

<!-- module: svg-pattern.mod ..... -->

<!ENTITY % SVG.Pattern.extra.class "" >
<!ENTITY % SVG.Pattern.class
  "| %SVG.pattern.qname; %SVG.Pattern.extra.class;"
>

<!-- module: svg-clip.mod ..... -->

<!ENTITY % SVG.Clip.extra.class "" >
<!ENTITY % SVG.Clip.class
  "| %SVG.clipPath.qname; %SVG.Clip.extra.class;"
>

<!-- module: svg-mask.mod ..... -->
```

```
<!ENTITY % SVG.Mask.extra.class "" >
<!ENTITY % SVG.Mask.class
   "| %SVG.mask.qname; %SVG.Mask.extra.class;"
>

<!-- module: svg-filter.mod ..... -->

<!ENTITY
 % SVG.Filter.extra.class "" >
<!ENTITY % SVG.Filter.class
   "| %SVG.filter.qname; %SVG.Filter.extra.class;"
>

<!ENTITY % SVG.FilterPrimitive.extra.class "" >
<!ENTITY % SVG.FilterPrimitive.class
   "| %SVG.feBlend.qname; | %SVG.feColorMatrix.qname;
    | %SVG.feComponentTransfer.qname; | %SVG.feComposite.qname;
    | %SVG.feConvolveMatrix.qname; | %SVG.feDiffuseLighting.qname;
    | %SVG.feDisplacementMap.qname; | %SVG.feFlood.qname;
    | %SVG.feGaussianBlur.qname; | %SVG.feImage.qname; | %SVG.feMerge.qname;
    | %SVG.feMorphology.qname; | %SVG.feOffset.qname;
    | %SVG.feSpecularLighting.qname; | %SVG.feTile.qname;
    | %SVG.feTurbulence.qname; %SVG.FilterPrimitive.extra.class;"
>

<!-- module: svg-cursor.mod ..... -->

<!ENTITY % SVG.Cursor.extra.class "" >
<!ENTITY % SVG.Cursor.class
   "| %SVG.cursor.qname; %SVG.Cursor.extra.class;"
>

<!-- module: svg-hyperlink.mod ..... -->

<!ENTITY % SVG.Hyperlink.extra.class "" >
<!ENTITY
 % SVG.Hyperlink.class
   "| %SVG.a.qname; %SVG.Hyperlink.extra.class;"
>

<!-- module: svg-view.mod ..... -->

<!ENTITY % SVG.View.extra.class "" >
<!ENTITY % SVG.View.class
   "| %SVG.view.qname; %SVG.View.extra.class;"
>

<!-- module: svg-script.mod ..... -->
```

```
<!ENTITY % SVG.Script.extra.class "" >
<!ENTITY % SVG.Script.class
  "| %SVG.script.qname; %SVG.Script.extra.class;"
>

<!-- module: svg-animation.mod ..... -->

<!ENTITY % SVG.Animation.extra.class "" >
<!ENTITY % SVG.Animation.class
  "%SVG.animate.qname; | %SVG.set.qname; | %SVG.animateMotion.qname; |
   %SVG.animateColor.qname; | %SVG.animateTransform.qname;
   %SVG.Animation.extra.class;"
>

<!-- module: svg-font.mod ..... -->

<!ENTITY % SVG.Font.extra.class "" >
<!ENTITY % SVG.Font.class
  "| %SVG.font.qname; | %SVG.font-face.qname; %SVG.Font.extra.class;"
>

<!-- module: svg-extensibility.mod .....
 -->

<!ENTITY % SVG.Extensibility.extra.class "" >
<!ENTITY % SVG.Extensibility.class
  "| %SVG.foreignObject.qname; %SVG.Extensibility.extra.class;"
>

<!-- end of svg11-model.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg11-model.mod
No license file was found, but licenses were detected in source scan.

// This Source Code Form is subject to the terms of the Mozilla Public License, v. 2.0.
// This Source Code Form is "Incompatible With Secondary Licenses", as defined by the Mozilla Public License, v. 2.0.
// Original author: Michael Froh (published on Github). Released under MPL 2.0

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/ma/trie/ImmutableHashTrieMap.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/ma/trie/ImmutableMap.java

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

<html>
<head>
  <title>Package overview: net.sf.saxon.ma.trie</title>

</head>
<body>
This package contains a general-purpose implementation of immutable hash trie maps,
used to underpin the Saxon implementation of XSLT 3.0 maps.

The implementation was written by Michael S. Froh (msfroh) and released under an MIT license.
It was forked from github project msfroh/functional_snippets on 28 March 2014. Very little code
has been changed during the integration with Saxon, but a great deal of un-needed code has been
removed. In addition, it has been retrofitted from Java 7 to Java 5.

The code betrays Scala origins in the use of classes such as Option, which is a class that
provided a type-safe way of handling null values, and Tuple2 which can hold any pair of values.

</body>
</html>

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/ma/trie/package.html
No license file was found, but licenses were detected in source scan.

<!--
   File isopub.ent produced by the XSL script entities.xsl
   from input data in unicode.xml.

   Copyright 1998 - 2009 W3C.

   Use and distribution of this code are permitted under the terms of the
   W3C Software Notice and License.
   http://www.w3.org/Consortium/Legal/2002/copyright-software-20021231.html

   Please report any errors to David Carlisle
   via the public W3C list www-math@w3.org.

   The numeric character values assigned to each entity
   (should) match the Unicode assignments in Unicode 5.x.

   Entity names in this file are derived from files carrying the
   following notice:

   (C) International Organization for Standardization 1986
   Permission to copy in any form is granted for use with

```
   conforming SGML systems and applications as defined in
   ISO 8879, provided this notice is included in all copies.

-->


<!--

     Public identifier: -//W3C//ENTITIES
 Publishing//EN//XML
     System identifier: http://www.w3.org/2003/entities/2007/isopub.ent

   The public identifier should always be used verbatim.
   The system identifier may be changed to suit local requirements.

   Typical invocation:

     <!ENTITY % isopub PUBLIC
       "-//W3C//ENTITIES Publishing//EN//XML"
       "http://www.w3.org/2003/entities/2007/isopub.ent"
     >
     %isopub;

-->

<!ENTITY blank          "&#x02423;" ><!--OPEN BOX -->
<!ENTITY blk12          "&#x02592;" ><!--MEDIUM SHADE -->
<!ENTITY blk14          "&#x02591;" ><!--LIGHT SHADE -->
<!ENTITY blk34          "&#x02593;" ><!--DARK SHADE -->
<!ENTITY block          "&#x02588;" ><!--FULL BLOCK -->
<!ENTITY bull          "&#x02022;" ><!--BULLET -->
<!ENTITY caret         "&#x02041;" ><!--CARET INSERTION POINT -->
<!ENTITY check          "&#x02713;" ><!--CHECK MARK -->
<!ENTITY cir           "&#x025CB;" ><!--WHITE CIRCLE -->
<!ENTITY clubs          "&#x02663;" ><!--BLACK
 CLUB SUIT -->
<!ENTITY copysr         "&#x02117;" ><!--SOUND RECORDING COPYRIGHT -->
<!ENTITY cross         "&#x02717;" ><!--BALLOT X -->
<!ENTITY dagger         "&#x02020;" ><!--DAGGER -->
<!ENTITY Dagger         "&#x02021;" ><!--DOUBLE DAGGER -->
<!ENTITY dash          "&#x02010;" ><!--HYPHEN -->
<!ENTITY diams          "&#x02666;" ><!--BLACK DIAMOND SUIT -->
<!ENTITY dlcrop         "&#x0230D;" ><!--BOTTOM LEFT CROP -->
<!ENTITY drcrop         "&#x0230C;" ><!--BOTTOM RIGHT CROP -->
<!ENTITY dtri          "&#x025BF;" ><!--WHITE DOWN-POINTING SMALL TRIANGLE -->
<!ENTITY dtrif         "&#x025BE;" ><!--BLACK DOWN-POINTING SMALL TRIANGLE -->
<!ENTITY emsp           " " ><!--EM SPACE -->
<!ENTITY emsp13         " " ><!--THREE-PER-EM SPACE -->
```

```
<!ENTITY emsp14         " " ><!--FOUR-PER-EM SPACE -->
<!ENTITY ensp           " " ><!--EN SPACE -->
<!ENTITY female         "&#x02640;" ><!--FEMALE SIGN -->
<!ENTITY ffilig
      "&#x0FB03;" ><!--LATIN SMALL LIGATURE FFI -->
<!ENTITY fflig          "&#x0FB00;" ><!--LATIN SMALL LIGATURE FF -->
<!ENTITY ffllig         "&#x0FB04;" ><!--LATIN SMALL LIGATURE FFL -->
<!ENTITY filig          "&#x0FB01;" ><!--LATIN SMALL LIGATURE FI -->
<!ENTITY fjlig          "&#x00066;&#x0006A;" ><!--fj ligature -->
<!ENTITY flat           "&#x0266D;" ><!--MUSIC FLAT SIGN -->
<!ENTITY fllig          "&#x0FB02;" ><!--LATIN SMALL LIGATURE FL -->
<!ENTITY frac13         "&#x02153;" ><!--VULGAR FRACTION ONE THIRD -->
<!ENTITY frac15         "&#x02155;" ><!--VULGAR FRACTION ONE FIFTH -->
<!ENTITY frac16         "&#x02159;" ><!--VULGAR FRACTION ONE SIXTH -->
<!ENTITY frac23         "&#x02154;" ><!--VULGAR FRACTION TWO THIRDS -->
<!ENTITY frac25         "&#x02156;" ><!--VULGAR FRACTION TWO FIFTHS -->
<!ENTITY frac35         "&#x02157;" ><!--VULGAR FRACTION THREE FIFTHS -->
<!ENTITY frac45         "&#x02158;" ><!--VULGAR FRACTION FOUR FIFTHS -->
<!ENTITY frac56
       "&#x0215A;" ><!--VULGAR FRACTION FIVE SIXTHS -->
<!ENTITY hairsp         " " ><!--HAIR SPACE -->
<!ENTITY hearts         "&#x02665;" ><!--BLACK HEART SUIT -->
<!ENTITY hellip         "&#x02026;" ><!--HORIZONTAL ELLIPSIS -->
<!ENTITY hybull         "&#x02043;" ><!--HYPHEN BULLET -->
<!ENTITY incare         "&#x02105;" ><!--CARE OF -->
<!ENTITY ldquor         "&#x0201E;" ><!--DOUBLE LOW-9 QUOTATION MARK -->
<!ENTITY lhblk          "&#x02584;" ><!--LOWER HALF BLOCK -->
<!ENTITY loz            "&#x025CA;" ><!--LOZENGE -->
<!ENTITY lozf           "&#x029EB;" ><!--BLACK LOZENGE -->
<!ENTITY lsquor         "&#x0201A;" ><!--SINGLE LOW-9 QUOTATION MARK -->
<!ENTITY ltri           "&#x025C3;" ><!--WHITE LEFT-POINTING SMALL TRIANGLE -->
<!ENTITY ltrif          "&#x025C2;" ><!--BLACK LEFT-POINTING SMALL TRIANGLE -->
<!ENTITY male           "&#x02642;" ><!--MALE SIGN -->
<!ENTITY malt           "&#x02720;" ><!--MALTESE CROSS -->
<!ENTITY marker
    "&#x025AE;" ><!--BLACK VERTICAL RECTANGLE -->
<!ENTITY mdash          "&#x02014;" ><!--EM DASH -->
<!ENTITY mldr           "&#x02026;" ><!--HORIZONTAL ELLIPSIS -->
<!ENTITY natur          "&#x0266E;" ><!--MUSIC NATURAL SIGN -->
<!ENTITY ndash          "&#x02013;" ><!--EN DASH -->
<!ENTITY nldr           "&#x02025;" ><!--TWO DOT LEADER -->
<!ENTITY numsp          " " ><!--FIGURE SPACE -->
<!ENTITY phone          "&#x0260E;" ><!--BLACK TELEPHONE -->
<!ENTITY puncsp         " " ><!--PUNCTUATION SPACE -->
<!ENTITY rdquor         "&#x0201D;" ><!--RIGHT DOUBLE QUOTATION MARK -->
<!ENTITY rect           "&#x025AD;" ><!--WHITE RECTANGLE -->
<!ENTITY rsquor         "&#x02019;" ><!--RIGHT SINGLE QUOTATION MARK -->
<!ENTITY rtri           "&#x025B9;" ><!--WHITE RIGHT-POINTING SMALL TRIANGLE -->
```

<!ENTITY rtrif "▸" ><!--BLACK RIGHT-POINTING SMALL TRIANGLE -->
<!ENTITY rx "℞" ><!--PRESCRIPTION TAKE -->
<!ENTITY sext
"✶" ><!--SIX POINTED BLACK STAR -->
<!ENTITY sharp "♯" ><!--MUSIC SHARP SIGN -->
<!ENTITY spades "♠" ><!--BLACK SPADE SUIT -->
<!ENTITY squ "□" ><!--WHITE SQUARE -->
<!ENTITY squf "▪" ><!--BLACK SMALL SQUARE -->
<!ENTITY star "☆" ><!--WHITE STAR -->
<!ENTITY starf "★" ><!--BLACK STAR -->
<!ENTITY target "⌖" ><!--POSITION INDICATOR -->
<!ENTITY telrec "⌕" ><!--TELEPHONE RECORDER -->
<!ENTITY thinsp " " ><!--THIN SPACE -->
<!ENTITY uhblk "▀" ><!--UPPER HALF BLOCK -->
<!ENTITY ulcrop "⌏" ><!--TOP LEFT CROP -->
<!ENTITY urcrop "⌎" ><!--TOP RIGHT CROP -->
<!ENTITY utri "▵" ><!--WHITE UP-POINTING SMALL TRIANGLE -->
<!ENTITY utrif "▴" ><!--BLACK UP-POINTING SMALL TRIANGLE -->
<!ENTITY vellip "⋮"
><!--VERTICAL ELLIPSIS -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/mathml/mathml3/isopub.ent
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
<!-- XHTML Link Element Module ..... -->
<!-- file: xhtml-link-1.mod

This is XHTML, a reformulation of HTML as a modular XML application.
Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
Revision: $Id: xhtml-link-1.mod,v 4.1 2001/04/05 06:57:40 altheim Exp $ SMI

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ELEMENTS XHTML Link Element 1.0//EN"
SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-link-1.mod"

Revisions:
(none)
..... -->

<!-- Link element

link

This module declares the link element type and its attributes,

```
   which could (in principle) be used to define document-level links
   to external resources such as:

    a) for document specific toolbars/menus, e.g. start, contents,
      previous, next, index, end, help
   b) to link to a separate style sheet (rel="stylesheet")
   c) to make a link to a script (rel="script")
   d) by style sheets to control how collections of html nodes are
      rendered into printed documents
   e) to make a link to a printable version of this document
      e.g. a postscript or pdf version (rel="alternate" media="print")
-->

<!-- link: Media-Independent Link ..... -->

<!ENTITY % link.element  "INCLUDE" >
<![%link.element;[
<!ENTITY % link.content  "EMPTY" >
<!ENTITY % link.qname  "link" >
<!ELEMENT %link.qname;  %link.content; >
<!-- end of link.element -->]]>

<!ENTITY % link.attlist  "INCLUDE" >
<![%link.attlist;[
<!ATTLIST %link.qname;
    %Common.attrib;
    charset      %Charset.datatype;       #IMPLIED
    href         %URI.datatype;           #IMPLIED
    hreflang     %LanguageCode.datatype;  #IMPLIED
    type
       %ContentType.datatype;   #IMPLIED
    rel          %LinkTypes.datatype;     #IMPLIED
    rev          %LinkTypes.datatype;     #IMPLIED
    media        %MediaDesc.datatype;     #IMPLIED
>
<!-- end of link.attlist -->]]>

<!-- end of xhtml-link-1.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/data/w3c/xhtml11/xhtml-link-1.mod
No license file was found, but licenses were detected in source scan.

<!-- ..................................................................... -->
<!-- XHTML Embedded Object Module  ..................................... -->
<!-- file: xhtml-object-1.mod
```

```
   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-object-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Embedded Object 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-object-1.mod"

   Revisions:
   (none)
   ..... -->

<!-- Embedded Objects

      object

   This module declares the object element type and its attributes, used
   to embed external objects as part of XHTML pages. In the document,
   place param
 elements prior to other content within the object element.

   Note that use of this module requires instantiation of the Param
   Element Module.
-->

<!-- object: Generic Embedded Object ..... -->

<!ENTITY % object.element  "INCLUDE" >
<![%object.element;[
<!ENTITY % object.content
   "( #PCDATA | %Flow.mix; | %param.qname; )*"
>
<!ENTITY % object.qname  "object" >
<!ELEMENT %object.qname;  %object.content; >
<!-- end of object.element -->]]>

<!ENTITY % object.attlist  "INCLUDE" >
<![%object.attlist;[
<!ATTLIST %object.qname;
    %Common.attrib;
    declare      ( declare )              #IMPLIED
    classid      %URI.datatype;           #IMPLIED
    codebase     %URI.datatype;           #IMPLIED
    data         %URI.datatype;           #IMPLIED
    type         %ContentType.datatype;   #IMPLIED
    codetype     %ContentType.datatype;   #IMPLIED
    archive      %URIs.datatype;          #IMPLIED
```

```
    standby     %Text.datatype;         #IMPLIED
     height     %Length.datatype;       #IMPLIED
    width       %Length.datatype;       #IMPLIED
    name        CDATA                   #IMPLIED
    tabindex    %Number.datatype;       #IMPLIED
>
<!-- end of object.attlist -->]]>

<!-- end of xhtml-object-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml-object-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML Param Element Module  ..................................... -->
<!-- file: xhtml-param-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2000 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: xhtml-param-1.mod,v 1.1 2001/02/13 12:24:22 ht Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Param Element 1.0//EN"
     SYSTEM "http://www.w3.org/TR/xhtml-modulatization/DTD/xhtml-param-1.mod"

   Revisions:
   (none)
   ..................................................................... -->

<!-- Parameters for Java Applets and Embedded Objects

      param

   This module provides declarations for the param element,
   used to provide named property values for the applet
   and
 object elements.
-->

<!-- param: Named Property Value ..................... -->

<!ENTITY % param.element  "INCLUDE" >
<![%param.element;[
<!ENTITY % param.content  "EMPTY" >
<!ENTITY % param.qname  "param" >
```

```
<!ELEMENT %param.qname;  %param.content; >
<!-- end of param.element -->]]>

<!ENTITY % param.attlist  "INCLUDE" >
<![%param.attlist;[
<!ATTLIST %param.qname;
    %XHTML.xmlns.attrib;
    %id.attrib;
    name        CDATA                #REQUIRED
    value       CDATA                #IMPLIED
    valuetype    ( data | ref | object )  'data'
    type        %ContentType.datatype;   #IMPLIED
>
<!-- end of param.attlist -->]]>

<!-- end of xhtml-param-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/rddl/xhtml-param-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- SVG 1.1 Paint Attribute Module ..................................... -->
<!-- file: svg-paint-attrib.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-paint-attrib.mod,v 1.2 2002/04/20 18:07:43 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES SVG 1.1 Paint Attribute//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-paint-attrib.mod"

   ..................................................................... -->

<!-- Paint Attribute

     fill, fill-rule, stroke, stroke-dasharray, stroke-dashoffset,
     stroke-linecap, stroke-linejoin, stroke-miterlimit, stroke-width, color,
     color-interpolation, color-rendering

    This module defines the Paint and Color attribute sets.
-->

<!-- a 'fill' or 'stroke' property/attribute value: <paint> -->
<!ENTITY % Paint.datatype "CDATA" >
```

```
<!-- 'stroke-dasharray' property/attribute value (e.g., 'none', list of <number>s) -->
<!ENTITY % StrokeDashArrayValue.datatype "CDATA" >

<!-- 'stroke-dashoffset' property/attribute value (e.g., 'none', <legnth>) -->
<!ENTITY % StrokeDashOffsetValue.datatype "CDATA" >

<!-- 'stroke-miterlimit' property/attribute value (e.g., <number>) -->
<!ENTITY % StrokeMiterLimitValue.datatype "CDATA" >

<!-- 'stroke-width' property/attribute value (e.g., <length>) -->
<!ENTITY % StrokeWidthValue.datatype "CDATA" >

<!ENTITY % SVG.fill.attrib
  "fill %Paint.datatype; #IMPLIED"
>

<!ENTITY % SVG.fill-rule.attrib
  "fill-rule %ClipFillRule.datatype; #IMPLIED"
>

<!ENTITY % SVG.stroke.attrib
  "stroke %Paint.datatype; #IMPLIED"
>

<!ENTITY % SVG.stroke-dasharray.attrib
  "stroke-dasharray %StrokeDashArrayValue.datatype;
 #IMPLIED"
>

<!ENTITY % SVG.stroke-dashoffset.attrib
  "stroke-dashoffset %StrokeDashOffsetValue.datatype; #IMPLIED"
>

<!ENTITY % SVG.stroke-linecap.attrib
  "stroke-linecap ( butt | round | square | inherit ) #IMPLIED"
>

<!ENTITY % SVG.stroke-linejoin.attrib
  "stroke-linejoin ( miter | round | bevel | inherit ) #IMPLIED"
>

<!ENTITY % SVG.stroke-miterlimit.attrib
  "stroke-miterlimit %StrokeMiterLimitValue.datatype; #IMPLIED"
>

<!ENTITY % SVG.stroke-width.attrib
  "stroke-width %StrokeWidthValue.datatype; #IMPLIED"
```

```
>

<!ENTITY % SVG.Paint.extra.attrib "" >

<!ENTITY % SVG.Paint.attrib
  "%SVG.fill.attrib;
   %SVG.fill-rule.attrib;
   %SVG.stroke.attrib;
   %SVG.stroke-dasharray.attrib;
   %SVG.stroke-dashoffset.attrib;
   %SVG.stroke-linecap.attrib;
   %SVG.stroke-linejoin.attrib;
   %SVG.stroke-miterlimit.attrib;
   %SVG.stroke-width.attrib;
   %SVG.Paint.extra.attrib;"
>

<!ENTITY % SVG.color.attrib
  "color %Color.datatype; #IMPLIED"
>

<!ENTITY
 % SVG.color-interpolation.attrib
  "color-interpolation ( auto | sRGB | linearRGB | inherit ) #IMPLIED"
>

<!ENTITY % SVG.color-rendering.attrib
  "color-rendering ( auto | optimizeSpeed | optimizeQuality | inherit )
                #IMPLIED"
>

<!ENTITY % SVG.Color.extra.attrib "" >

<!ENTITY % SVG.Color.attrib
  "%SVG.color.attrib;
   %SVG.color-interpolation.attrib;
   %SVG.color-rendering.attrib;
   %SVG.Color.extra.attrib;"
>

<!-- end of svg-paint-attrib.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-paint-attrib.mod
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
```

```
<!-- XHTML Embedded Object Module  ..................................... -->
<!-- file: xhtml-object-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2000 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: xhtml-object-1.mod,v 1.1 2001/02/13 12:24:22 ht Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Embedded Object 1.0//EN"
     SYSTEM "http://www.w3.org/TR/xhtml-modulatization/DTD/xhtml-object-1.mod"

   Revisions:
   (none)
   ..................................................................... -->

<!-- Embedded Objects

      object

   This module declares the object element type and its attributes,
   used to embed external objects as part of XHTML pages. In the
   document,
 place param elements prior to the object elements
   that require their content.

   Note that use of this module requires instantiation of the
   Param Element Module prior to this module.
-->

<!-- object: Generic Embedded Object ..................... -->

<!ENTITY % object.element  "INCLUDE" >
<![%object.element;[
<!ENTITY % object.content
   "( #PCDATA | %Flow.mix; | %param.qname; )*"
>
<!ENTITY % object.qname  "object" >
<!ELEMENT %object.qname;  %object.content; >
<!-- end of object.element -->]]>

<!ENTITY % object.attlist  "INCLUDE" >
<![%object.attlist;[
<!ATTLIST %object.qname;
    %Common.attrib;
    declare      ( declare )            #IMPLIED
    classid      %URI.datatype;         #IMPLIED
    codebase     %URI.datatype;         #IMPLIED
```

```
    data        %URI.datatype;          #IMPLIED
    type        %ContentType.datatype;  #IMPLIED
    codetype    %ContentType.datatype;  #IMPLIED
    archive     %URIs.datatype;         #IMPLIED
    standby     %Text.datatype;         #IMPLIED
    height      %Length.datatype;       #IMPLIED
    width       %Length.datatype;       #IMPLIED
    name        CDATA                   #IMPLIED
    tabindex    %Number.datatype;       #IMPLIED
>
<!-- end of object.attlist -->]]>

<!-- end of xhtml-object-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/rddl/xhtml-object-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- MathML Qualified Names Module  ..................................... -->
<!-- file: mathml3-qname-1.mod

   This is the Mathematical Markup Language (MathML) 2.0, an XML
   application for describing mathematical notation and capturing
   both its structure and content.

   Copyright 1998-2009 W3C (MIT, INRIA, Keio), All Rights Reserved.

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES MathML 3.0 Qualified Names 1.0//EN"
     SYSTEM "mathml3-qname.mod"

   Revisions:
   (none)
   ..................................................................... -->

<!-- MathML Qualified Names

   This module is contained in two parts, labeled Section 'A' and 'B':

     Section A declares parameter entities to support namespace-
     qualified names, namespace
 declarations, and name prefixing
     for MathML.

     Section B declares parameter entities used to provide
```

```
     namespace-qualified names for all MathML element types.

   This module is derived from the XHTML Qualified Names Template module.
-->

<!-- Section A: XHTML XML Namespace Framework :::::::::::::::::::: -->

<!ENTITY % NS.prefixed     "IGNORE" >
<!ENTITY % MATHML.prefixed "%NS.prefixed;" >

<!-- XLink ..... -->

<!ENTITY % XLINK.prefix        "xlink" >
<!ENTITY % XLINK.xmlns "http://www.w3.org/1999/xlink" >
<!ENTITY % XLINK.xmlns.attrib
   "xmlns:%XLINK.prefix;  CDATA          #FIXED '%XLINK.xmlns;'"
>

<!-- W3C XML Schema ..... -->

<!ENTITY % Schema.prefix        "xsi" >
<!ENTITY % Schema.xmlns "http://www.w3.org/2001/XMLSchema-instance" >
<!ENTITY % Schema.xmlns.attrib
   "xmlns:%Schema.prefix;  CDATA          #IMPLIED"
>

<!-- MathML ..... -->

<!ENTITY % MATHML.xmlns    "http://www.w3.org/1998/Math/MathML" >
<!ENTITY
 % MATHML.prefix   "m" >
<![%MATHML.prefixed;[
<!ENTITY % MATHML.xmlns.extra.attrib  "" >
]]>
<!ENTITY % MATHML.xmlns.extra.attrib
   "%XLINK.xmlns.attrib;
    %Schema.xmlns.attrib;" >

<![%MATHML.prefixed;[
<!ENTITY % MATHML.pfx  "%MATHML.prefix;:" >
<!ENTITY % MATHML.xmlns.attrib
   "xmlns:%MATHML.prefix;  CDATA   #FIXED '%MATHML.xmlns;'
    %MATHML.xmlns.extra.attrib;"
>
]]>
<!ENTITY % MATHML.pfx  "" >
<!ENTITY % MATHML.xmlns.attrib
   "xmlns       CDATA          #FIXED '%MATHML.xmlns;'
```

```
    %MATHML.xmlns.extra.attrib;"
>

<![%NS.prefixed;[
<!ENTITY % XHTML.xmlns.extra.attrib
   "%MATHML.xmlns.attrib;" >
]]>
<!ENTITY % XHTML.xmlns.extra.attrib
   "%XLINK.xmlns.attrib;
    %Schema.xmlns.attrib;"
>


<!-- ignores subsequent instantiation of this module when
   used as external subset rather than module fragment.
   NOTE: Do not modify this parameter entity, otherwise
   a recursive parsing situation may result.
-->
<!ENTITY % mathml-qname.module "IGNORE"
 >

<!-- Section B: MathML Qualified Names ::::::::::::::::::::::::::::: -->

<!-- 9. This section declares parameter entities used to provide
      namespace-qualified names for all MathML element types.
-->

<!ENTITY % abs.qname "%MATHML.pfx;abs" >
<!ENTITY % and.qname "%MATHML.pfx;and" >
<!ENTITY % annotation-xml.qname "%MATHML.pfx;annotation-xml" >
<!ENTITY % annotation.qname "%MATHML.pfx;annotation" >
<!ENTITY % apply.qname "%MATHML.pfx;apply" >
<!ENTITY % approx.qname "%MATHML.pfx;approx" >
<!ENTITY % arccos.qname "%MATHML.pfx;arccos" >
<!ENTITY % arccosh.qname "%MATHML.pfx;arccosh" >
<!ENTITY % arccot.qname "%MATHML.pfx;arccot" >
<!ENTITY % arccoth.qname "%MATHML.pfx;arccoth" >
<!ENTITY % arccsc.qname "%MATHML.pfx;arccsc" >
<!ENTITY % arccsch.qname "%MATHML.pfx;arccsch" >
<!ENTITY % arcsec.qname "%MATHML.pfx;arcsec" >
<!ENTITY % arcsech.qname "%MATHML.pfx;arcsech" >
<!ENTITY % arcsin.qname "%MATHML.pfx;arcsin" >
<!ENTITY % arcsinh.qname "%MATHML.pfx;arcsinh" >
<!ENTITY % arctan.qname
 "%MATHML.pfx;arctan" >
<!ENTITY % arctanh.qname "%MATHML.pfx;arctanh" >
<!ENTITY % arg.qname "%MATHML.pfx;arg" >
<!ENTITY % bind.qname "%MATHML.pfx;bind" >
```

```
<!ENTITY % bvar.qname "%MATHML.pfx;bvar" >
<!ENTITY % card.qname "%MATHML.pfx;card" >
<!ENTITY % cartesianproduct.qname "%MATHML.pfx;cartesianproduct" >
<!ENTITY % cbytes.qname "%MATHML.pfx;cbytes" >
<!ENTITY % ceiling.qname "%MATHML.pfx;ceiling" >
<!ENTITY % cerror.qname "%MATHML.pfx;cerror" >
<!ENTITY % ci.qname "%MATHML.pfx;ci" >
<!ENTITY % cn.qname "%MATHML.pfx;cn" >
<!ENTITY % codomain.qname "%MATHML.pfx;codomain" >
<!ENTITY % complexes.qname "%MATHML.pfx;complexes" >
<!ENTITY % compose.qname "%MATHML.pfx;compose" >
<!ENTITY % condition.qname "%MATHML.pfx;condition" >
<!ENTITY % conjugate.qname "%MATHML.pfx;conjugate" >
<!ENTITY % cos.qname "%MATHML.pfx;cos" >
<!ENTITY % cosh.qname "%MATHML.pfx;cosh" >
<!ENTITY % cot.qname "%MATHML.pfx;cot" >
<!ENTITY % coth.qname "%MATHML.pfx;coth" >
<!ENTITY % cs.qname "%MATHML.pfx;cs"
 >
<!ENTITY % csc.qname "%MATHML.pfx;csc" >
<!ENTITY % csch.qname "%MATHML.pfx;csch" >
<!ENTITY % csymbol.qname "%MATHML.pfx;csymbol" >
<!ENTITY % curl.qname "%MATHML.pfx;curl" >
<!ENTITY % declare.qname "%MATHML.pfx;declare" >
<!ENTITY % degree.qname "%MATHML.pfx;degree" >
<!ENTITY % determinant.qname "%MATHML.pfx;determinant" >
<!ENTITY % diff.qname "%MATHML.pfx;diff" >
<!ENTITY % divergence.qname "%MATHML.pfx;divergence" >
<!ENTITY % divide.qname "%MATHML.pfx;divide" >
<!ENTITY % domain.qname "%MATHML.pfx;domain" >
<!ENTITY % domainofapplication.qname "%MATHML.pfx;domainofapplication" >
<!ENTITY % emptyset.qname "%MATHML.pfx;emptyset" >
<!ENTITY % eq.qname "%MATHML.pfx;eq" >
<!ENTITY % equivalent.qname "%MATHML.pfx;equivalent" >
<!ENTITY % eulergamma.qname "%MATHML.pfx;eulergamma" >
<!ENTITY % exists.qname "%MATHML.pfx;exists" >
<!ENTITY % exp.qname "%MATHML.pfx;exp" >
<!ENTITY % exponentiale.qname "%MATHML.pfx;exponentiale" >
<!ENTITY % factorial.qname "%MATHML.pfx;factorial" >
<!ENTITY
 % factorof.qname "%MATHML.pfx;factorof" >
<!ENTITY % false.qname "%MATHML.pfx;false" >
<!ENTITY % floor.qname "%MATHML.pfx;floor" >
<!ENTITY % fn.qname "%MATHML.pfx;fn" >
<!ENTITY % forall.qname "%MATHML.pfx;forall" >
<!ENTITY % gcd.qname "%MATHML.pfx;gcd" >
<!ENTITY % geq.qname "%MATHML.pfx;geq" >
<!ENTITY % grad.qname "%MATHML.pfx;grad" >
```

```
<!ENTITY % gt.qname "%MATHML.pfx;gt" >
<!ENTITY % ident.qname "%MATHML.pfx;ident" >
<!ENTITY % image.qname "%MATHML.pfx;image" >
<!ENTITY % imaginary.qname "%MATHML.pfx;imaginary" >
<!ENTITY % imaginaryi.qname "%MATHML.pfx;imaginaryi" >
<!ENTITY % implies.qname "%MATHML.pfx;implies" >
<!ENTITY % in.qname "%MATHML.pfx;in" >
<!ENTITY % infinity.qname "%MATHML.pfx;infinity" >
<!ENTITY % int.qname "%MATHML.pfx;int" >
<!ENTITY % integers.qname "%MATHML.pfx;integers" >
<!ENTITY % intersect.qname "%MATHML.pfx;intersect" >
<!ENTITY % interval.qname "%MATHML.pfx;interval" >
<!ENTITY % inverse.qname "%MATHML.pfx;inverse" >
<!ENTITY % lambda.qname "%MATHML.pfx;lambda"
 >
<!ENTITY % laplacian.qname "%MATHML.pfx;laplacian" >
<!ENTITY % lcm.qname "%MATHML.pfx;lcm" >
<!ENTITY % leq.qname "%MATHML.pfx;leq" >
<!ENTITY % limit.qname "%MATHML.pfx;limit" >
<!ENTITY % list.qname "%MATHML.pfx;list" >
<!ENTITY % ln.qname "%MATHML.pfx;ln" >
<!ENTITY % log.qname "%MATHML.pfx;log" >
<!ENTITY % logbase.qname "%MATHML.pfx;logbase" >
<!ENTITY % lowlimit.qname "%MATHML.pfx;lowlimit" >
<!ENTITY % lt.qname "%MATHML.pfx;lt" >
<!ENTITY % maction.qname "%MATHML.pfx;maction" >
<!ENTITY % maligngroup.qname "%MATHML.pfx;maligngroup" >
<!ENTITY % malignmark.qname "%MATHML.pfx;malignmark" >
<!ENTITY % math.qname "%MATHML.pfx;math" >
<!ENTITY % matrix.qname "%MATHML.pfx;matrix" >
<!ENTITY % matrixrow.qname "%MATHML.pfx;matrixrow" >
<!ENTITY % max.qname "%MATHML.pfx;max" >
<!ENTITY % mean.qname "%MATHML.pfx;mean" >
<!ENTITY % median.qname "%MATHML.pfx;median" >
<!ENTITY % menclose.qname "%MATHML.pfx;menclose" >
<!ENTITY % merror.qname "%MATHML.pfx;merror" >
<!ENTITY
 % mfenced.qname "%MATHML.pfx;mfenced" >
<!ENTITY % mfrac.qname "%MATHML.pfx;mfrac" >
<!ENTITY % mglyph.qname "%MATHML.pfx;mglyph" >
<!ENTITY % mi.qname "%MATHML.pfx;mi" >
<!ENTITY % min.qname "%MATHML.pfx;min" >
<!ENTITY % minus.qname "%MATHML.pfx;minus" >
<!ENTITY % mlabeledtr.qname "%MATHML.pfx;mlabeledtr" >
<!ENTITY % mlongdiv.qname "%MATHML.pfx;mlongdiv" >
<!ENTITY % mmultiscripts.qname "%MATHML.pfx;mmultiscripts" >
<!ENTITY % mn.qname "%MATHML.pfx;mn" >
<!ENTITY % mo.qname "%MATHML.pfx;mo" >
```

```
<!ENTITY % mode.qname "%MATHML.pfx;mode" >
<!ENTITY % moment.qname "%MATHML.pfx;moment" >
<!ENTITY % momentabout.qname "%MATHML.pfx;momentabout" >
<!ENTITY % mover.qname "%MATHML.pfx;mover" >
<!ENTITY % mpadded.qname "%MATHML.pfx;mpadded" >
<!ENTITY % mphantom.qname "%MATHML.pfx;mphantom" >
<!ENTITY % mprescripts.qname "%MATHML.pfx;mprescripts" >
<!ENTITY % mroot.qname "%MATHML.pfx;mroot" >
<!ENTITY % mrow.qname "%MATHML.pfx;mrow" >
<!ENTITY % ms.qname "%MATHML.pfx;ms" >
<!ENTITY % mscarries.qname
 "%MATHML.pfx;mscarries" >
<!ENTITY % mscarry.qname "%MATHML.pfx;mscarry" >
<!ENTITY % msgroup.qname "%MATHML.pfx;msgroup" >
<!ENTITY % msline.qname "%MATHML.pfx;msline" >
<!ENTITY % mspace.qname "%MATHML.pfx;mspace" >
<!ENTITY % msqrt.qname "%MATHML.pfx;msqrt" >
<!ENTITY % msrow.qname "%MATHML.pfx;msrow" >
<!ENTITY % mstack.qname "%MATHML.pfx;mstack" >
<!ENTITY % mstyle.qname "%MATHML.pfx;mstyle" >
<!ENTITY % msub.qname "%MATHML.pfx;msub" >
<!ENTITY % msubsup.qname "%MATHML.pfx;msubsup" >
<!ENTITY % msup.qname "%MATHML.pfx;msup" >
<!ENTITY % mtable.qname "%MATHML.pfx;mtable" >
<!ENTITY % mtd.qname "%MATHML.pfx;mtd" >
<!ENTITY % mtext.qname "%MATHML.pfx;mtext" >
<!ENTITY % mtr.qname "%MATHML.pfx;mtr" >
<!ENTITY % munder.qname "%MATHML.pfx;munder" >
<!ENTITY % munderover.qname "%MATHML.pfx;munderover" >
<!ENTITY % naturalnumbers.qname "%MATHML.pfx;naturalnumbers" >
<!ENTITY % neq.qname "%MATHML.pfx;neq" >
<!ENTITY % none.qname "%MATHML.pfx;none" >
<!ENTITY % not.qname "%MATHML.pfx;not"
 >
<!ENTITY % notanumber.qname "%MATHML.pfx;notanumber" >
<!ENTITY % notin.qname "%MATHML.pfx;notin" >
<!ENTITY % notprsubset.qname "%MATHML.pfx;notprsubset" >
<!ENTITY % notsubset.qname "%MATHML.pfx;notsubset" >
<!ENTITY % or.qname "%MATHML.pfx;or" >
<!ENTITY % otherwise.qname "%MATHML.pfx;otherwise" >
<!ENTITY % outerproduct.qname "%MATHML.pfx;outerproduct" >
<!ENTITY % partialdiff.qname "%MATHML.pfx;partialdiff" >
<!ENTITY % pi.qname "%MATHML.pfx;pi" >
<!ENTITY % piece.qname "%MATHML.pfx;piece" >
<!ENTITY % piecewise.qname "%MATHML.pfx;piecewise" >
<!ENTITY % plus.qname "%MATHML.pfx;plus" >
<!ENTITY % power.qname "%MATHML.pfx;power" >
<!ENTITY % primes.qname "%MATHML.pfx;primes" >
```

<!ENTITY % product.qname "%MATHML.pfx;product" >
<!ENTITY % prsubset.qname "%MATHML.pfx;prsubset" >
<!ENTITY % quotient.qname "%MATHML.pfx;quotient" >
<!ENTITY % rationals.qname "%MATHML.pfx;rationals" >
<!ENTITY % real.qname "%MATHML.pfx;real" >
<!ENTITY % reals.qname "%MATHML.pfx;reals" >
<!ENTITY %
 reln.qname "%MATHML.pfx;reln" >
<!ENTITY % rem.qname "%MATHML.pfx;rem" >
<!ENTITY % root.qname "%MATHML.pfx;root" >
<!ENTITY % scalarproduct.qname "%MATHML.pfx;scalarproduct" >
<!ENTITY % sdev.qname "%MATHML.pfx;sdev" >
<!ENTITY % sec.qname "%MATHML.pfx;sec" >
<!ENTITY % sech.qname "%MATHML.pfx;sech" >
<!ENTITY % selector.qname "%MATHML.pfx;selector" >
<!ENTITY % semantics.qname "%MATHML.pfx;semantics" >
<!ENTITY % sep.qname "%MATHML.pfx;sep" >
<!ENTITY % set.qname "%MATHML.pfx;set" >
<!ENTITY % setdiff.qname "%MATHML.pfx;setdiff" >
<!ENTITY % share.qname "%MATHML.pfx;share" >
<!ENTITY % sin.qname "%MATHML.pfx;sin" >
<!ENTITY % sinh.qname "%MATHML.pfx;sinh" >
<!ENTITY % subset.qname "%MATHML.pfx;subset" >
<!ENTITY % sum.qname "%MATHML.pfx;sum" >
<!ENTITY % tan.qname "%MATHML.pfx;tan" >
<!ENTITY % tanh.qname "%MATHML.pfx;tanh" >
<!ENTITY % tendsto.qname "%MATHML.pfx;tendsto" >
<!ENTITY % times.qname "%MATHML.pfx;times" >
<!ENTITY % transpose.qname "%MATHML.pfx;transpose" >
<!ENTITY % true.qname
 "%MATHML.pfx;true" >
<!ENTITY % union.qname "%MATHML.pfx;union" >
<!ENTITY % uplimit.qname "%MATHML.pfx;uplimit" >
<!ENTITY % variance.qname "%MATHML.pfx;variance" >
<!ENTITY % vector.qname "%MATHML.pfx;vector" >
<!ENTITY % vectorproduct.qname "%MATHML.pfx;vectorproduct" >
<!ENTITY % xor.qname "%MATHML.pfx;xor" >

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/mathml/mathml3/mathml3-qname.mod
No license file was found, but licenses were detected in source scan.

<!--
   File isolat1.ent produced by the XSL script entities.xsl
   from input data in unicode.xml.

   Copyright 1998 - 2009 W3C.

```
   Use and distribution of this code are permitted under the terms of the
   W3C Software Notice and License.
   http://www.w3.org/Consortium/Legal/2002/copyright-software-20021231.html

   Please report any errors to David Carlisle
   via the public W3C list www-math@w3.org.

   The numeric character values assigned to each entity
   (should) match the Unicode assignments in Unicode 5.x.

   Entity names in this file are derived from files carrying the
   following notice:

   (C) International Organization for Standardization 1986
   Permission to copy in any form is granted for use with
   conforming SGML systems and applications as defined in
   ISO 8879, provided this notice is included in all copies.

-->


<!--

     Public identifier: -//W3C//ENTITIES
 Added Latin 1//EN//XML
     System identifier: http://www.w3.org/2003/entities/2007/isolat1.ent

   The public identifier should always be used verbatim.
   The system identifier may be changed to suit local requirements.

   Typical invocation:

     <!ENTITY % isolat1 PUBLIC
       "-//W3C//ENTITIES Added Latin 1//EN//XML"
       "http://www.w3.org/2003/entities/2007/isolat1.ent"
     >
     %isolat1;

-->

<!ENTITY aacute          "&#x000E1;" ><!--LATIN SMALL LETTER A WITH ACUTE -->
<!ENTITY Aacute          "&#x000C1;" ><!--LATIN CAPITAL LETTER A WITH ACUTE -->
<!ENTITY acirc          "&#x000E2;" ><!--LATIN SMALL LETTER A WITH CIRCUMFLEX -->
<!ENTITY Acirc          "&#x000C2;" ><!--LATIN CAPITAL LETTER A WITH CIRCUMFLEX -->
<!ENTITY aelig          "&#x000E6;" ><!--LATIN SMALL LETTER AE -->
<!ENTITY AElig          "&#x000C6;" ><!--LATIN CAPITAL LETTER AE -->
<!ENTITY agrave          "&#x000E0;" ><!--LATIN SMALL LETTER A WITH GRAVE -->
```

```
<!ENTITY Agrave
        "&#x000C0;" ><!--LATIN CAPITAL LETTER A WITH GRAVE -->
<!ENTITY aring          "&#x000E5;" ><!--LATIN SMALL LETTER A WITH RING ABOVE -->
<!ENTITY Aring          "&#x000C5;" ><!--LATIN CAPITAL LETTER A WITH RING ABOVE -->
<!ENTITY atilde         "&#x000E3;" ><!--LATIN SMALL LETTER A WITH TILDE -->
<!ENTITY Atilde         "&#x000C3;" ><!--LATIN CAPITAL LETTER A WITH TILDE -->
<!ENTITY auml           "&#x000E4;" ><!--LATIN SMALL LETTER A WITH DIAERESIS -->
<!ENTITY Auml           "&#x000C4;" ><!--LATIN CAPITAL LETTER A WITH DIAERESIS -->
<!ENTITY ccedil         "&#x000E7;" ><!--LATIN SMALL LETTER C WITH CEDILLA -->
<!ENTITY Ccedil         "&#x000C7;" ><!--LATIN CAPITAL LETTER C WITH CEDILLA -->
<!ENTITY eacute         "&#x000E9;" ><!--LATIN SMALL LETTER E WITH ACUTE -->
<!ENTITY Eacute         "&#x000C9;" ><!--LATIN CAPITAL LETTER E WITH ACUTE -->
<!ENTITY ecirc          "&#x000EA;" ><!--LATIN SMALL LETTER E WITH CIRCUMFLEX -->
<!ENTITY Ecirc
 "&#x000CA;" ><!--LATIN CAPITAL LETTER E WITH CIRCUMFLEX -->
<!ENTITY egrave         "&#x000E8;" ><!--LATIN SMALL LETTER E WITH GRAVE -->
<!ENTITY Egrave         "&#x000C8;" ><!--LATIN CAPITAL LETTER E WITH GRAVE -->
<!ENTITY eth            "&#x000F0;" ><!--LATIN SMALL LETTER ETH -->
<!ENTITY ETH            "&#x000D0;" ><!--LATIN CAPITAL LETTER ETH -->
<!ENTITY euml           "&#x000EB;" ><!--LATIN SMALL LETTER E WITH DIAERESIS -->
<!ENTITY Euml           "&#x000CB;" ><!--LATIN CAPITAL LETTER E WITH DIAERESIS -->
<!ENTITY iacute         "&#x000ED;" ><!--LATIN SMALL LETTER I WITH ACUTE -->
<!ENTITY Iacute         "&#x000CD;" ><!--LATIN CAPITAL LETTER I WITH ACUTE -->
<!ENTITY icirc          "&#x000EE;" ><!--LATIN SMALL LETTER I WITH CIRCUMFLEX -->
<!ENTITY Icirc          "&#x000CE;" ><!--LATIN CAPITAL LETTER I WITH CIRCUMFLEX -->
<!ENTITY igrave         "&#x000EC;" ><!--LATIN SMALL LETTER I WITH GRAVE -->
<!ENTITY Igrave         "&#x000CC;" ><!--LATIN CAPITAL LETTER
 I WITH GRAVE -->
<!ENTITY iuml           "&#x000EF;" ><!--LATIN SMALL LETTER I WITH DIAERESIS -->
<!ENTITY Iuml           "&#x000CF;" ><!--LATIN CAPITAL LETTER I WITH DIAERESIS -->
<!ENTITY ntilde         "&#x000F1;" ><!--LATIN SMALL LETTER N WITH TILDE -->
<!ENTITY Ntilde         "&#x000D1;" ><!--LATIN CAPITAL LETTER N WITH TILDE -->
<!ENTITY oacute         "&#x000F3;" ><!--LATIN SMALL LETTER O WITH ACUTE -->
<!ENTITY Oacute         "&#x000D3;" ><!--LATIN CAPITAL LETTER O WITH ACUTE -->
<!ENTITY ocirc          "&#x000F4;" ><!--LATIN SMALL LETTER O WITH CIRCUMFLEX -->
<!ENTITY Ocirc          "&#x000D4;" ><!--LATIN CAPITAL LETTER O WITH CIRCUMFLEX -->
<!ENTITY ograve         "&#x000F2;" ><!--LATIN SMALL LETTER O WITH GRAVE -->
<!ENTITY Ograve         "&#x000D2;" ><!--LATIN CAPITAL LETTER O WITH GRAVE -->
<!ENTITY oslash         "&#x000F8;" ><!--LATIN SMALL LETTER O WITH STROKE -->
<!ENTITY Oslash         "&#x000D8;" ><!--LATIN CAPITAL LETTER O WITH STROKE -->
<!ENTITY
 otilde         "&#x000F5;" ><!--LATIN SMALL LETTER O WITH TILDE -->
<!ENTITY Otilde         "&#x000D5;" ><!--LATIN CAPITAL LETTER O WITH TILDE -->
<!ENTITY ouml           "&#x000F6;" ><!--LATIN SMALL LETTER O WITH DIAERESIS -->
<!ENTITY Ouml           "&#x000D6;" ><!--LATIN CAPITAL LETTER O WITH DIAERESIS -->
<!ENTITY szlig          "&#x000DF;" ><!--LATIN SMALL LETTER SHARP S -->
<!ENTITY thorn          "&#x000FE;" ><!--LATIN SMALL LETTER THORN -->
<!ENTITY THORN          "&#x000DE;" ><!--LATIN CAPITAL LETTER THORN -->
```

```
<!ENTITY uacute          "&#x000FA;" ><!--LATIN SMALL LETTER U WITH ACUTE -->
<!ENTITY Uacute          "&#x000DA;" ><!--LATIN CAPITAL LETTER U WITH ACUTE -->
<!ENTITY ucirc           "&#x000FB;" ><!--LATIN SMALL LETTER U WITH CIRCUMFLEX -->
<!ENTITY Ucirc           "&#x000DB;" ><!--LATIN CAPITAL LETTER U WITH CIRCUMFLEX -->
<!ENTITY ugrave          "&#x000F9;" ><!--LATIN SMALL LETTER U WITH GRAVE -->
<!ENTITY Ugrave          "&#x000D9;" ><!--LATIN
 CAPITAL LETTER U WITH GRAVE -->
<!ENTITY uuml            "&#x000FC;" ><!--LATIN SMALL LETTER U WITH DIAERESIS -->
<!ENTITY Uuml            "&#x000DC;" ><!--LATIN CAPITAL LETTER U WITH DIAERESIS -->
<!ENTITY yacute          "&#x000FD;" ><!--LATIN SMALL LETTER Y WITH ACUTE -->
<!ENTITY Yacute          "&#x000DD;" ><!--LATIN CAPITAL LETTER Y WITH ACUTE -->
<!ENTITY yuml            "&#x000FF;" ><!--LATIN SMALL LETTER Y WITH DIAERESIS -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/mathml/mathml3/isolat1.ent
No license file was found, but licenses were detected in source scan.

```
<!-- ....................................................................... -->
<!-- XHTML-Print 1.0 Document Model Module ................................. -->
<!-- file: xhtml-print10-model-1.mod

   This is XHTML-Print 1.0, a variant of XHTML Basic for printing.
   Copyright 1998-2003 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-print10-model-1.mod,v 1.7 2003/10/24 22:14:40 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES XHTML-Print 1.0 Document Model 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-print10-model-1.mod"

   ....................................................................... -->

<!-- XHTML-Print 1.0 Document Model

   This module describes the groupings of elements that make up
   common content models for XHTML-Print elements.
-->

<!-- Optional Elements in head .....................
 -->

<!ENTITY % HeadOpts.mix
   "( %script.qname; | %style.qname; | %meta.qname; | %link.qname;
    | %object.qname; )*" >

<!-- Miscellaneous Elements ............................. -->
```

```
<!ENTITY % Script.class "| %script.qname; | %noscript.qname;" >

<!ENTITY % Misc.extra "" >

<!ENTITY % Misc.class
   "%Script.class;
    %Misc.extra;"
>

<!-- Inline Elements ..... -->

<!ENTITY % InlStruct.class "%br.qname; | %span.qname;" >

<!ENTITY % InlPhras.class
   "| %em.qname; | %strong.qname; | %dfn.qname; | %code.qname;
    | %samp.qname; | %kbd.qname; | %var.qname; | %cite.qname;
    | %abbr.qname; | %acronym.qname; | %q.qname;" >

<!ENTITY % InlPres.class
   "| %tt.qname; | %i.qname; | %b.qname; | %big.qname;
    | %small.qname; | %sub.qname; | %sup.qname; " >

<!ENTITY % I18n.class "" >

<!ENTITY % Anchor.class "| %a.qname;" >

<!ENTITY % InlSpecial.class "| %img.qname; | %object.qname;" >

<!ENTITY % InlForm.class
   "| %input.qname;
 | %select.qname; | %textarea.qname;
    | %label.qname;"
>

<!ENTITY % Inline.extra "" >

<!ENTITY % Inline.class
   "%InlStruct.class;
    %InlPhras.class;
    %InlPres.class;
    %Anchor.class;
    %InlSpecial.class;
    %InlForm.class;
    %Inline.extra;"
>

<!ENTITY % InlNoAnchor.class
   "%InlStruct.class;
```

```
    %InlPhras.class;
    %InlPres.class;
    %InlSpecial.class;
    %InlForm.class;
    %Inline.extra;"
>

<!ENTITY % InlNoAnchor.mix
   "%InlNoAnchor.class;
    %Misc.class;"
>

<!ENTITY % Inline.mix
   "%Inline.class;
    %Misc.class;"
>

<!-- Block Elements ..................................... -->

<!ENTITY % Heading.class
   "%h1.qname; | %h2.qname; | %h3.qname;
    | %h4.qname; | %h5.qname; | %h6.qname;"
>
<!ENTITY % List.class  "%ul.qname; | %ol.qname; | %dl.qname;" >

<!ENTITY % Table.class "| %table.qname;" >

<!ENTITY % Form.class  "| %form.qname;" >

<!ENTITY % BlkStruct.class "%p.qname; | %div.qname;" >

<!ENTITY %
 BlkPhras.class
   "| %pre.qname; | %blockquote.qname; | %address.qname;"
>

<!ENTITY % BlkPres.class "| %hr.qname;" >

<!ENTITY % BlkSpecial.class
   "%Table.class;
    %Form.class;"
>

<!ENTITY % Block.extra "" >

<!ENTITY % Block.class
   "%BlkStruct.class;
    %BlkPhras.class;
```

```
    %BlkPres.class;
    %BlkSpecial.class;
    %Block.extra;"
>

<!ENTITY % Block.mix
   "%Heading.class;
    | %List.class;
    | %Block.class;
    %Misc.class;"
>

<!-- All Content Elements ..... -->

<!ENTITY % FlowNoTable.mix
   "%Heading.class;
    | %List.class;
    | %BlkStruct.class;
    %BlkPhras.class;
    %BlkPres.class;
    %Form.class;
    %Block.extra;
    | %Inline.class;
    %Misc.class;"
>

<!ENTITY % Flow.mix
   "%Heading.class;
    | %List.class;
    | %Block.class;
    | %Inline.class;
    %Misc.class;"
>

<!-- end of xhtml-print10-model-1.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/data/w3c/xhtml11/xhtml-print10-model-1.mod
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
<!-- SVG 1.1 Extensibility Module ..... -->
<!-- file: svg-extensibility.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-extensibility.mod,v 1.4 2002/11/14 15:11:02 fujisawa Exp $
```

```
   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS SVG 1.1 Extensibility//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-extensibility.mod"

   ..... -->

<!-- Extensibility

     foreignObject

   This module declares markup to provide support for extensibility.
-->

<!-- Qualified Names (Default) ..... -->

<!ENTITY % SVG.foreignObject.qname
 "foreignObject" >

<!-- Attribute Collections (Default) ..... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.Gradient.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.FilterColor.attrib "" >
<!ENTITY % SVG.GraphicalEvents.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Extensibility.class ..... -->

<!ENTITY % SVG.Extensibility.extra.class "" >

<!ENTITY % SVG.Extensibility.class
```

```
   "| %SVG.foreignObject.qname; %SVG.Extensibility.extra.class;"
>

<!--
 SVG.Presentation.attrib ..... -->

<!ENTITY % SVG.Presentation.extra.attrib "" >

<!ENTITY % SVG.Presentation.attrib
   "%SVG.Container.attrib;
    %SVG.Viewport.attrib;
    %SVG.Text.attrib;
    %SVG.TextContent.attrib;
    %SVG.Font.attrib;
    %SVG.Paint.attrib;
    %SVG.Color.attrib;
    %SVG.Opacity.attrib;
    %SVG.Graphics.attrib;
    %SVG.Marker.attrib;
    %SVG.ColorProfile.attrib;
    %SVG.Gradient.attrib;
    %SVG.Clip.attrib;
    %SVG.Mask.attrib;
    %SVG.Filter.attrib;
    %SVG.FilterColor.attrib;
    %SVG.Cursor.attrib;
    flood-color %SVGColor.datatype; #IMPLIED
    flood-opacity %OpacityValue.datatype; #IMPLIED
    lighting-color %SVGColor.datatype; #IMPLIED
    %SVG.Presentation.extra.attrib;"
>

<!-- foreignObject: Foreign Object Element ..... -->

<!ENTITY % SVG.foreignObject.extra.content "" >

<!ENTITY % SVG.foreignObject.element "INCLUDE" >
<![%SVG.foreignObject.element;[
<!ENTITY % SVG.foreignObject.content
    "( #PCDATA %SVG.foreignObject.extra.content; )*"
>
<!ELEMENT %SVG.foreignObject.qname; %SVG.foreignObject.content; >
<!-- end of SVG.foreignObject.element -->]]>

<!ENTITY % SVG.foreignObject.attlist "INCLUDE" >
<![%SVG.foreignObject.attlist;[
<!ATTLIST %SVG.foreignObject.qname;
   %SVG.Core.attrib;
```

```
  %SVG.Conditional.attrib;
  %SVG.Style.attrib;
  %SVG.Presentation.attrib;
  %SVG.GraphicalEvents.attrib;
  %SVG.External.attrib;
  x %Coordinate.datatype; #IMPLIED
  y %Coordinate.datatype; #IMPLIED
  width %Length.datatype; #REQUIRED
  height %Length.datatype; #REQUIRED
  transform %TransformList.datatype; #IMPLIED
>
<!-- end of SVG.foreignObject.attlist -->]]>

<!-- end of svg-extensibility.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-extensibility.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- SVG 1.1 Document Events Attribute Module ..... -->
<!-- file: svg-docevents-attrib.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-docevents-attrib.mod,v 1.2 2002/04/20 18:07:42 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES SVG 1.1 Document Events Attribute//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-docevents-attrib.mod"

   ..................................................................... -->

<!-- Document Events Attribute

     onunload, onabort, onerror, onresize, onscroll, onzoom

   This module defines the DocumentEvents attribute set.
-->

<!ENTITY % SVG.onunload.attrib
   "onunload %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onabort.attrib
  "onabort %Script.datatype; #IMPLIED"
```

>

<!ENTITY % SVG.onerror.attrib
  "onerror %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onresize.attrib
  "onresize %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onscroll.attrib
  "onscroll %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onzoom.attrib
  "onzoom %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.DocumentEvents.extra.attrib "" >

<!ENTITY % SVG.DocumentEvents.attrib
  "%SVG.onunload.attrib;
   %SVG.onabort.attrib;
   %SVG.onerror.attrib;
   %SVG.onresize.attrib;
   %SVG.onscroll.attrib;
   %SVG.onzoom.attrib;
   %SVG.DocumentEvents.extra.attrib;"
>

<!-- end of svg-docevents-attrib.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-docevents-attrib.mod
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
<!-- XHTML Inline Style Module ..... -->
<!-- file: xhtml-inlstyle-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-inlstyle-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES XHTML Inline Style 1.0//EN"

```
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-inlstyle-1.mod"

   Revisions:
   (none)
   ..... -->

<!-- Inline Style

   This module declares the 'style' attribute, used to support inline
   style markup. This module must be instantiated prior to the XHTML
   Common Attributes module in order
 to be included in %Core.attrib;.
-->

<!ENTITY % style.attrib
   "style       CDATA                #IMPLIED"
>


<!ENTITY % Core.extra.attrib
   "%style.attrib;"
>

<!-- end of xhtml-inlstyle-1.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/data/w3c/xhtml11/xhtml-inlstyle-1.mod
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
<!-- SVG 1.1 Modular Framework Module ..... -->
<!-- file: svg-framework.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-framework.mod,v 1.2 2002/04/20 18:07:43 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES SVG 1.1 Modular Framework//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-framework.mod"

   ..... -->

<!-- Modular Framework

   This module instantiates the modules needed o support the SVG
```

```
   modularization model, including:

      + Datatypes
      + Qualified Name
      + Document Model
      + Attribute
 Collection
-->

<!ENTITY % svg-datatypes.module "INCLUDE" >
<![%svg-datatypes.module;[
<!ENTITY % svg-datatypes.mod
  PUBLIC "-//W3C//ENTITIES SVG 1.1 Datatypes//EN"
        "svg-datatypes.mod" >
%svg-datatypes.mod;]]>

<!ENTITY % svg-qname.module "INCLUDE" >
<![%svg-qname.module;[
<!ENTITY % svg-qname.mod
  PUBLIC "-//W3C//ENTITIES SVG 1.1 Qualified Name//EN"
        "svg-qname.mod" >
%svg-qname.mod;]]>

<!ENTITY % svg-model.module "INCLUDE" >
<![%svg-model.module;[
<!-- instantiate the Document Model declared in the DTD driver -->
%svg-model.mod;]]>

<!ENTITY % svg-attribs.module "INCLUDE" >
<![%svg-attribs.module;[
<!-- instantiate the Attribute Collection declared in the DTD driver -->
%svg-attribs.mod;]]>

<!-- end of svg-framework.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-framework.mod
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
<!-- RDDL 1.0 Document Model Module  ..... -->
<!-- file: xhtml-rddl-model-1.mod

 Derived from:
-->
<!--
```

```
   This is XHTML Basic, a proper subset of XHTML.
   Copyright 1998-2000 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: xhtml-rddl-model-1.mod,v 1.1 2001/02/13 12:24:22 ht Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//XML-DEV//ENTITIES RDDL Document Model 1.0//EN"
     SYSTEM "http://www.rddl.org/xhtml-rddl-model-1.mod"

   Revisions:
   (none)
   ..... -->

<!-- RDDL Document Model

   This module describes the groupings of elements that make up
   common content models for XHTML elements.
-->

<!-- Optional Elements in head  ..... -->

<!ENTITY
 % HeadOpts.mix
   "( %meta.qname; | %link.qname; | %object.qname; )*" >

<!-- Miscellaneous Elements  ..... -->

<!ENTITY % Misc.class "" >

<!-- Inline Elements  ..... -->

<!ENTITY % InlStruct.class "%br.qname; | %span.qname;" >

<!ENTITY % InlPhras.class
   "| %em.qname; | %strong.qname; | %dfn.qname; | %code.qname;
    | %samp.qname; | %kbd.qname; | %var.qname; | %cite.qname;
    | %abbr.qname; | %acronym.qname; | %q.qname;" >

<!ENTITY % InlPres.class "" >

<!ENTITY % I18n.class "" >

<!ENTITY % Anchor.class "| %a.qname;" >

<!ENTITY % InlSpecial.class "| %img.qname; | %object.qname;" >

<!ENTITY % InlForm.class
   "| %input.qname; | %select.qname; | %textarea.qname;
```

```
    | %label.qname;"
>

<!ENTITY % Inline.extra "" >

<!ENTITY % Inline.class
   "%InlStruct.class;
    %InlPhras.class;
    %Anchor.class;
    %InlSpecial.class;
    %InlForm.class;
    %Inline.extra;"
>

<!ENTITY % InlNoAnchor.class
   "%InlStruct.class;
     %InlPhras.class;
    %InlSpecial.class;
    %InlForm.class;
    %Inline.extra;"
>

<!ENTITY % InlNoAnchor.mix
   "%InlNoAnchor.class;
    %Misc.class;"
>

<!ENTITY % Inline.mix
   "%Inline.class;
    %Misc.class;"
>

<!-- Block Elements  ..... -->

<!ENTITY % Heading.class
   "%h1.qname; | %h2.qname; | %h3.qname;
    | %h4.qname; | %h5.qname; | %h6.qname;"
>
<!ENTITY % List.class  "%ul.qname; | %ol.qname; | %dl.qname;" >

<!ENTITY % Table.class "| %table.qname;" >

<!ENTITY % Form.class  "| %form.qname;" >

<!ENTITY % BlkStruct.class "%p.qname; | %div.qname; | %RDDL.resource.qname;" >

<!ENTITY % BlkPhras.class
   "| %pre.qname; | %blockquote.qname; | %address.qname;"
```

```
>

<!ENTITY % BlkPres.class "" >

<!ENTITY % BlkSpecial.class
   "%Table.class;
    %Form.class;"
>

<!ENTITY % Block.extra "" >

<!ENTITY % Block.class
   "%BlkStruct.class;
    %BlkPhras.class;
    %BlkSpecial.class;
    %Block.extra;"
>

<!ENTITY % Block.mix
    "%Heading.class;
    | %List.class;
    | %Block.class;
    %Misc.class;"
>

<!-- All Content Elements  ..... -->

<!-- declares all content except tables
-->
<!ENTITY % FlowNoTable.mix
   "%Heading.class;
    | %List.class;
    | %BlkStruct.class;
    %BlkPhras.class;
    %Form.class;
    %Block.extra;
    | %Inline.class;
    %Misc.class;"
>

<!ENTITY % Flow.mix
   "%Heading.class;
    | %List.class;
    | %Block.class;
    | %Inline.class;
    %Misc.class;"
>
```

<!-- end of xhtml-basic10-model-1.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/rddl/xhtml-rddl-model-1.mod
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
<!-- XHTML Images Module ..... -->
<!-- file: xhtml-image-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2000 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Rovision: $Id: xhtml-image-1.mod,v 1.1 2001/02/13 12:24:22 ht Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Images 1.0//EN"
     SYSTEM "http://www.w3.org/TR/xhtml-modulatization/DTD/xhtml-image-1.mod"

   Revisions:
   (none)
   ..... -->

<!-- Images

      img

   This module provides markup to support basic image embedding.
-->

<!-- To avoid problems with text-only UAs as well as to make
   image content understandable and navigable
 to users of
   non-visual UAs, you need to provide a description with
   the 'alt' attribute, and avoid server-side image maps.
-->

<!ENTITY % img.element "INCLUDE" >
<![%img.element;[
<!ENTITY % img.content "EMPTY" >
<!ENTITY % img.qname "img" >
<!ELEMENT %img.qname; %img.content; >
<!-- end of img.element -->]]>

<!ENTITY % img.attlist "INCLUDE" >
<![%img.attlist;[
<!ATTLIST %img.qname;

```
    %Common.attrib;
    src         %URI.datatype;          #REQUIRED
    alt         %Text.datatype;         #REQUIRED
    longdesc    %URI.datatype;          #IMPLIED
    height      %Length.datatype;       #IMPLIED
    width       %Length.datatype;       #IMPLIED
>
<!-- end of img.attlist -->]]>

<!-- end of xhtml-image-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/rddl/xhtml-image-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML Target Module  ................................................. -->
<!-- file: xhtml-target-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-target-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Target 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-target-1.mod"

   Revisions:
   (none)
   ..................................................................... -->

<!-- Target

      target

   This module declares the 'target' attribute used for opening windows
-->

<!-- render in this frame -->
<!ENTITY % FrameTarget.datatype "CDATA" >

<!-- add 'target' attribute
 to 'a' element -->
<!ATTLIST %a.qname;
    target      %FrameTarget.datatype;   #IMPLIED
>
```

```
<!-- add 'target' attribute to 'area' element -->
<!ATTLIST %area.qname;
    target      %FrameTarget.datatype;   #IMPLIED
>

<!-- add 'target' attribute to 'link' element -->
<!ATTLIST %link.qname;
    target      %FrameTarget.datatype;   #IMPLIED
>

<!-- add 'target' attribute to 'form' element -->
<!ATTLIST %form.qname;
    target      %FrameTarget.datatype;   #IMPLIED
>

<!-- add 'target' attribute to 'base' element -->
<!ATTLIST %base.qname;
    target      %FrameTarget.datatype;   #IMPLIED
>

<!-- end of xhtml-target-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml-target-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML Block Phrasal Module  ..... -->
<!-- file: xhtml-blkphras-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-blkphras-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Block Phrasal 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-blkphras-1.mod"

   Revisions:
   (none)
   ..... -->

<!-- Block Phrasal

      address, blockquote, pre, h1, h2, h3, h4, h5, h6
```

```
   This module declares the elements and their attributes used to
   support block-level phrasal markup.
-->

<!ENTITY
 % address.element  "INCLUDE" >
<![%address.element;[
<!ENTITY % address.content
   "( #PCDATA | %Inline.mix; )*" >
<!ENTITY % address.qname  "address" >
<!ELEMENT %address.qname;  %address.content; >
<!-- end of address.element -->]]>

<!ENTITY % address.attlist  "INCLUDE" >
<![%address.attlist;[
<!ATTLIST %address.qname;
    %Common.attrib;
>
<!-- end of address.attlist -->]]>

<!ENTITY % blockquote.element  "INCLUDE" >
<![%blockquote.element;[
<!ENTITY % blockquote.content
   "( %Block.mix; )*"
>
<!ENTITY % blockquote.qname  "blockquote" >
<!ELEMENT %blockquote.qname;  %blockquote.content; >
<!-- end of blockquote.element -->]]>

<!ENTITY % blockquote.attlist  "INCLUDE" >
<![%blockquote.attlist;[
<!ATTLIST %blockquote.qname;
    %Common.attrib;
    cite        %URI.datatype;          #IMPLIED
>
<!-- end of blockquote.attlist -->]]>

<!ENTITY % pre.element  "INCLUDE" >
<![%pre.element;[
<!ENTITY % pre.content
   "( #PCDATA
    | %InlStruct.class;
    %InlPhras.class;
     | %tt.qname; | %i.qname; | %b.qname;
    %I18n.class;
    %Anchor.class;
    | %map.qname;
```

```
    %Misc.class;
    %Inline.extra; )*"
>
<!ENTITY % pre.qname  "pre" >
<!ELEMENT %pre.qname;  %pre.content; >
<!-- end of pre.element -->]]>

<!ENTITY % pre.attlist  "INCLUDE" >
<![%pre.attlist;[
<!ATTLIST %pre.qname;
    %Common.attrib;
>
<!-- end of pre.attlist -->]]>

<!-- .....  Heading Elements  ..... -->

<!ENTITY % Heading.content  "( #PCDATA | %Inline.mix; )*" >

<!ENTITY % h1.element  "INCLUDE" >
<![%h1.element;[
<!ENTITY % h1.qname  "h1" >
<!ELEMENT %h1.qname;  %Heading.content; >
<!-- end of h1.element -->]]>

<!ENTITY % h1.attlist  "INCLUDE" >
<![%h1.attlist;[
<!ATTLIST %h1.qname;
    %Common.attrib;
>
<!-- end of h1.attlist -->]]>

<!ENTITY % h2.element  "INCLUDE" >
<![%h2.element;[
<!ENTITY % h2.qname  "h2" >
<!ELEMENT %h2.qname;  %Heading.content; >
<!-- end of h2.element -->]]>

<!ENTITY % h2.attlist  "INCLUDE" >
<![%h2.attlist;[
<!ATTLIST
 %h2.qname;
    %Common.attrib;
>
<!-- end of h2.attlist -->]]>

<!ENTITY % h3.element  "INCLUDE" >
<![%h3.element;[
<!ENTITY % h3.qname  "h3" >
```

```
<!ELEMENT %h3.qname;  %Heading.content; >
<!-- end of h3.element -->]]>

<!ENTITY % h3.attlist  "INCLUDE" >
<![%h3.attlist;[
<!ATTLIST %h3.qname;
    %Common.attrib;
>
<!-- end of h3.attlist -->]]>

<!ENTITY % h4.element  "INCLUDE" >
<![%h4.element;[
<!ENTITY % h4.qname  "h4" >
<!ELEMENT %h4.qname;  %Heading.content; >
<!-- end of h4.element -->]]>

<!ENTITY % h4.attlist  "INCLUDE" >
<![%h4.attlist;[
<!ATTLIST %h4.qname;
    %Common.attrib;
>
<!-- end of h4.attlist -->]]>

<!ENTITY % h5.element  "INCLUDE" >
<![%h5.element;[
<!ENTITY % h5.qname  "h5" >
<!ELEMENT %h5.qname;  %Heading.content; >
<!-- end of h5.element -->]]>

<!ENTITY % h5.attlist  "INCLUDE" >
<![%h5.attlist;[
<!ATTLIST %h5.qname;
    %Common.attrib;
>
<!-- end of h5.attlist -->]]>

<!ENTITY % h6.element  "INCLUDE" >
<![%h6.element;[
<!ENTITY % h6.qname  "h6"
 >
<!ELEMENT %h6.qname;  %Heading.content; >
<!-- end of h6.element -->]]>

<!ENTITY % h6.attlist  "INCLUDE" >
<![%h6.attlist;[
<!ATTLIST %h6.qname;
    %Common.attrib;
>
```

```
<!-- end of h6.attlist -->]]>

<!-- end of xhtml-blkphras-1.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/data/w3c/xhtml11/xhtml-blkphras-1.mod
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
<!-- XHTML Block Structural Module  ..... -->
<!-- file: xhtml-blkstruct-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2000 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: xhtml-blkstruct-1.mod,v 1.1 2001/02/13 12:24:22 ht Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Block Structural 1.0//EN"
     SYSTEM "http://www.w3.org/TR/xhtml-modulatization/DTD/xhtml-blkstruct-1.mod"

   Revisions:
   (none)
   ..... -->

<!-- Block Structural

      div, p

   This module declares the elements and their attributes used to
   support block-level structural markup.
-->

<!ENTITY % div.element
  "INCLUDE" >
<![%div.element;[
<!ENTITY % div.content
   "( #PCDATA | %Flow.mix; )*"
>
<!ENTITY % div.qname  "div" >
<!ELEMENT %div.qname;  %div.content; >
<!-- end of div.element -->]]>

<!ENTITY % div.attlist  "INCLUDE" >
<![%div.attlist;[
<!-- end of div.attlist -->]]>
<!ATTLIST %div.qname;
```

```
    %Common.attrib;
>

<!ENTITY % p.element  "INCLUDE" >
<![%p.element;[
<!ENTITY % p.content
   "( #PCDATA | %Inline.mix; )*" >
<!ENTITY % p.qname  "p" >
<!ELEMENT %p.qname;  %p.content; >
<!-- end of p.element -->]]>

<!ENTITY % p.attlist  "INCLUDE" >
<![%p.attlist;[
<!ATTLIST %p.qname;
    %Common.attrib;
>
<!-- end of p.attlist -->]]>

<!-- end of xhtml-blkstruct-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/rddl/xhtml-blkstruct-1.mod
No license file was found, but licenses were detected in source scan.

```
// This Source Code Form is subject to the terms of the Mozilla Public License, v. 2.0.
// This Source Code Form is "Incompatible With Secondary Licenses", as defined by the Mozilla Public License, v. 2.0.
/**
   * Get a Stack Frame Map containing definitions of all the declared variables. This will return a newly
   * created object that the caller is free to modify by adding additional variables, without affecting
   * the static context itself.
   *
   * @return a SlotManager object holding details of the allocation of variables on the stack frame.
   */
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/sxpath/XPathStaticContext.java
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- SVG 1.1 Graphics Attribute Module ..................................... -->
<!-- file: svg-graphics-attrib.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-graphics-attrib.mod,v 1.2 2002/04/20 18:07:43 fujisawa Exp $
```

```
    This DTD module is identified by the PUBLIC and SYSTEM identifiers:

      PUBLIC "-//W3C//ENTITIES SVG 1.1 Graphics Attribute//EN"
      SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-graphics-attrib.mod"

    ..... -->

<!-- Graphics Attribute

      display, image-rendering, pointer-events, shape-rendering,
      text-rendering, visibility

    This module defines the Graphics attribute set.
-->

<!ENTITY %
 SVG.display.attrib
   "display ( inline | block | list-item | run-in | compact | marker |
            table | inline-table | table-row-group | table-header-group |
            table-footer-group | table-row | table-column-group |
            table-column | table-cell | table-caption | none | inherit )
            #IMPLIED"
>

<!ENTITY % SVG.image-rendering.attrib
   "image-rendering ( auto | optimizeSpeed | optimizeQuality | inherit )
                    #IMPLIED"
>

<!ENTITY % SVG.pointer-events.attrib
   "pointer-events ( visiblePainted | visibleFill | visibleStroke | visible |
                   painted | fill | stroke | all | none | inherit )
                   #IMPLIED"
>

<!ENTITY % SVG.shape-rendering.attrib
   "shape-rendering ( auto | optimizeSpeed | crispEdges | geometricPrecision |
                    inherit ) #IMPLIED"
>

<!ENTITY % SVG.text-rendering.attrib
   "text-rendering ( auto | optimizeSpeed | optimizeLegibility |

  geometricPrecision | inherit ) #IMPLIED"
>

<!ENTITY % SVG.visibility.attrib
```

```
   "visibility ( visible | hidden | inherit ) #IMPLIED"
>

<!ENTITY % SVG.Graphics.extra.attrib "" >

<!ENTITY % SVG.Graphics.attrib
   "%SVG.display.attrib;
    %SVG.image-rendering.attrib;
    %SVG.pointer-events.attrib;
    %SVG.shape-rendering.attrib;
    %SVG.text-rendering.attrib;
    %SVG.visibility.attrib;
    %SVG.Graphics.extra.attrib;"
>

<!-- end of svg-graphics-attrib.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-graphics-attrib.mod
No license file was found, but licenses were detected in source scan.

```
<!--
    File isogrk3.ent produced by the XSL script entities.xsl
    from input data in unicode.xml.

    Copyright 1998 - 2009 W3C.

    Use and distribution of this code are permitted under the terms of the
    W3C Software Notice and License.
    http://www.w3.org/Consortium/Legal/2002/copyright-software-20021231.html

    Please report any errors to David Carlisle
    via the public W3C list www-math@w3.org.

    The numeric character values assigned to each entity
    (should) match the Unicode assignments in Unicode 5.x.

    Entity names in this file are derived from files carrying the
    following notice:

    (C) International Organization for Standardization 1991
    Permission to copy in any form is granted for use with
    conforming SGML systems and applications as defined in
    ISO 8879, provided this notice is included in all copies.

-->
```

```
<!--

    Public identifier: -//W3C//ENTITIES
Greek Symbols//EN//XML
    System identifier: http://www.w3.org/2003/entities/2007/isogrk3.ent

   The public identifier should always be used verbatim.
   The system identifier may be changed to suit local requirements.

   Typical invocation:

    <!ENTITY % isogrk3 PUBLIC
      "-//W3C//ENTITIES Greek Symbols//EN//XML"
      "http://www.w3.org/2003/entities/2007/isogrk3.ent"
    >
    %isogrk3;

-->

<!ENTITY alpha          "&#x003B1;" ><!--GREEK SMALL LETTER ALPHA -->
<!ENTITY beta           "&#x003B2;" ><!--GREEK SMALL LETTER BETA -->
<!ENTITY chi            "&#x003C7;" ><!--GREEK SMALL LETTER CHI -->
<!ENTITY delta          "&#x003B4;" ><!--GREEK SMALL LETTER DELTA -->
<!ENTITY Delta          "&#x00394;" ><!--GREEK CAPITAL LETTER DELTA -->
<!ENTITY epsi           "&#x003B5;" ><!--GREEK SMALL LETTER EPSILON -->
<!ENTITY epsiv          "&#x003F5;" ><!--GREEK LUNATE EPSILON SYMBOL -->
<!ENTITY eta            "&#x003B7;" ><!--GREEK SMALL
 LETTER ETA -->
<!ENTITY gamma          "&#x003B3;" ><!--GREEK SMALL LETTER GAMMA -->
<!ENTITY Gamma          "&#x00393;" ><!--GREEK CAPITAL LETTER GAMMA -->
<!ENTITY gammad         "&#x003DD;" ><!--GREEK SMALL LETTER DIGAMMA -->
<!ENTITY Gammad         "&#x003DC;" ><!--GREEK LETTER DIGAMMA -->
<!ENTITY iota           "&#x003B9;" ><!--GREEK SMALL LETTER IOTA -->
<!ENTITY kappa          "&#x003BA;" ><!--GREEK SMALL LETTER KAPPA -->
<!ENTITY kappav         "&#x003F0;" ><!--GREEK KAPPA SYMBOL -->
<!ENTITY lambda         "&#x003BB;" ><!--GREEK SMALL LETTER LAMDA -->
<!ENTITY Lambda         "&#x0039B;" ><!--GREEK CAPITAL LETTER LAMDA -->
<!ENTITY mu             "&#x003BC;" ><!--GREEK SMALL LETTER MU -->
<!ENTITY nu             "&#x003BD;" ><!--GREEK SMALL LETTER NU -->
<!ENTITY omega          "&#x003C9;" ><!--GREEK SMALL LETTER OMEGA -->
<!ENTITY Omega          "&#x003A9;" ><!--GREEK CAPITAL LETTER OMEGA -->
<!ENTITY phi            "&#x003C6;" ><!--GREEK SMALL LETTER
 PHI -->
<!ENTITY Phi            "&#x003A6;" ><!--GREEK CAPITAL LETTER PHI -->
<!ENTITY phiv           "&#x003D5;" ><!--GREEK PHI SYMBOL -->
<!ENTITY pi             "&#x003C0;" ><!--GREEK SMALL LETTER PI -->
<!ENTITY Pi             "&#x003A0;" ><!--GREEK CAPITAL LETTER PI -->
```

```
<!ENTITY piv            "&#x003D6;" ><!--GREEK PI SYMBOL -->
<!ENTITY psi            "&#x003C8;" ><!--GREEK SMALL LETTER PSI -->
<!ENTITY Psi            "&#x003A8;" ><!--GREEK CAPITAL LETTER PSI -->
<!ENTITY rho            "&#x003C1;" ><!--GREEK SMALL LETTER RHO -->
<!ENTITY rhov           "&#x003F1;" ><!--GREEK RHO SYMBOL -->
<!ENTITY sigma          "&#x003C3;" ><!--GREEK SMALL LETTER SIGMA -->
<!ENTITY Sigma          "&#x003A3;" ><!--GREEK CAPITAL LETTER SIGMA -->
<!ENTITY sigmav         "&#x003C2;" ><!--GREEK SMALL LETTER FINAL SIGMA -->
<!ENTITY tau            "&#x003C4;" ><!--GREEK SMALL LETTER TAU -->
<!ENTITY theta          "&#x003B8;" ><!--GREEK SMALL LETTER THETA -->
<!ENTITY
 Theta          "&#x00398;" ><!--GREEK CAPITAL LETTER THETA -->
<!ENTITY thetav         "&#x003D1;" ><!--GREEK THETA SYMBOL -->
<!ENTITY upsi           "&#x003C5;" ><!--GREEK SMALL LETTER UPSILON -->
<!ENTITY Upsi           "&#x003D2;" ><!--GREEK UPSILON WITH HOOK SYMBOL -->
<!ENTITY xi             "&#x003BE;" ><!--GREEK SMALL LETTER XI -->
<!ENTITY Xi             "&#x0039E;" ><!--GREEK CAPITAL LETTER XI -->
<!ENTITY zeta           "&#x003B6;" ><!--GREEK SMALL LETTER ZETA -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/mathml/mathml3/isogrk3.ent
No license file was found, but licenses were detected in source scan.

```
<!--
   File isonum.ent produced by the XSL script entities.xsl
   from input data in unicode.xml.

   Copyright 1998 - 2009 W3C.

   Use and distribution of this code are permitted under the terms of the
   W3C Software Notice and License.
   http://www.w3.org/Consortium/Legal/2002/copyright-software-20021231.html

   Please report any errors to David Carlisle
   via the public W3C list www-math@w3.org.

   The numeric character values assigned to each entity
   (should) match the Unicode assignments in Unicode 5.x.

   Entity names in this file are derived from files carrying the
   following notice:

   (C) International Organization for Standardization 1986
   Permission to copy in any form is granted for use with
   conforming SGML systems and applications as defined in
   ISO 8879, provided this notice is included in all copies.
```

```
-->


<!--

    Public identifier: -//W3C//ENTITIES
 Numeric and Special Graphic//EN//XML
    System identifier: http://www.w3.org/2003/entities/2007/isonum.ent

   The public identifier should always be used verbatim.
   The system identifier may be changed to suit local requirements.

   Typical invocation:

    <!ENTITY % isonum PUBLIC
      "-//W3C//ENTITIES Numeric and Special Graphic//EN//XML"
      "http://www.w3.org/2003/entities/2007/isonum.ent"
    >
    %isonum;

-->

<!ENTITY amp            "&#38;#38;" ><!--AMPERSAND -->
<!ENTITY apos           "&#x00027;" ><!--APOSTROPHE -->
<!ENTITY ast           "&#x0002A;" ><!--ASTERISK -->
<!ENTITY brvbar         "&#x000A6;" ><!--BROKEN BAR -->
<!ENTITY bsol          "&#x0005C;" ><!--REVERSE SOLIDUS -->
<!ENTITY cent          "&#x000A2;" ><!--CENT SIGN -->
<!ENTITY colon          "&#x0003A;" ><!--COLON -->
<!ENTITY comma           "&#x0002C;" ><!--COMMA -->
<!ENTITY commat          "&#x00040;" ><!--COMMERCIAL AT -->
<!ENTITY copy
   "&#x000A9;" ><!--COPYRIGHT SIGN -->
<!ENTITY curren         "&#x000A4;" ><!--CURRENCY SIGN -->
<!ENTITY darr          "&#x02193;" ><!--DOWNWARDS ARROW -->
<!ENTITY deg           "&#x000B0;" ><!--DEGREE SIGN -->
<!ENTITY divide         "&#x000F7;" ><!--DIVISION SIGN -->
<!ENTITY dollar         "&#x00024;" ><!--DOLLAR SIGN -->
<!ENTITY equals         "&#x0003D;" ><!--EQUALS SIGN -->
<!ENTITY excl          "&#x00021;" ><!--EXCLAMATION MARK -->
<!ENTITY frac12         "&#x000BD;" ><!--VULGAR FRACTION ONE HALF -->
<!ENTITY frac14         "&#x000BC;" ><!--VULGAR FRACTION ONE QUARTER -->
<!ENTITY frac18         "&#x0215B;" ><!--VULGAR FRACTION ONE EIGHTH -->
<!ENTITY frac34         "&#x000BE;" ><!--VULGAR FRACTION THREE QUARTERS -->
<!ENTITY frac38         "&#x0215C;" ><!--VULGAR FRACTION THREE EIGHTHS -->
<!ENTITY frac58         "&#x0215D;" ><!--VULGAR FRACTION FIVE EIGHTHS -->
<!ENTITY frac78         "&#x0215E;" ><!--VULGAR FRACTION SEVEN EIGHTHS -->
<!ENTITY
```

```
 gt            "&#x0003E;" ><!--GREATER-THAN SIGN -->
<!ENTITY half          "&#x000BD;" ><!--VULGAR FRACTION ONE HALF -->
<!ENTITY horbar         "&#x02015;" ><!--HORIZONTAL BAR -->
<!ENTITY hyphen         "&#x02010;" ><!--HYPHEN -->
<!ENTITY iexcl         "&#x000A1;" ><!--INVERTED EXCLAMATION MARK -->
<!ENTITY iquest         "&#x000BF;" ><!--INVERTED QUESTION MARK -->
<!ENTITY laquo         "&#x000AB;" ><!--LEFT-POINTING DOUBLE ANGLE QUOTATION MARK -->
<!ENTITY larr          "&#x02190;" ><!--LEFTWARDS ARROW -->
<!ENTITY lcub          "&#x0007B;" ><!--LEFT CURLY BRACKET -->
<!ENTITY ldquo         "&#x0201C;" ><!--LEFT DOUBLE QUOTATION MARK -->
<!ENTITY lowbar         "&#x0005F;" ><!--LOW LINE -->
<!ENTITY lpar          "&#x00028;" ><!--LEFT PARENTHESIS -->
<!ENTITY lsqb          "&#x0005B;" ><!--LEFT SQUARE BRACKET -->
<!ENTITY lsquo         "&#x02018;" ><!--LEFT SINGLE QUOTATION MARK -->
<!ENTITY lt           "&#38;#60;" ><!--LESS-THAN SIGN
 -->
<!ENTITY micro         "&#x000B5;" ><!--MICRO SIGN -->
<!ENTITY middot         "&#x000B7;" ><!--MIDDLE DOT -->
<!ENTITY nbsp          " " ><!--NO-BREAK SPACE -->
<!ENTITY not           "&#x000AC;" ><!--NOT SIGN -->
<!ENTITY num           "&#x00023;" ><!--NUMBER SIGN -->
<!ENTITY ohm           "&#x003A9;" ><!--GREEK CAPITAL LETTER OMEGA -->
<!ENTITY ordf          "&#x000AA;" ><!--FEMININE ORDINAL INDICATOR -->
<!ENTITY ordm          "&#x000BA;" ><!--MASCULINE ORDINAL INDICATOR -->
<!ENTITY para          "&#x000B6;" ><!--PILCROW SIGN -->
<!ENTITY percnt         "&#x00025;" ><!--PERCENT SIGN -->
<!ENTITY period         "&#x0002E;" ><!--FULL STOP -->
<!ENTITY plus          "&#x0002B;" ><!--PLUS SIGN -->
<!ENTITY plusmn         "&#x000B1;" ><!--PLUS-MINUS SIGN -->
<!ENTITY pound         "&#x000A3;" ><!--POUND SIGN -->
<!ENTITY quest         "&#x0003F;" ><!--QUESTION MARK -->
<!ENTITY quot          "&#x00022;" ><!--QUOTATION MARK -->
<!ENTITY
 raquo         "&#x000BB;" ><!--RIGHT-POINTING DOUBLE ANGLE QUOTATION MARK -->
<!ENTITY rarr          "&#x02192;" ><!--RIGHTWARDS ARROW -->
<!ENTITY rcub          "&#x0007D;" ><!--RIGHT CURLY BRACKET -->
<!ENTITY rdquo         "&#x0201D;" ><!--RIGHT DOUBLE QUOTATION MARK -->
<!ENTITY reg           "&#x000AE;" ><!--REGISTERED SIGN -->
<!ENTITY rpar          "&#x00029;" ><!--RIGHT PARENTHESIS -->
<!ENTITY rsqb          "&#x0005D;" ><!--RIGHT SQUARE BRACKET -->
<!ENTITY rsquo         "&#x02019;" ><!--RIGHT SINGLE QUOTATION MARK -->
<!ENTITY sect          "&#x000A7;" ><!--SECTION SIGN -->
<!ENTITY semi          "&#x0003B;" ><!--SEMICOLON -->
<!ENTITY shy           "&#x000AD;" ><!--SOFT HYPHEN -->
<!ENTITY sol           "&#x0002F;" ><!--SOLIDUS -->
<!ENTITY sung          "&#x0266A;" ><!--EIGHTH NOTE -->
<!ENTITY sup1          "&#x000B9;" ><!--SUPERSCRIPT ONE -->
<!ENTITY sup2          "&#x000B2;" ><!--SUPERSCRIPT TWO -->
```

```
<!ENTITY sup3
      "&#x000B3;" ><!--SUPERSCRIPT THREE -->
<!ENTITY times          "&#x000D7;" ><!--MULTIPLICATION SIGN -->
<!ENTITY trade          "&#x02122;" ><!--TRADE MARK SIGN -->
<!ENTITY uarr           "&#x02191;" ><!--UPWARDS ARROW -->
<!ENTITY verbar          "&#x0007C;" ><!--VERTICAL LINE -->
<!ENTITY yen            "&#x000A5;" ><!--YEN SIGN -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/mathml/mathml3/isonum.ent
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML Intrinsic Events Module  ..................................... -->
<!-- file: xhtml-events-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-events-1.mod,v 1.4 2008/10/08 21:02:30 jules Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES XHTML Intrinsic Events 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-events-1.mod"

   Revisions:
   (none)
   ..................................................................... -->

<!-- Intrinsic Event Attributes

   These are the event attributes defined in HTML 4,
   Section 18.2.3 "Intrinsic Events". This module must be
   instantiated prior to the Attributes Module but
 after
   the Datatype Module in the Modular Framework module.

  "Note: Authors of HTML documents are advised that changes
   are likely to occur in the realm of intrinsic events
   (e.g., how scripts are bound to events). Research in
   this realm is carried on by members of the W3C Document
   Object Model Working Group (see the W3C Web site at
   http://www.w3.org/ for more information)."
-->
<!-- NOTE: Because the ATTLIST declarations in this module occur
   before their respective ELEMENT declarations in other
   modules, there may be a dependency on this module that
```

```
   should be considered if any of the parameter entities used
   for element type names (eg., %a.qname;) are redeclared.
-->

<!ENTITY % Events.attrib
   "onclick      %Script.datatype;       #IMPLIED
    ondblclick   %Script.datatype;       #IMPLIED
    onmousedown  %Script.datatype;       #IMPLIED
    onmouseup    %Script.datatype;       #IMPLIED
    onmouseover  %Script.datatype;
      #IMPLIED
    onmousemove  %Script.datatype;       #IMPLIED
    onmouseout   %Script.datatype;       #IMPLIED
    onkeypress   %Script.datatype;       #IMPLIED
    onkeydown    %Script.datatype;       #IMPLIED
    onkeyup      %Script.datatype;       #IMPLIED"
>

<![%XHTML.global.attrs.prefixed;[
<!ENTITY % XHTML.global.events.attrib
   "%XHTML.prefix;:onclick      %Script.datatype;       #IMPLIED
    %XHTML.prefix;:ondblclick   %Script.datatype;       #IMPLIED
    %XHTML.prefix;:onmousedown  %Script.datatype;       #IMPLIED
    %XHTML.prefix;:onmouseup    %Script.datatype;       #IMPLIED
    %XHTML.prefix;:onmouseover  %Script.datatype;       #IMPLIED
    %XHTML.prefix;:onmousemove  %Script.datatype;       #IMPLIED
    %XHTML.prefix;:onmouseout   %Script.datatype;       #IMPLIED
    %XHTML.prefix;:onkeypress   %Script.datatype;       #IMPLIED
    %XHTML.prefix;:onkeydown    %Script.datatype;       #IMPLIED
    %XHTML.prefix;:onkeyup
     %Script.datatype;       #IMPLIED"
>
]]>

<!-- additional attributes on anchor element
-->
<!ATTLIST %a.qname;
   onfocus      %Script.datatype;       #IMPLIED
   onblur       %Script.datatype;       #IMPLIED
>

<!-- additional attributes on form element
-->
<!ATTLIST %form.qname;
    onsubmit     %Script.datatype;       #IMPLIED
    onreset      %Script.datatype;       #IMPLIED
>
```

```
<!-- additional attributes on label element
-->
<!ATTLIST %label.qname;
    onfocus      %Script.datatype;       #IMPLIED
    onblur       %Script.datatype;       #IMPLIED
>

<!-- additional attributes on input element
-->
<!ATTLIST %input.qname;
    onfocus      %Script.datatype;       #IMPLIED
    onblur       %Script.datatype;       #IMPLIED
    onselect     %Script.datatype;       #IMPLIED
    onchange     %Script.datatype;       #IMPLIED
>

<!-- additional attributes on select element
-->
<!ATTLIST %select.qname;
    onfocus      %Script.datatype;       #IMPLIED
     onblur      %Script.datatype;       #IMPLIED
    onchange     %Script.datatype;       #IMPLIED
>

<!-- additional attributes on textarea element
-->
<!ATTLIST %textarea.qname;
    onfocus      %Script.datatype;       #IMPLIED
    onblur       %Script.datatype;       #IMPLIED
    onselect     %Script.datatype;       #IMPLIED
    onchange     %Script.datatype;       #IMPLIED
>

<!-- additional attributes on button element
-->
<!ATTLIST %button.qname;
    onfocus      %Script.datatype;       #IMPLIED
    onblur       %Script.datatype;       #IMPLIED
>

<!-- additional attributes on body element
-->
<!ATTLIST %body.qname;
    onload       %Script.datatype;       #IMPLIED
    onunload     %Script.datatype;       #IMPLIED
>

<!-- additional attributes on area element
```

```
-->
<!ATTLIST %area.qname;
    onfocus      %Script.datatype;       #IMPLIED
    onblur       %Script.datatype;       #IMPLIED
>

<!-- end of xhtml-events-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/rddl/xhtml-events-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- SVG 1.1 Hyperlinking Module ........................................ -->
<!-- file: svg-hyperlink.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-hyperlink.mod,v 1.4 2002/11/14 15:11:02 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS SVG 1.1 Hyperlinking//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-hyperlink.mod"

   ..................................................................... -->

<!-- Hyperlinking

     a

   This module declares markup to provide support for hyper linking.
-->

<!-- link to this target -->
<!ENTITY % LinkTarget.datatype "NMTOKEN" >

<!-- Qualified Names (Default) .....................
 -->

<!ENTITY % SVG.a.qname "a" >

<!-- Attribute Collections (Default) ..... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
```

```
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.Gradient.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.FilterColor.attrib "" >
<!ENTITY % SVG.GraphicalEvents.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.XLinkReplace.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Hyperlink.class ..... -->

<!ENTITY % SVG.Hyperlink.extra.class "" >

<!ENTITY % SVG.Hyperlink.class
  "| %SVG.a.qname;
 %SVG.Hyperlink.extra.class;"
>

<!-- SVG.Presentation.attrib ..... -->

<!ENTITY % SVG.Presentation.extra.attrib "" >

<!ENTITY % SVG.Presentation.attrib
  "%SVG.Container.attrib;
   %SVG.Viewport.attrib;
   %SVG.Text.attrib;
   %SVG.TextContent.attrib;
   %SVG.Font.attrib;
   %SVG.Paint.attrib;
   %SVG.Color.attrib;
   %SVG.Opacity.attrib;
   %SVG.Graphics.attrib;
   %SVG.Marker.attrib;
   %SVG.ColorProfile.attrib;
   %SVG.Gradient.attrib;
   %SVG.Clip.attrib;
   %SVG.Mask.attrib;
   %SVG.Filter.attrib;
```

```
   %SVG.FilterColor.attrib;
   %SVG.Cursor.attrib;
   flood-color %SVGColor.datatype; #IMPLIED
   flood-opacity %OpacityValue.datatype; #IMPLIED
   lighting-color %SVGColor.datatype; #IMPLIED
   %SVG.Presentation.extra.attrib;"
>

<!-- a: Anchor Element ..... -->

<!ENTITY % SVG.a.extra.content "" >

<!ENTITY % SVG.a.element "INCLUDE" >
<![%SVG.a.element;[
<!ENTITY % SVG.a.content

  "( #PCDATA | %SVG.Description.class; | %SVG.Animation.class;
     %SVG.Structure.class; %SVG.Conditional.class; %SVG.Image.class;
     %SVG.Style.class; %SVG.Shape.class; %SVG.Text.class; %SVG.Marker.class;
     %SVG.ColorProfile.class; %SVG.Gradient.class; %SVG.Pattern.class;
     %SVG.Clip.class; %SVG.Mask.class; %SVG.Filter.class; %SVG.Cursor.class;
     %SVG.Hyperlink.class; %SVG.View.class; %SVG.Script.class;
     %SVG.Font.class; %SVG.a.extra.content; )*"
>
<!ELEMENT %SVG.a.qname; %SVG.a.content; >
<!-- end of SVG.a.element -->]]>

<!ENTITY % SVG.a.attlist "INCLUDE" >
<![%SVG.a.attlist;[
<!ATTLIST %SVG.a.qname;
  %SVG.Core.attrib;
  %SVG.Conditional.attrib;
  %SVG.Style.attrib;
  %SVG.Presentation.attrib;
  %SVG.GraphicalEvents.attrib;
  %SVG.XLinkReplace.attrib;
  %SVG.External.attrib;
  transform %TransformList.datatype; #IMPLIED
  target %LinkTarget.datatype; #IMPLIED
>
<!-- end of SVG.a.attlist -->]]>

<!-- end of svg-hyperlink.mod -->
```

Found in
path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-hyperlink.mod

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

```
<!-- ..................................................................... -->
<!-- XHTML Qname Module  ..................................................... -->
<!-- file: xhtml-qname-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-qname-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES XHTML Qualified Names 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-qname-1.mod"

   Revisions:
   #2000-10-22: added qname declarations for ruby elements
   ..................................................................... -->

<!-- XHTML Qname (Qualified Name) Module

   This module is contained in two parts, labeled Section 'A' and 'B':

     Section A declares parameter
 entities to support namespace-
     qualified names, namespace declarations, and name prefixing
     for XHTML and extensions.

     Section B declares parameter entities used to provide
     namespace-qualified names for all XHTML element types:

       %applet.qname;   the xmlns-qualified name for <applet>
       %base.qname;     the xmlns-qualified name for <base>
       ...

   XHTML extensions would create a module similar to this one.
   Included in the XHTML distribution is a template module
   ('template-qname-1.mod') suitable for this purpose.
-->

<!-- Section A: XHTML XML Namespace Framework :::::::::::::::::::: -->

<!-- 1. Declare a %XHTML.prefixed; conditional section keyword, used
       to activate namespace prefixing. The default value should
       inherit '%NS.prefixed;' from the DTD driver, so that unless
       overridden, the default behaviour follows the overall DTD
       prefixing scheme.
-->
```

```
<!ENTITY % NS.prefixed "IGNORE" >
<!ENTITY %
 XHTML.prefixed "%NS.prefixed;" >

<!-- By default, we always permit XHTML attribute collections to have
   namespace-qualified prefixes as well.
-->
<!ENTITY % XHTML.global.attrs.prefixed "INCLUDE" >
<!-- By default, we allow the XML Schema attributes on the root
   element.
-->
<!ENTITY % XHTML.xsi.attrs "INCLUDE" >

<!-- 2. Declare a parameter entity (eg., %XHTML.xmlns;) containing
      the URI reference used to identify the XHTML namespace:
-->
<!ENTITY % XHTML.xmlns  "http://www.w3.org/1999/xhtml" >

<!-- 3. Declare parameter entities (eg., %XHTML.prefix;) containing
      the default namespace prefix string(s) to use when prefixing
      is enabled. This may be overridden in the DTD driver or the
      internal subset of an document instance. If no default prefix
      is desired, this may be declared as an empty string.

   NOTE: As specified in [XMLNAMES], the namespace prefix serves
   as a proxy for the URI reference, and is not in itself significant.
-->
<!ENTITY
 % XHTML.prefix  "xhtml" >

<!-- 4. Declare parameter entities (eg., %XHTML.pfx;) containing the
      colonized prefix(es) (eg., '%XHTML.prefix;:') used when
      prefixing is active, an empty string when it is not.
-->
<![%XHTML.prefixed;[
<!ENTITY % XHTML.pfx  "%XHTML.prefix;:" >
]]>
<!ENTITY % XHTML.pfx  "" >

<!-- declare qualified name extensions here ..... -->
<!ENTITY % xhtml-qname-extra.mod "" >
%xhtml-qname-extra.mod;

<!-- 5. The parameter entity %XHTML.xmlns.extra.attrib; may be
      redeclared to contain any non-XHTML namespace declaration
      attributes for namespaces embedded in XHTML. The default
      is an empty string.  XLink should be included here if used
      in the DTD.
```

```
-->
<!ENTITY % XHTML.xmlns.extra.attrib "" >

<!-- The remainder of Section A is only followed in XHTML, not extensions. -->

<!-- Declare a parameter entity %NS.decl.attrib; containing
   all XML Namespace declarations used in the DTD, plus the
   xmlns declaration
 for XHTML, its form dependent on whether
   prefixing is active.
-->
<!ENTITY % XHTML.xmlns.attrib.prefixed
   "xmlns:%XHTML.prefix;  %URI.datatype;   #FIXED '%XHTML.xmlns;'"
>
<![%XHTML.prefixed;[
<!ENTITY % NS.decl.attrib
   "%XHTML.xmlns.attrib.prefixed;
    %XHTML.xmlns.extra.attrib;"
>
]]>
<!ENTITY % NS.decl.attrib
   "%XHTML.xmlns.extra.attrib;"
>

<!-- Declare a parameter entity %XSI.prefix as a prefix to use for XML
   Schema Instance attributes.
-->
<!ENTITY % XSI.prefix "xsi" >

<!ENTITY % XSI.xmlns "http://www.w3.org/2001/XMLSchema-instance" >

<!-- Declare a parameter entity %XSI.xmlns.attrib as support for the
   schemaLocation attribute, since this is legal throughout the DTD.
-->
<!ENTITY % XSI.xmlns.attrib
   "xmlns:%XSI.prefix;  %URI.datatype;   #FIXED '%XSI.xmlns;'" >

<!-- This is a placeholder for future XLink support.
-->
<!ENTITY % XLINK.xmlns.attrib "" >

<!-- This is the attribute for the XML Schema namespace - XHTML
   Modularization is also
 expressed in XML Schema, and it needs to
  be legal to declare the XML Schema namespace and the
  schemaLocation attribute on the root element of XHTML family
  documents.
-->
```

```
<![%XHTML.xsi.attrs;[
<!ENTITY % XSI.prefix "xsi" >
<!ENTITY % XSI.pfx "%XSI.prefix;:" >
<!ENTITY % XSI.xmlns "http://www.w3.org/2001/XMLSchema-instance" >

<!ENTITY % XSI.xmlns.attrib
   "xmlns:%XSI.prefix;  %URI.datatype;    #FIXED '%XSI.xmlns;'"
>
]]>
<!ENTITY % XSI.prefix "" >
<!ENTITY % XSI.pfx "" >
<!ENTITY % XSI.xmlns.attrib "" >


<!-- Declare a parameter entity %NS.decl.attrib; containing all
   XML namespace declaration attributes used by XHTML, including
   a default xmlns attribute when prefixing is inactive.
-->
<![%XHTML.prefixed;[
<!ENTITY % XHTML.xmlns.attrib
   "%NS.decl.attrib;
    %XSI.xmlns.attrib;
    %XLINK.xmlns.attrib;"
>
]]>
<!ENTITY % XHTML.xmlns.attrib
   "xmlns       %URI.datatype;          #FIXED '%XHTML.xmlns;'
    %NS.decl.attrib;
    %XSI.xmlns.attrib;
    %XLINK.xmlns.attrib;"
>

<!--
 placeholder for qualified name redeclarations -->
<!ENTITY % xhtml-qname.redecl "" >
%xhtml-qname.redecl;

<!-- Section B: XHTML Qualified Names ::::::::::::::::::::::::::::: -->

<!-- 6. This section declares parameter entities used to provide
      namespace-qualified names for all XHTML element types.
-->

<!-- module:  xhtml-applet-1.mod -->
<!ENTITY % applet.qname  "%XHTML.pfx;applet" >

<!-- module:  xhtml-base-1.mod -->
<!ENTITY % base.qname    "%XHTML.pfx;base" >
```

```
<!-- module:  xhtml-bdo-1.mod -->
<!ENTITY % bdo.qname     "%XHTML.pfx;bdo" >

<!-- module:  xhtml-blkphras-1.mod -->
<!ENTITY % address.qname "%XHTML.pfx;address" >
<!ENTITY % blockquote.qname  "%XHTML.pfx;blockquote" >
<!ENTITY % pre.qname     "%XHTML.pfx;pre" >
<!ENTITY % h1.qname      "%XHTML.pfx;h1" >
<!ENTITY % h2.qname      "%XHTML.pfx;h2" >
<!ENTITY % h3.qname      "%XHTML.pfx;h3" >
<!ENTITY % h4.qname      "%XHTML.pfx;h4" >
<!ENTITY % h5.qname      "%XHTML.pfx;h5" >
<!ENTITY % h6.qname
     "%XHTML.pfx;h6" >

<!-- module:  xhtml-blkpres-1.mod -->
<!ENTITY % hr.qname      "%XHTML.pfx;hr" >

<!-- module:  xhtml-blkstruct-1.mod -->
<!ENTITY % div.qname     "%XHTML.pfx;div" >
<!ENTITY % p.qname       "%XHTML.pfx;p" >

<!-- module:  xhtml-edit-1.mod -->
<!ENTITY % ins.qname     "%XHTML.pfx;ins" >
<!ENTITY % del.qname     "%XHTML.pfx;del" >

<!-- module:  xhtml-form-1.mod -->
<!ENTITY % form.qname    "%XHTML.pfx;form" >
<!ENTITY % label.qname   "%XHTML.pfx;label" >
<!ENTITY % input.qname   "%XHTML.pfx;input" >
<!ENTITY % select.qname  "%XHTML.pfx;select" >
<!ENTITY % optgroup.qname  "%XHTML.pfx;optgroup" >
<!ENTITY % option.qname  "%XHTML.pfx;option" >
<!ENTITY % textarea.qname  "%XHTML.pfx;textarea" >
<!ENTITY % fieldset.qname  "%XHTML.pfx;fieldset" >
<!ENTITY % legend.qname  "%XHTML.pfx;legend" >
<!ENTITY % button.qname  "%XHTML.pfx;button" >

<!-- module:  xhtml-hypertext-1.mod -->
<!ENTITY % a.qname       "%XHTML.pfx;a" >

<!-- module:  xhtml-image-1.mod -->
<!ENTITY
 % img.qname     "%XHTML.pfx;img" >

<!-- module:  xhtml-inlphras-1.mod -->
<!ENTITY % abbr.qname    "%XHTML.pfx;abbr" >
```

```
<!ENTITY % acronym.qname "%XHTML.pfx;acronym" >
<!ENTITY % cite.qname    "%XHTML.pfx;cite" >
<!ENTITY % code.qname    "%XHTML.pfx;code" >
<!ENTITY % dfn.qname     "%XHTML.pfx;dfn" >
<!ENTITY % em.qname      "%XHTML.pfx;em" >
<!ENTITY % kbd.qname     "%XHTML.pfx;kbd" >
<!ENTITY % q.qname       "%XHTML.pfx;q" >
<!ENTITY % samp.qname    "%XHTML.pfx;samp" >
<!ENTITY % strong.qname  "%XHTML.pfx;strong" >
<!ENTITY % var.qname     "%XHTML.pfx;var" >

<!-- module:  xhtml-inlpres-1.mod -->
<!ENTITY % b.qname       "%XHTML.pfx;b" >
<!ENTITY % big.qname     "%XHTML.pfx;big" >
<!ENTITY % i.qname       "%XHTML.pfx;i" >
<!ENTITY % small.qname   "%XHTML.pfx;small" >
<!ENTITY % sub.qname     "%XHTML.pfx;sub" >
<!ENTITY % sup.qname     "%XHTML.pfx;sup" >
<!ENTITY % tt.qname      "%XHTML.pfx;tt" >

<!-- module:  xhtml-inlstruct-1.mod -->
<!ENTITY % br.qname      "%XHTML.pfx;br"
 >
<!ENTITY % span.qname    "%XHTML.pfx;span" >

<!-- module:  xhtml-ismap-1.mod (also csismap, ssismap) -->
<!ENTITY % map.qname     "%XHTML.pfx;map" >
<!ENTITY % area.qname    "%XHTML.pfx;area" >

<!-- module:  xhtml-link-1.mod -->
<!ENTITY % link.qname    "%XHTML.pfx;link" >

<!-- module:  xhtml-list-1.mod -->
<!ENTITY % dl.qname      "%XHTML.pfx;dl" >
<!ENTITY % dt.qname      "%XHTML.pfx;dt" >
<!ENTITY % dd.qname      "%XHTML.pfx;dd" >
<!ENTITY % ol.qname      "%XHTML.pfx;ol" >
<!ENTITY % ul.qname      "%XHTML.pfx;ul" >
<!ENTITY % li.qname      "%XHTML.pfx;li" >

<!-- module:  xhtml-meta-1.mod -->
<!ENTITY % meta.qname    "%XHTML.pfx;meta" >

<!-- module:  xhtml-param-1.mod -->
<!ENTITY % param.qname   "%XHTML.pfx;param" >

<!-- module:  xhtml-object-1.mod -->
<!ENTITY % object.qname  "%XHTML.pfx;object" >
```

```
<!-- module:  xhtml-script-1.mod -->
<!ENTITY % script.qname  "%XHTML.pfx;script" >
<!ENTITY % noscript.qname  "%XHTML.pfx;noscript" >

<!-- module:  xhtml-struct-1.mod -->
<!ENTITY
 % html.qname    "%XHTML.pfx;html" >
<!ENTITY % head.qname    "%XHTML.pfx;head" >
<!ENTITY % title.qname   "%XHTML.pfx;title" >
<!ENTITY % body.qname    "%XHTML.pfx;body" >

<!-- module:  xhtml-style-1.mod -->
<!ENTITY % style.qname   "%XHTML.pfx;style" >

<!-- module:  xhtml-table-1.mod -->
<!ENTITY % table.qname   "%XHTML.pfx;table" >
<!ENTITY % caption.qname "%XHTML.pfx;caption" >
<!ENTITY % thead.qname   "%XHTML.pfx;thead" >
<!ENTITY % tfoot.qname   "%XHTML.pfx;tfoot" >
<!ENTITY % tbody.qname   "%XHTML.pfx;tbody" >
<!ENTITY % colgroup.qname  "%XHTML.pfx;colgroup" >
<!ENTITY % col.qname     "%XHTML.pfx;col" >
<!ENTITY % tr.qname      "%XHTML.pfx;tr" >
<!ENTITY % th.qname      "%XHTML.pfx;th" >
<!ENTITY % td.qname      "%XHTML.pfx;td" >

<!-- module:  xhtml-ruby-1.mod -->

<!ENTITY % ruby.qname    "%XHTML.pfx;ruby" >
<!ENTITY % rbc.qname     "%XHTML.pfx;rbc" >
<!ENTITY % rtc.qname     "%XHTML.pfx;rtc" >
<!ENTITY % rb.qname      "%XHTML.pfx;rb" >
<!ENTITY % rt.qname      "%XHTML.pfx;rt"
 >
<!ENTITY % rp.qname      "%XHTML.pfx;rp" >

<!-- Provisional XHTML 2.0 Qualified Names  ..... -->

<!-- module:  xhtml-image-2.mod -->
<!ENTITY % alt.qname     "%XHTML.pfx;alt" >

<!-- end of xhtml-qname-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml-qname-1.mod

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

```
<!-- ..................................................................... -->
<!-- SVG 1.1 Image Module ................................................ -->
<!-- file: svg-image.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-image.mod,v 1.4 2002/11/14 15:11:03 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS SVG 1.1 Image//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-image.mod"

   ..................................................................... -->

<!-- Image

     image

   This module declares markup to provide support for image.
-->

<!-- Qualified Names (Default) ..... -->

<!ENTITY % SVG.image.qname "image" >

<!-- Attribute Collections (Default) .....
 -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.ColorProfile.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.GraphicalEvents.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.XLinkEmbed.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Image.class ..... -->
```

```
<!ENTITY % SVG.Image.extra.class "" >

<!ENTITY % SVG.Image.class
  "| %SVG.image.qname; %SVG.Image.extra.class;"
>

<!-- image: Image Element ..... -->

<!ENTITY % SVG.image.extra.content "" >

<!ENTITY % SVG.image.element "INCLUDE" >
<![%SVG.image.element;[
<!ENTITY % SVG.image.content
  "(( %SVG.Description.class; )*, ( %SVG.Animation.class;
     %SVG.image.extra.content;
 )*)"
>
<!ELEMENT %SVG.image.qname; %SVG.image.content; >
<!-- end of SVG.image.element -->]]>

<!ENTITY % SVG.image.attlist "INCLUDE" >
<![%SVG.image.attlist;[
<!ATTLIST %SVG.image.qname;
  %SVG.Core.attrib;
  %SVG.Conditional.attrib;
  %SVG.Style.attrib;
  %SVG.Viewport.attrib;
  %SVG.Color.attrib;
  %SVG.Opacity.attrib;
  %SVG.Graphics.attrib;
  %SVG.ColorProfile.attrib;
  %SVG.Clip.attrib;
  %SVG.Mask.attrib;
  %SVG.Filter.attrib;
  %SVG.GraphicalEvents.attrib;
  %SVG.Cursor.attrib;
  %SVG.XLinkEmbed.attrib;
  %SVG.External.attrib;
  x %Coordinate.datatype; #IMPLIED
  y %Coordinate.datatype; #IMPLIED
  width %Length.datatype; #REQUIRED
  height %Length.datatype; #REQUIRED
  preserveAspectRatio %PreserveAspectRatioSpec.datatype; 'xMidYMid meet'
  transform %TransformList.datatype; #IMPLIED
>
<!-- end of SVG.image.attlist -->]]>
```

<!-- end of svg-image.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-image.mod
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
<!-- XHTML Images Module ..... -->
<!-- file: xhtml-image-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Rovision: $Id: xhtml-image-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Images 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-image-1.mod"

   Revisions:
   (none)
   ..... -->

<!-- Images

      img

   This module provides markup to support basic image embedding.
-->

<!-- To avoid problems with text-only UAs as well as to make
   image content understandable and navigable to users
 of
   non-visual UAs, you need to provide a description with
   the 'alt' attribute, and avoid server-side image maps.
-->

<!ENTITY % img.element "INCLUDE" >
<![%img.element;[
<!ENTITY % img.content "EMPTY" >
<!ENTITY % img.qname "img" >
<!ELEMENT %img.qname; %img.content; >
<!-- end of img.element -->]]>

<!ENTITY % img.attlist "INCLUDE" >
<![%img.attlist;[
<!ATTLIST %img.qname;

```
    %Common.attrib;
    src         %URI.datatype;          #REQUIRED
    alt         %Text.datatype;         #REQUIRED
    longdesc    %URI.datatype;          #IMPLIED
    height      %Length.datatype;       #IMPLIED
    width       %Length.datatype;       #IMPLIED
>
<!-- end of img.attlist -->]]>

<!-- end of xhtml-image-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml-image-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML Structure Module  ..................................................... -->
<!-- file: xhtml-struct-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-struct-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Document Structure 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-struct-1.mod"

   Revisions:
   (none)
   ..................................................................... -->

<!-- Document Structure

      title, head, body, html

   The Structure Module defines the major structural elements and
   their attributes.

   Note that the content model of the head element
 type is redeclared
   when the Base Module is included in the DTD.

   The parameter entity containing the XML namespace URI value used
   for XHTML is '%XHTML.xmlns;', defined in the Qualified Names module.
-->
```

```
<!-- title: Document Title ..... -->

<!-- The title element is not considered part of the flow of text.
   It should be displayed, for example as the page header or
   window title. Exactly one title is required per document.
-->

<!ENTITY % title.element  "INCLUDE" >
<![%title.element;[
<!ENTITY % title.content  "( #PCDATA )" >
<!ENTITY % title.qname  "title" >
<!ELEMENT %title.qname;  %title.content; >
<!-- end of title.element -->]]>

<!ENTITY % title.attlist  "INCLUDE" >
<![%title.attlist;[
<!ATTLIST %title.qname;
    %XHTML.xmlns.attrib;
    %I18n.attrib;
>
<!-- end of title.attlist -->]]>

<!-- head: Document Head ..... -->

<!ENTITY % head.element  "INCLUDE" >
<![%head.element;[
<!ENTITY % head.content
   "( %HeadOpts.mix;, %title.qname;, %HeadOpts.mix; )"
>
<!ENTITY % head.qname  "head" >
<!ELEMENT %head.qname;  %head.content; >
<!-- end of head.element -->]]>

<!ENTITY % head.attlist  "INCLUDE" >
<![%head.attlist;[
<!-- reserved for future use with document profiles
-->
<!ENTITY % profile.attrib
   "profile      %URI.datatype;          '%XHTML.profile;'"
>

<!ATTLIST %head.qname;
    %XHTML.xmlns.attrib;
    %I18n.attrib;
    %profile.attrib;
    %id.attrib;
>
<!-- end of head.attlist -->]]>
```

```
<!-- body: Document Body ..... -->

<!ENTITY % body.element  "INCLUDE" >
<![%body.element;[
<!ENTITY % body.content
   "( %Block.mix; )*"
>
<!ENTITY % body.qname  "body" >
<!ELEMENT %body.qname;  %body.content; >
<!-- end of body.element -->]]>

<!ENTITY % body.attlist  "INCLUDE" >
<![%body.attlist;[
<!ATTLIST %body.qname;
    %Common.attrib;
>
<!-- end of body.attlist -->]]>

<!-- html: XHTML Document Element ..... -->

<!ENTITY %
 html.element  "INCLUDE" >
<![%html.element;[
<!ENTITY % html.content  "( %head.qname;, %body.qname; )" >
<!ENTITY % html.qname  "html" >
<!ELEMENT %html.qname;  %html.content; >
<!-- end of html.element -->]]>

<![%XHTML.xsi.attrs;[
<!-- define a parameter for the XSI schemaLocation attribute -->
<!ENTITY % XSI.schemaLocation.attrib
   "%XSI.pfx;schemaLocation  %URIs.datatype;    #IMPLIED"
>
]]>
<!ENTITY % XSI.schemaLocation.attrib "">

<!ENTITY % html.attlist  "INCLUDE" >
<![%html.attlist;[
<!-- version attribute value defined in driver
-->
<!ENTITY % XHTML.version.attrib
   "version      %FPI.datatype;          #FIXED '%XHTML.version;'"
>

<!-- see the Qualified Names module for information
   on how to extend XHTML using XML namespaces
-->
```

```
<!ATTLIST %html.qname;
    %XHTML.xmlns.attrib;
    %XSI.schemaLocation.attrib;
    %XHTML.version.attrib;
    %I18n.attrib;
    %id.attrib;
>
<!-- end of html.attlist -->]]>

<!-- end of xhtml-struct-1.mod -->
```

Found in path(s):
*
/opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml-struct-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ....................................................................... -->
<!-- XHTML+RDFa Document Model Module  ..................................... -->
<!-- file: xhtml-rdfa-model-1.mod

   This is XHTML+RDFa.
   Copyright 1998-2008 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-rdfa-model-1.mod,v 1.4 2009/06/26 14:05:13 smccarro Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES XHTML+RDFa Document Model 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-rdfa-model-1.mod"

   Revisions:
   (none)
   ....................................................................... -->

<!-- XHTML+RDFa Document Model

   This module describes the groupings of elements that make up
   common content models for XHTML elements.

   XHTML has three basic content models:

       %Inline.mix;  character-level
elements
       %Block.mix;   block-like elements, eg., paragraphs and lists
       %Flow.mix;    any block or inline elements

   Any parameter entities declared in this module may be used
   to create element content models, but the above three are
```

```
   considered 'global' (insofar as that term applies here).

   The reserved word '#PCDATA' (indicating a text string) is now
   included explicitly with each element declaration that is
   declared as mixed content, as XML requires that this token
   occur first in a content model specification.
-->
<!-- Extending the Model

   While in some cases this module may need to be rewritten to
   accommodate changes to the document model, minor extensions
   may be accomplished by redeclaring any of the three *.extra;
   parameter entities to contain extension element types as follows:

      %Misc.extra;    whose parent may be any block or
                  inline element.

      %Inline.extra;  whose parent
 may be any inline element.

      %Block.extra;   whose parent may be any block element.

   If used, these parameter entities must be an OR-separated
   list beginning with an OR separator ("|"), eg., "| a | b | c"

   All block and inline *.class parameter entities not part
   of the *struct.class classes begin with "| " to allow for
   exclusion from mixes.
-->

<!-- .............  Optional Elements in head  ..................... -->

<!ENTITY % HeadOpts.mix
   "( %script.qname; | %style.qname; | %meta.qname;
    | %link.qname; | %object.qname; )*"
>

<!-- ..................  Miscellaneous Elements  ..................... -->

<!-- ins and del are used to denote editing changes
-->
<!ENTITY % Edit.class "| %ins.qname; | %del.qname;" >

<!-- script and noscript are used to contain scripts
   and alternative content
-->
<!ENTITY % Script.class "| %script.qname; | %noscript.qname;" >
```

```
<!ENTITY % Misc.extra "" >

<!-- These elements are neither block nor inline, and can
     essentially be used anywhere in the document body.
-->
<!ENTITY % Misc.class
    "%Edit.class;
     %Script.class;
     %Misc.extra;"
>

<!-- .....................  Inline Elements  ..................... -->

<!ENTITY % InlStruct.class "%br.qname; | %span.qname;" >

<!ENTITY % InlPhras.class
    "| %em.qname; | %strong.qname; | %dfn.qname; | %code.qname;
     | %samp.qname; | %kbd.qname; | %var.qname; | %cite.qname;
     | %abbr.qname; | %acronym.qname; | %q.qname;" >

<!ENTITY % InlPres.class
    "| %tt.qname; | %i.qname; | %b.qname; | %big.qname;
     | %small.qname; | %sub.qname; | %sup.qname;" >

<!ENTITY % I18n.class "| %bdo.qname;" >

<!ENTITY % Anchor.class "| %a.qname;" >

<!ENTITY % InlSpecial.class
    "| %img.qname; | %map.qname;
     | %object.qname;" >

<!ENTITY % InlForm.class
    "| %input.qname; | %select.qname; | %textarea.qname;
     | %label.qname; | %button.qname;" >

<!ENTITY % Inline.extra "" >

<!ENTITY % Ruby.class "| %ruby.qname;" >

<!-- %Inline.class;
 includes all inline elements,
    used as a component in mixes
-->
<!ENTITY % Inline.class
    "%InlStruct.class;
     %InlPhras.class;
     %InlPres.class;
```

```
    %I18n.class;
    %Anchor.class;
    %InlSpecial.class;
    %InlForm.class;
    %Ruby.class;
    %Inline.extra;"
>

<!-- %InlNoRuby.class; includes all inline elements
   except ruby, used as a component in mixes
-->
<!ENTITY % InlNoRuby.class
   "%InlStruct.class;
    %InlPhras.class;
    %InlPres.class;
    %I18n.class;
    %Anchor.class;
    %InlSpecial.class;
    %InlForm.class;
    %Inline.extra;"
>

<!-- %NoRuby.content; includes all inlines except ruby
-->
<!ENTITY % NoRuby.content
   "( #PCDATA
    | %InlNoRuby.class;
    %Misc.class; )*"
>

<!-- %InlNoAnchor.class; includes all non-anchor inlines,
   used as a component in mixes
-->
<!ENTITY % InlNoAnchor.class
   "%InlStruct.class;
    %InlPhras.class;
    %InlPres.class;
    %I18n.class;
    %InlSpecial.class;
     %InlForm.class;
    %Ruby.class;
    %Inline.extra;"
>

<!-- %InlNoAnchor.mix; includes all non-anchor inlines
-->
<!ENTITY % InlNoAnchor.mix
   "%InlNoAnchor.class;
```

```
    %Misc.class;"
>

<!-- %Inline.mix; includes all inline elements, including %Misc.class;
-->
<!ENTITY % Inline.mix
   "%Inline.class;
    %Misc.class;"
>

<!-- .....  Block Elements  ..... -->

<!-- In the HTML 4.0 DTD, heading and list elements were included
   in the %block; parameter entity. The %Heading.class; and
   %List.class; parameter entities must now be included explicitly
   on element declarations where desired.
-->

<!ENTITY % Heading.class
   "%h1.qname; | %h2.qname; | %h3.qname;
    | %h4.qname; | %h5.qname; | %h6.qname;" >

<!ENTITY % List.class "%ul.qname; | %ol.qname; | %dl.qname;" >

<!ENTITY % Table.class "| %table.qname;" >

<!ENTITY % Form.class  "| %form.qname;" >

<!ENTITY % Fieldset.class  "| %fieldset.qname;" >

<!ENTITY % BlkStruct.class
 "%p.qname; | %div.qname;" >

<!ENTITY % BlkPhras.class
   "| %pre.qname; | %blockquote.qname; | %address.qname;" >

<!ENTITY % BlkPres.class "| %hr.qname; " >

<!ENTITY % BlkSpecial.class
   "%Table.class;
    %Form.class;
    %Fieldset.class;"
>

<!ENTITY % Block.extra "" >

<!-- %Block.class; includes all block elements,
   used as an component in mixes
```

```
-->
<!ENTITY % Block.class
   "%BlkStruct.class;
    %BlkPhras.class;
    %BlkPres.class;
    %BlkSpecial.class;
    %Block.extra;"
>

<!-- %Block.mix; includes all block elements plus %Misc.class;
-->
<!ENTITY % Block.mix
   "%Heading.class;
    | %List.class;
    | %Block.class;
    %Misc.class;"
>

<!-- .....  All Content Elements  ..... -->

<!-- %Flow.mix; includes all text content, block and inline
-->
<!ENTITY % Flow.mix
   "%Heading.class;
    | %List.class;
    | %Block.class;
    | %Inline.class;
    %Misc.class;"
>
<!-- end of xhtml-rdfa-model-1.mod -->

Found
 in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/data/w3c/xhtml11/xhtml-rdfa-model-1.mod
No license file was found, but licenses were detected in source scan.

<!-- ..................................................................... -->
<!-- XHTML IFrame Module  ..... -->
<!-- file: xhtml-iframe-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-iframe-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Inline Frame Element 1.0//EN"
```

```
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-iframe-1.mod"

   Revisions:
#2000-10-22: added #PCDATA to <iframe> content model as per HTML 4
   ..... -->

<!-- Inline Frames

      iframe

   This module declares the iframe element type and its attributes,
   used to create an inline frame
 within a document.
-->

<!-- Inline Frames ..... -->

<!ENTITY % iframe.content  "( #PCDATA | %Flow.mix; )*" >
<!ENTITY % iframe.qname  "iframe" >
<!ELEMENT %iframe.qname;  %iframe.content; >
<!ATTLIST %iframe.qname;
    %Core.attrib;
    longdesc     %URI.datatype;          #IMPLIED
    src          %URI.datatype;          #IMPLIED
    frameborder  ( 1 | 0 )               '1'
    marginwidth  %Pixels.datatype;       #IMPLIED
    marginheight %Pixels.datatype;       #IMPLIED
    scrolling    ( yes | no | auto )     'auto'
    height       %Length.datatype;       #IMPLIED
    width        %Length.datatype;       #IMPLIED
>

<!-- end of xhtml-iframe-1.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/data/w3c/xhtml11/xhtml-iframe-1.mod
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
<!-- XHTML Base Element Module  ..... -->
<!-- file: xhtml-base-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-base-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:
```

```
     PUBLIC "-//W3C//ELEMENTS XHTML Base Element 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-base-1.mod"

   Revisions:
   (none)
   ..... -->

<!-- Base element

      base

   This module declares the base element type and its attributes,
   used to define a base URI against which relative URIs in the
   document will be resolved.

   Note
 that this module also redeclares the content model for
   the head element to include the base element.
-->

<!-- base: Document Base URI ..... -->

<!ENTITY % base.element  "INCLUDE" >
<![%base.element;[
<!ENTITY % base.content  "EMPTY" >
<!ENTITY % base.qname  "base" >
<!ELEMENT %base.qname;  %base.content; >
<!-- end of base.element -->]]>

<!ENTITY % base.attlist  "INCLUDE" >
<![%base.attlist;[
<!ATTLIST %base.qname;
    %XHTML.xmlns.attrib;
    href        %URI.datatype;          #REQUIRED
>
<!-- end of base.attlist -->]]>

<!ENTITY % head.content
  "( %HeadOpts.mix;,
   ( ( %title.qname;, %HeadOpts.mix;, ( %base.qname;, %HeadOpts.mix; )? )
   | ( %base.qname;, %HeadOpts.mix;, ( %title.qname;, %HeadOpts.mix; ))))"
>

<!-- end of xhtml-base-1.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
```

zip/net/sf/saxon/data/w3c/xhtml11/xhtml-base-1.mod
No license file was found, but licenses were detected in source scan.

```
<!--
   * This is an umbrella schema for the various schema documents used
   * to support XPath 3.0 functions and operators.
   *
   * The schema is made available under the terms of the W3C software notice and license
   * at http://www.w3.org/Consortium/Legal/copyright-software-19980720
   *
  -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/xpath-functions.xsd
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML Forms Module  .................................................. -->
<!-- file: xhtml-form-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-form-1.mod,v 4.1 2001/04/10 09:42:30 altheim Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Forms 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-form-1.mod"

   Revisions:
   (none)
   ..................................................................... -->

<!-- Forms

       form, label, input, select, optgroup, option,
       textarea, fieldset, legend, button

   This module declares markup to provide support for online
   forms, based on the features found in
 HTML 4 forms.
-->

<!-- declare qualified element type names:
-->
<!ENTITY % form.qname  "form" >
<!ENTITY % label.qname  "label" >
<!ENTITY % input.qname  "input" >
```

```
<!ENTITY % select.qname  "select" >
<!ENTITY % optgroup.qname  "optgroup" >
<!ENTITY % option.qname  "option" >
<!ENTITY % textarea.qname  "textarea" >
<!ENTITY % fieldset.qname  "fieldset" >
<!ENTITY % legend.qname  "legend" >
<!ENTITY % button.qname  "button" >

<!-- %BlkNoForm.mix; includes all non-form block elements,
   plus %Misc.class;
-->
<!ENTITY % BlkNoForm.mix
   "%Heading.class;
    | %List.class;
    | %BlkStruct.class;
    %BlkPhras.class;
    %BlkPres.class;
    %Table.class;
    %Block.extra;
    %Misc.class;"
>

<!-- form: Form Element ..... -->

<!ENTITY % form.element  "INCLUDE" >
<![%form.element;[
<!ENTITY % form.content
   "( %BlkNoForm.mix;
    | %fieldset.qname; )+"
>
<!ELEMENT %form.qname;  %form.content; >
<!-- end of form.element -->]]>

<!ENTITY
 % form.attlist  "INCLUDE" >
<![%form.attlist;[
<!ATTLIST %form.qname;
    %Common.attrib;
    action       %URI.datatype;          #REQUIRED
    method       ( get | post )          'get'
    enctype      %ContentType.datatype;   'application/x-www-form-urlencoded'
    accept-charset %Charsets.datatype;    #IMPLIED
    accept       %ContentTypes.datatype;  #IMPLIED
>
<!-- end of form.attlist -->]]>

<!-- label: Form Field Label Text ..... -->
```

```
<!-- Each label must not contain more than ONE field
-->

<!ENTITY % label.element  "INCLUDE" >
<![%label.element;[
<!ENTITY % label.content
   "( #PCDATA
    | %input.qname; | %select.qname; | %textarea.qname; | %button.qname;
    | %InlStruct.class;
    %InlPhras.class;
    %I18n.class;
    %InlPres.class;
    %Anchor.class;
    %InlSpecial.class;
    %Inline.extra;
    %Misc.class; )*"
>
<!ELEMENT %label.qname;  %label.content; >
<!-- end of label.element -->]]>

<!ENTITY % label.attlist  "INCLUDE"
 >
<![%label.attlist;[
<!ATTLIST %label.qname;
    %Common.attrib;
    for         IDREF                #IMPLIED
    accesskey    %Character.datatype;     #IMPLIED
>
<!-- end of label.attlist -->]]>

<!-- input: Form Control ..... -->

<!ENTITY % input.element  "INCLUDE" >
<![%input.element;[
<!ENTITY % input.content  "EMPTY" >
<!ELEMENT %input.qname;  %input.content; >
<!-- end of input.element -->]]>

<!ENTITY % input.attlist  "INCLUDE" >
<![%input.attlist;[
<!ENTITY % InputType.class
   "( text | password | checkbox | radio | submit
    | reset | file | hidden | image | button )"
>
<!-- attribute 'name' required for all but submit & reset
-->
<!ATTLIST %input.qname;
    %Common.attrib;
```

```
    type        %InputType.class;       'text'
    name        CDATA                   #IMPLIED
    value       CDATA                   #IMPLIED
    checked     ( checked )             #IMPLIED
    disabled    ( disabled )
 #IMPLIED
    readonly    ( readonly )            #IMPLIED
    size        %Number.datatype;       #IMPLIED
    maxlength   %Number.datatype;       #IMPLIED
    src         %URI.datatype;          #IMPLIED
    alt         %Text.datatype;         #IMPLIED
    tabindex    %Number.datatype;       #IMPLIED
    accesskey   %Character.datatype;    #IMPLIED
    accept      %ContentTypes.datatype;  #IMPLIED
>
<!-- end of input.attlist -->]]>

<!-- select: Option Selector ..... -->

<!ENTITY % select.element  "INCLUDE" >
<![%select.element;[
<!ENTITY % select.content
   "( %optgroup.qname; | %option.qname; )+"
>
<!ELEMENT %select.qname;  %select.content; >
<!-- end of select.element -->]]>

<!ENTITY % select.attlist  "INCLUDE" >
<![%select.attlist;[
<!ATTLIST %select.qname;
    %Common.attrib;
    name        CDATA                   #IMPLIED
    size        %Number.datatype;       #IMPLIED
    multiple    ( multiple )
  #IMPLIED
    disabled    ( disabled )            #IMPLIED
    tabindex    %Number.datatype;       #IMPLIED
>
<!-- end of select.attlist -->]]>

<!-- optgroup: Option Group ..... -->

<!ENTITY % optgroup.element  "INCLUDE" >
<![%optgroup.element;[
<!ENTITY % optgroup.content  "( %option.qname; )+" >
<!ELEMENT %optgroup.qname;  %optgroup.content; >
<!-- end of optgroup.element -->]]>
```

```
<!ENTITY % optgroup.attlist  "INCLUDE" >
<![%optgroup.attlist;[
<!ATTLIST %optgroup.qname;
    %Common.attrib;
    disabled     ( disabled )            #IMPLIED
    label        %Text.datatype;         #REQUIRED
>
<!-- end of optgroup.attlist -->]]>

<!-- option: Selectable Choice ..... -->

<!ENTITY % option.element  "INCLUDE" >
<![%option.element;[
<!ENTITY % option.content  "( #PCDATA )" >
<!ELEMENT %option.qname;  %option.content; >
<!-- end of option.element -->]]>

<!ENTITY % option.attlist  "INCLUDE" >
<![%option.attlist;[
<!ATTLIST %option.qname;
     %Common.attrib;
    selected     ( selected )            #IMPLIED
    disabled     ( disabled )            #IMPLIED
    label        %Text.datatype;         #IMPLIED
    value        CDATA                   #IMPLIED
>
<!-- end of option.attlist -->]]>

<!-- textarea: Multi-Line Text Field ..... -->

<!ENTITY % textarea.element  "INCLUDE" >
<![%textarea.element;[
<!ENTITY % textarea.content  "( #PCDATA )" >
<!ELEMENT %textarea.qname;  %textarea.content; >
<!-- end of textarea.element -->]]>

<!ENTITY % textarea.attlist  "INCLUDE" >
<![%textarea.attlist;[
<!ATTLIST %textarea.qname;
    %Common.attrib;
    name         CDATA                   #IMPLIED
    rows         %Number.datatype;       #REQUIRED
    cols         %Number.datatype;       #REQUIRED
    disabled     ( disabled )            #IMPLIED
    readonly     ( readonly )            #IMPLIED
    tabindex     %Number.datatype;       #IMPLIED
    accesskey    %Character.datatype;
```

```
    #IMPLIED
>
<!-- end of textarea.attlist -->]]>

<!-- fieldset: Form Control Group ..... -->

<!-- #PCDATA is to solve the mixed content problem,
   per specification only whitespace is allowed
-->

<!ENTITY % fieldset.element  "INCLUDE" >
<![%fieldset.element;[
<!ENTITY % fieldset.content
   "( #PCDATA | %legend.qname; | %Flow.mix; )*"
>
<!ELEMENT %fieldset.qname;  %fieldset.content; >
<!-- end of fieldset.element -->]]>

<!ENTITY % fieldset.attlist  "INCLUDE" >
<![%fieldset.attlist;[
<!ATTLIST %fieldset.qname;
    %Common.attrib;
>
<!-- end of fieldset.attlist -->]]>

<!-- legend: Fieldset Legend ..... -->

<!ENTITY % legend.element  "INCLUDE" >
<![%legend.element;[
<!ENTITY % legend.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ELEMENT %legend.qname;  %legend.content; >
<!-- end of legend.element -->]]>

<!ENTITY % legend.attlist  "INCLUDE" >
<![%legend.attlist;[
<!ATTLIST %legend.qname;
    %Common.attrib;
    accesskey
   %Character.datatype;     #IMPLIED
>
<!-- end of legend.attlist -->]]>

<!-- button: Push Button ..... -->

<!ENTITY % button.element  "INCLUDE" >
<![%button.element;[
```

```
<!ENTITY % button.content
   "( #PCDATA
    | %BlkNoForm.mix;
    | %InlStruct.class;
    %InlPhras.class;
    %InlPres.class;
    %I18n.class;
    %InlSpecial.class;
    %Inline.extra; )*"
>
<!ELEMENT %button.qname;  %button.content; >
<!-- end of button.element -->]]>

<!ENTITY % button.attlist  "INCLUDE" >
<![%button.attlist;[
<!ATTLIST %button.qname;
    %Common.attrib;
    name         CDATA                  #IMPLIED
    value        CDATA                  #IMPLIED
    type         ( button | submit | reset ) 'submit'
    disabled     ( disabled )           #IMPLIED
    tabindex     %Number.datatype;      #IMPLIED
    accesskey    %Character.datatype;   #IMPLIED
>
<!-- end of button.attlist -->]]>

<!-- end of xhtml-form-1.mod -->

Found in path(s):
*
 /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml-form-1.mod
No license file was found, but licenses were detected in source scan.

<!-- ..................................................................... -->
<!-- XHTML Basic Table Module  ..................................... -->
<!-- file: xhtml-basic-table-1.mod

   This is XHTML Basic, a proper subset of XHTML.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-basic-table-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Basic Tables 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-basic-table-1.mod"

   Revisions:
```

```
   (none)
   ..... -->

<!-- Basic Tables

      table, caption, tr, th, td

   This table module declares elements and attributes defining
   a table model based fundamentally on features found in the
   widely-deployed HTML
 3.2 table model.  While this module
   mimics the content model and table attributes of HTML 3.2
   tables, the element types declared herein also includes all
   HTML 4 common and most of the HTML 4 table attributes.
-->

<!-- declare qualified element type names:
-->
<!ENTITY % table.qname  "table" >
<!ENTITY % caption.qname  "caption" >
<!ENTITY % tr.qname  "tr" >
<!ENTITY % th.qname  "th" >
<!ENTITY % td.qname  "td" >

<!-- horizontal alignment attributes for cell contents
-->
<!ENTITY % CellHAlign.attrib
   "align       ( left
              | center
              | right )              #IMPLIED"
>

<!-- vertical alignment attributes for cell contents
-->
<!ENTITY % CellVAlign.attrib
   "valign      ( top
              | middle
              | bottom )             #IMPLIED"
>

<!-- scope is simpler than axes attribute for common tables
-->
<!ENTITY % scope.attrib
   "scope       ( row | col  )         #IMPLIED"
>

<!-- table: Table Element
```

```
 ..... -->

<!ENTITY % table.element  "INCLUDE" >
<![%table.element;[
<!ENTITY % table.content
   "( %caption.qname;?, %tr.qname;+ )"
>
<!ELEMENT %table.qname;  %table.content; >
<!-- end of table.element -->]]>

<!ENTITY % table.attlist  "INCLUDE" >
<![%table.attlist;[
<!ATTLIST %table.qname;
    %Common.attrib;
    summary      %Text.datatype;          #IMPLIED
    width        %Length.datatype;        #IMPLIED
>
<!-- end of table.attlist -->]]>

<!-- caption: Table Caption ..... -->

<!ENTITY % caption.element  "INCLUDE" >
<![%caption.element;[
<!ENTITY % caption.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ELEMENT %caption.qname;  %caption.content; >
<!-- end of caption.element -->]]>

<!ENTITY % caption.attlist  "INCLUDE" >
<![%caption.attlist;[
<!ATTLIST %caption.qname;
    %Common.attrib;
>
<!-- end of caption.attlist -->]]>

<!-- tr: Table Row ..... -->

<!ENTITY % tr.element  "INCLUDE"
 >
<![%tr.element;[
<!ENTITY % tr.content  "( %th.qname; | %td.qname; )+" >
<!ELEMENT %tr.qname;  %tr.content; >
<!-- end of tr.element -->]]>

<!ENTITY % tr.attlist  "INCLUDE" >
<![%tr.attlist;[
<!ATTLIST %tr.qname;
```

```
    %Common.attrib;
    %CellHAlign.attrib;
    %CellVAlign.attrib;
>
<!-- end of tr.attlist -->]]>

<!-- th: Table Header Cell ..... -->

<!-- th is for header cells, td for data,
   but for cells acting as both use td
-->

<!ENTITY % th.element  "INCLUDE" >
<![%th.element;[
<!ENTITY % th.content
   "( #PCDATA | %FlowNoTable.mix; )*"
>
<!ELEMENT %th.qname;  %th.content; >
<!-- end of th.element -->]]>

<!ENTITY % th.attlist  "INCLUDE" >
<![%th.attlist;[
<!ATTLIST %th.qname;
    %Common.attrib;
    abbr        %Text.datatype;         #IMPLIED
    axis        CDATA                   #IMPLIED
    headers     IDREFS                  #IMPLIED
    %scope.attrib;
    rowspan     %Number.datatype;       '1'
    colspan
 %Number.datatype;       '1'
    %CellHAlign.attrib;
    %CellVAlign.attrib;
>
<!-- end of th.attlist -->]]>

<!-- td: Table Data Cell ..... -->

<!ENTITY % td.element  "INCLUDE" >
<![%td.element;[
<!ENTITY % td.content
   "( #PCDATA | %FlowNoTable.mix; )*"
>
<!ELEMENT %td.qname;  %td.content; >
<!-- end of td.element -->]]>

<!ENTITY % td.attlist  "INCLUDE" >
<![%td.attlist;[
```

```
<!ATTLIST %td.qname;
    %Common.attrib;
    abbr        %Text.datatype;         #IMPLIED
    axis        CDATA                   #IMPLIED
    headers     IDREFS                  #IMPLIED
    %scope.attrib;
    rowspan     %Number.datatype;       '1'
    colspan     %Number.datatype;       '1'
    %CellHAlign.attrib;
    %CellVAlign.attrib;
>
<!-- end of td.attlist -->]]>

<!-- end of xhtml-basic-table-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml-basic-table-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML Common Attributes Module  ..................................... -->
<!-- file: xhtml-attribs-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-attribs-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES XHTML Common Attributes 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-attribs-1.mod"

   Revisions:
   (none)
   ..................................................................... -->

<!-- Common Attributes

   This module declares many of the common attributes for the XHTML DTD.
   %NS.decl.attrib; is declared in the XHTML Qname module.

  Note that this file was extended
 in XHTML Modularization 1.1 to
  include declarations of "global" versions of the attribute collections.
  The global versions of the attributes are for use on elements in other
  namespaces.  The global version of "common" includes the xmlns declaration
  for the prefixed version of the xhtml namespace.  If you are only using a
```

```
  specific attribute or an individual attribute collection, you must also
  include the XHTML.xmlns.attrib.prefixed PE on your elements.
-->

<!ENTITY % id.attrib
   "id          ID                    #IMPLIED"
>

<![%XHTML.global.attrs.prefixed;[
<!ENTITY % XHTML.global.id.attrib
   "%XHTML.prefix;:id          ID       #IMPLIED"
>
]]>

<!ENTITY % class.attrib
   "class       NMTOKENS              #IMPLIED"
>

<![%XHTML.global.attrs.prefixed;[
<!ENTITY % XHTML.global.class.attrib
   "%XHTML.prefix;:class       NMTOKENS              #IMPLIED"
>
]]>

<!ENTITY % title.attrib
   "title       %Text.datatype;         #IMPLIED"
>

<![%XHTML.global.attrs.prefixed;[
<!ENTITY
 % XHTML.global.title.attrib
   "%XHTML.prefix;:title       %Text.datatype;         #IMPLIED"
>
]]>

<!ENTITY % Core.extra.attrib "" >

<!ENTITY % Core.attrib
   "%XHTML.xmlns.attrib;
    %id.attrib;
    %class.attrib;
    %title.attrib;
    xml:space    ( preserve )           #FIXED 'preserve'
    %Core.extra.attrib;"
>

<!ENTITY % XHTML.global.core.extra.attrib "" >
```

```
<![%XHTML.global.attrs.prefixed;[

<!ENTITY % XHTML.global.core.attrib
   "%XHTML.global.id.attrib;
    %XHTML.global.class.attrib;
    %XHTML.global.title.attrib;
    %XHTML.global.core.extra.attrib;"
>
]]>

<!ENTITY % XHTML.global.core.attrib "" >


<!ENTITY % lang.attrib
   "xml:lang     %LanguageCode.datatype;  #IMPLIED"
>

<![%XHTML.bidi;[
<!ENTITY % dir.attrib
   "dir          ( ltr | rtl )           #IMPLIED"
>

<!ENTITY % I18n.attrib
   "%dir.attrib;
    %lang.attrib;"
>

<![%XHTML.global.attrs.prefixed;[
<!ENTITY XHTML.global.i18n.attrib

 "%XHTML.prefix;:dir          ( ltr | rtl )           #IMPLIED
    %lang.attrib;"
>
]]>
<!ENTITY XHTML.global.i18n.attrib "" >

]]>
<!ENTITY % I18n.attrib
   "%lang.attrib;"
>
<!ENTITY % XHTML.global.i18n.attrib
   "%lang.attrib;"
>

<!ENTITY % Common.extra.attrib "" >
<!ENTITY % XHTML.global.common.extra.attrib "" >

<!-- intrinsic event attributes declared previously
```

```
-->
<!ENTITY % Events.attrib "" >

<!ENTITY % XHTML.global.events.attrib "" >

<!ENTITY % Common.attrib
   "%Core.attrib;
    %I18n.attrib;
    %Events.attrib;
    %Common.extra.attrib;"
>

<!ENTITY % XHTML.global.common.attrib
   "%XHTML.xmlns.attrib.prefixed;
    %XHTML.global.core.attrib;
  %XHTML.global.i18n.attrib;
  %XHTML.global.events.attrib;
  %XHTML.global.common.extra.attrib;"
>

<!-- end of xhtml-attribs-1.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/data/w3c/xhtml11/xhtml-attribs-1.mod
No license file was found, but licenses were detected in source scan.

<!-- ..................................................................... -->
<!-- SVG 1.1 Container Attribute Module ..................................... -->
<!-- file: svg-container-attrib.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-container-attrib.mod,v 1.2 2002/04/20 18:07:42 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES SVG 1.1 Container Attribute//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-container-attrib.mod"

   ..................................................................... -->

<!-- Container Attribute

     enable-background

   This module defines the Container attribute set.
-->
```

```
<!-- 'enable-background' property/attribute value (e.g., 'new', 'accumulate') -->
<!ENTITY
 % EnableBackgroundValue.datatype "CDATA" >

<!ENTITY % SVG.enable-background.attrib
   "enable-background %EnableBackgroundValue.datatype; #IMPLIED"
>

<!ENTITY % SVG.Container.extra.attrib "" >

<!ENTITY % SVG.Container.attrib
   "%SVG.enable-background.attrib;
    %SVG.Container.extra.attrib;"
>

<!-- end of svg-container-attrib.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-container-attrib.mod
No license file was found, but licenses were detected in source scan.

```
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      Author:     Murray M. Altheim <altheim@eng.sun.com>
      Revision:   $Id: xhtml11.dtd,v 1.21 2001/05/29 16:37:01 ahby Exp $
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/rddl/xhtml11.dtd
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml11.dtd
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- SVG 1.1 Basic Filter Module ........................................ -->
```

```
<!-- file: svg-basic-filter.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-basic-filter.mod,v 1.4 2002/11/14 15:11:02 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS SVG 1.1 Basic Filter//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-basic-filter.mod"

   ..................................................................... -->

<!-- Basic Filter

     filter, feBlend, feColorMatrix, feComponentTransfer, feComposite,
     feFlood, feGaussianBlur, feImage, feMerge, feMergeNode, feOffset,
     feTile, feFuncR, feFuncG, feFuncB, feFuncA

    This module declares markup to provide support for filter effect.
-->

<!-- 'filter' property/attribute value (e.g., 'none', <uri>) -->
<!ENTITY % FilterValue.datatype "CDATA" >

<!-- list of <number>s, but at least one and at most two -->
<!ENTITY % NumberOptionalNumber.datatype "CDATA" >

<!-- Qualified Names (Default) ..... -->

<!ENTITY % SVG.filter.qname "filter" >
<!ENTITY % SVG.feBlend.qname "feBlend" >
<!ENTITY % SVG.feColorMatrix.qname "feColorMatrix" >
<!ENTITY % SVG.feComponentTransfer.qname "feComponentTransfer" >
<!ENTITY % SVG.feComposite.qname "feComposite" >
<!ENTITY % SVG.feFlood.qname "feFlood" >
<!ENTITY % SVG.feGaussianBlur.qname "feGaussianBlur" >
<!ENTITY % SVG.feImage.qname "feImage" >
<!ENTITY % SVG.feMerge.qname "feMerge" >
<!ENTITY % SVG.feMergeNode.qname "feMergeNode" >
<!ENTITY % SVG.feOffset.qname "feOffset" >
<!ENTITY % SVG.feTile.qname "feTile" >
<!ENTITY % SVG.feFuncR.qname "feFuncR" >
<!ENTITY % SVG.feFuncG.qname "feFuncG"
 >
<!ENTITY % SVG.feFuncB.qname "feFuncB" >
<!ENTITY % SVG.feFuncA.qname "feFuncA" >
```

```
<!-- Attribute Collections (Default) ..... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Container.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.ColorProfile.attrib "" >
<!ENTITY % SVG.Gradient.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.XLink.attrib "" >
<!ENTITY % SVG.XLinkEmbed.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Filter.class ..... -->

<!ENTITY % SVG.Filter.extra.class "" >

<!ENTITY % SVG.Filter.class
   "| %SVG.filter.qname;
 %SVG.Filter.extra.class;"
>

<!-- SVG.FilterPrimitive.class ..... -->

<!ENTITY % SVG.FilterPrimitive.extra.class "" >

<!ENTITY % SVG.FilterPrimitive.class
   "| %SVG.feBlend.qname; | %SVG.feColorMatrix.qname;
    | %SVG.feComponentTransfer.qname; | %SVG.feComposite.qname;
    | %SVG.feFlood.qname; | %SVG.feGaussianBlur.qname; | %SVG.feImage.qname;
    | %SVG.feMerge.qname; | %SVG.feOffset.qname; | %SVG.feTile.qname;
      %SVG.FilterPrimitive.extra.class;"
>

<!-- SVG.Filter.attrib ..... -->

<!ENTITY % SVG.Filter.extra.attrib "" >
```

```
<!ENTITY % SVG.Filter.attrib
   "filter %FilterValue.datatype; #IMPLIED
    %SVG.Filter.extra.attrib;"
>

<!-- SVG.FilterColor.attrib ..... -->

<!ENTITY % SVG.FilterColor.extra.attrib "" >

<!ENTITY % SVG.FilterColor.attrib
   "color-interpolation-filters ( auto | sRGB | linearRGB | inherit )
                                #IMPLIED
    %SVG.FilterColor.extra.attrib;"
>

<!--
 SVG.FilterPrimitive.attrib ..... -->

<!ENTITY % SVG.FilterPrimitive.extra.attrib "" >

<!ENTITY % SVG.FilterPrimitive.attrib
   "x %Coordinate.datatype; #IMPLIED
    y %Coordinate.datatype; #IMPLIED
    width %Length.datatype; #IMPLIED
    height %Length.datatype; #IMPLIED
    result CDATA #IMPLIED
    %SVG.FilterPrimitive.extra.attrib;"
>

<!-- SVG.FilterPrimitiveWithIn.attrib ..... -->

<!ENTITY % SVG.FilterPrimitiveWithIn.extra.attrib "" >

<!ENTITY % SVG.FilterPrimitiveWithIn.attrib
   "%SVG.FilterPrimitive.attrib;
    in CDATA #IMPLIED
    %SVG.FilterPrimitiveWithIn.extra.attrib;"
>

<!-- SVG.Presentation.attrib ..... -->

<!ENTITY % SVG.Presentation.extra.attrib "" >

<!ENTITY % SVG.Presentation.attrib
   "%SVG.Container.attrib;
    %SVG.Viewport.attrib;
    %SVG.Text.attrib;
    %SVG.TextContent.attrib;
```

```
    %SVG.Font.attrib;
    %SVG.Paint.attrib;
    %SVG.Color.attrib;
    %SVG.Opacity.attrib;
    %SVG.Graphics.attrib;
     %SVG.Marker.attrib;
    %SVG.ColorProfile.attrib;
    %SVG.Gradient.attrib;
    %SVG.Clip.attrib;
    %SVG.Mask.attrib;
    %SVG.Filter.attrib;
    %SVG.FilterColor.attrib;
    %SVG.Cursor.attrib;
    flood-color %SVGColor.datatype; #IMPLIED
    flood-opacity %OpacityValue.datatype; #IMPLIED
    lighting-color %SVGColor.datatype; #IMPLIED
    %SVG.Presentation.extra.attrib;"
>

<!-- filter: Filter Element ..... -->

<!ENTITY % SVG.filter.extra.content "" >

<!ENTITY % SVG.filter.element "INCLUDE" >
<![%SVG.filter.element;[
<!ENTITY % SVG.filter.content
   "(( %SVG.Description.class; )*, ( %SVG.animate.qname; | %SVG.set.qname;
      %SVG.FilterPrimitive.class; %SVG.filter.extra.content; )*)"
>
<!ELEMENT %SVG.filter.qname; %SVG.filter.content; >
<!-- end of SVG.filter.element -->]]>

<!ENTITY % SVG.filter.attlist "INCLUDE" >
<![%SVG.filter.attlist;[
<!ATTLIST %SVG.filter.qname;
   %SVG.Core.attrib;
   %SVG.Style.attrib;
   %SVG.Presentation.attrib;
    %SVG.XLink.attrib;
   %SVG.External.attrib;
   x %Coordinate.datatype; #IMPLIED
   y %Coordinate.datatype; #IMPLIED
   width %Length.datatype; #IMPLIED
   height %Length.datatype; #IMPLIED
   filterRes %NumberOptionalNumber.datatype; #IMPLIED
   filterUnits ( userSpaceOnUse | objectBoundingBox ) #IMPLIED
   primitiveUnits ( userSpaceOnUse | objectBoundingBox ) #IMPLIED
>
```

```
<!-- end of SVG.filter.attlist -->]]>

<!-- feBlend: Filter Effect Blend Element ..... -->

<!ENTITY % SVG.feBlend.extra.content "" >

<!ENTITY % SVG.feBlend.element "INCLUDE" >
<![%SVG.feBlend.element;[
<!ENTITY % SVG.feBlend.content
  "( %SVG.animate.qname; | %SVG.set.qname; %SVG.feBlend.extra.content; )*"
>
<!ELEMENT %SVG.feBlend.qname; %SVG.feBlend.content; >
<!-- end of SVG.feBlend.element -->]]>

<!ENTITY % SVG.feBlend.attlist "INCLUDE" >
<![%SVG.feBlend.attlist;[
<!ATTLIST %SVG.feBlend.qname;
  %SVG.Core.attrib;
  %SVG.FilterColor.attrib;
  %SVG.FilterPrimitiveWithIn.attrib;
   in2 CDATA #REQUIRED
  mode ( normal | multiply | screen | darken | lighten ) 'normal'
>
<!-- end of SVG.feBlend.attlist -->]]>

<!-- feColorMatrix: Filter Effect Color Matrix Element . -->

<!ENTITY % SVG.feColorMatrix.extra.content "" >

<!ENTITY % SVG.feColorMatrix.element "INCLUDE" >
<![%SVG.feColorMatrix.element;[
<!ENTITY % SVG.feColorMatrix.content
  "( %SVG.animate.qname; | %SVG.set.qname;
    %SVG.feColorMatrix.extra.content; )*"
>
<!ELEMENT %SVG.feColorMatrix.qname; %SVG.feColorMatrix.content; >
<!-- end of SVG.feColorMatrix.element -->]]>

<!ENTITY % SVG.feColorMatrix.attlist "INCLUDE" >
<![%SVG.feColorMatrix.attlist;[
<!ATTLIST %SVG.feColorMatrix.qname;
  %SVG.Core.attrib;
  %SVG.FilterColor.attrib;
  %SVG.FilterPrimitiveWithIn.attrib;
  type ( matrix | saturate | hueRotate | luminanceToAlpha ) 'matrix'
  values CDATA #IMPLIED
>
<!-- end of SVG.feColorMatrix.attlist -->]]>
```

```
<!-- feComponentTransfer: Filter Effect Component Transfer Element
 -->

<!ENTITY % SVG.feComponentTransfer.extra.content "" >

<!ENTITY % SVG.feComponentTransfer.element "INCLUDE" >
<![%SVG.feComponentTransfer.element;[
<!ENTITY % SVG.feComponentTransfer.content
  "( %SVG.feFuncR.qname;?, %SVG.feFuncG.qname;?, %SVG.feFuncB.qname;?,
    %SVG.feFuncA.qname;? %SVG.feComponentTransfer.extra.content; )"
>
<!ELEMENT %SVG.feComponentTransfer.qname; %SVG.feComponentTransfer.content; >
<!-- end of SVG.feComponentTransfer.element -->]]>

<!ENTITY % SVG.feComponentTransfer.attlist "INCLUDE" >
<![%SVG.feComponentTransfer.attlist;[
<!ATTLIST %SVG.feComponentTransfer.qname;
  %SVG.Core.attrib;
  %SVG.FilterColor.attrib;
  %SVG.FilterPrimitiveWithIn.attrib;
>
<!-- end of SVG.feComponentTransfer.attlist -->]]>

<!-- feComposite: Filter Effect Composite Element ..... -->

<!ENTITY % SVG.feComposite.extra.content "" >

<!ENTITY % SVG.feComposite.element "INCLUDE" >
<![%SVG.feComposite.element;[
<!ENTITY % SVG.feComposite.content
  "( %SVG.animate.qname;
| %SVG.set.qname; %SVG.feComposite.extra.content; )*"
>
<!ELEMENT %SVG.feComposite.qname; %SVG.feComposite.content; >
<!-- end of SVG.feComposite.element -->]]>

<!ENTITY % SVG.feComposite.attlist "INCLUDE" >
<![%SVG.feComposite.attlist;[
<!ATTLIST %SVG.feComposite.qname;
  %SVG.Core.attrib;
  %SVG.FilterColor.attrib;
  %SVG.FilterPrimitiveWithIn.attrib;
  in2 CDATA #REQUIRED
  operator ( over | in | out | atop | xor | arithmetic ) 'over'
  k1 %Number.datatype; #IMPLIED
  k2 %Number.datatype; #IMPLIED
  k3 %Number.datatype; #IMPLIED
```

```
  k4 %Number.datatype; #IMPLIED
>
<!-- end of SVG.feComposite.attlist -->]]>

<!-- feFlood: Filter Effect Flood Element ..... -->

<!ENTITY % SVG.feFlood.extra.content "" >

<!ENTITY % SVG.feFlood.element "INCLUDE" >
<![%SVG.feFlood.element;[
<!ENTITY % SVG.feFlood.content
  "( %SVG.animate.qname; | %SVG.set.qname; | %SVG.animateColor.qname;
    %SVG.feFlood.extra.content; )*"
>
<!ELEMENT %SVG.feFlood.qname; %SVG.feFlood.content;
 >
<!-- end of SVG.feFlood.element -->]]>

<!ENTITY % SVG.feFlood.attlist "INCLUDE" >
<![%SVG.feFlood.attlist;[
<!ATTLIST %SVG.feFlood.qname;
  %SVG.Core.attrib;
  %SVG.Style.attrib;
  %SVG.Color.attrib;
  %SVG.FilterColor.attrib;
  %SVG.FilterPrimitiveWithIn.attrib;
  flood-color %SVGColor.datatype; #IMPLIED
  flood-opacity %OpacityValue.datatype; #IMPLIED
>
<!-- end of SVG.feFlood.attlist -->]]>

<!-- feGaussianBlur: Filter Effect Gaussian Blur Element -->

<!ENTITY % SVG.feGaussianBlur.extra.content "" >

<!ENTITY % SVG.feGaussianBlur.element "INCLUDE" >
<![%SVG.feGaussianBlur.element;[
<!ENTITY % SVG.feGaussianBlur.content
  "( %SVG.animate.qname; | %SVG.set.qname;
    %SVG.feGaussianBlur.extra.content; )*"
>
<!ELEMENT %SVG.feGaussianBlur.qname; %SVG.feGaussianBlur.content; >
<!-- end of SVG.feGaussianBlur.element -->]]>

<!ENTITY % SVG.feGaussianBlur.attlist "INCLUDE" >
<![%SVG.feGaussianBlur.attlist;[
<!ATTLIST %SVG.feGaussianBlur.qname;
  %SVG.Core.attrib;
```

```
    %SVG.FilterColor.attrib;
   %SVG.FilterPrimitiveWithIn.attrib;
   stdDeviation %NumberOptionalNumber.datatype; #IMPLIED
>
<!-- end of SVG.feGaussianBlur.attlist -->]]>

<!-- feImage: Filter Effect Image Element ..... -->

<!ENTITY % SVG.feImage.extra.content "" >

<!ENTITY % SVG.feImage.element "INCLUDE" >
<![%SVG.feImage.element;[
<!ENTITY % SVG.feImage.content
   "( %SVG.animate.qname; | %SVG.set.qname; | %SVG.animateTransform.qname;
      %SVG.feImage.extra.content; )*"
>
<!ELEMENT %SVG.feImage.qname; %SVG.feImage.content; >
<!-- end of SVG.feImage.element -->]]>

<!ENTITY % SVG.feImage.attlist "INCLUDE" >
<![%SVG.feImage.attlist;[
<!ATTLIST %SVG.feImage.qname;
   %SVG.Core.attrib;
   %SVG.Style.attrib;
   %SVG.Presentation.attrib;
   %SVG.FilterPrimitive.attrib;
   %SVG.XLinkEmbed.attrib;
   %SVG.External.attrib;
   preserveAspectRatio %PreserveAspectRatioSpec.datatype; 'xMidYMid meet'
>
<!-- end of SVG.feImage.attlist -->]]>

<!-- feMerge: Filter Effect
 Merge Element ..... -->

<!ENTITY % SVG.feMerge.extra.content "" >

<!ENTITY % SVG.feMerge.element "INCLUDE" >
<![%SVG.feMerge.element;[
<!ENTITY % SVG.feMerge.content
   "( %SVG.feMergeNode.qname; %SVG.feMerge.extra.content; )*"
>
<!ELEMENT %SVG.feMerge.qname; %SVG.feMerge.content; >
<!-- end of SVG.feMerge.element -->]]>

<!ENTITY % SVG.feMerge.attlist "INCLUDE" >
<![%SVG.feMerge.attlist;[
<!ATTLIST %SVG.feMerge.qname;
```

```
  %SVG.Core.attrib;
  %SVG.FilterColor.attrib;
  %SVG.FilterPrimitive.attrib;
>
<!-- end of SVG.feMerge.attlist -->]]>

<!-- feMergeNode: Filter Effect Merge Node Element ..... -->

<!ENTITY % SVG.feMergeNode.extra.content "" >

<!ENTITY % SVG.feMergeNode.element "INCLUDE" >
<![%SVG.feMergeNode.element;[
<!ENTITY % SVG.feMergeNode.content
  "( %SVG.animate.qname; | %SVG.set.qname; %SVG.feMergeNode.extra.content; )*"
>
<!ELEMENT %SVG.feMergeNode.qname; %SVG.feMergeNode.content; >
<!-- end of SVG.feMergeNode.element -->]]>

<!ENTITY % SVG.feMergeNode.attlist
 "INCLUDE" >
<![%SVG.feMergeNode.attlist;[
<!ATTLIST %SVG.feMergeNode.qname;
  %SVG.Core.attrib;
  in CDATA #IMPLIED
>
<!-- end of SVG.feMergeNode.attlist -->]]>

<!-- feOffset: Filter Effect Offset Element ..... -->

<!ENTITY % SVG.feOffset.extra.content "" >

<!ENTITY % SVG.feOffset.element "INCLUDE" >
<![%SVG.feOffset.element;[
<!ENTITY % SVG.feOffset.content
  "( %SVG.animate.qname; | %SVG.set.qname; %SVG.feOffset.extra.content; )*"
>
<!ELEMENT %SVG.feOffset.qname; %SVG.feOffset.content; >
<!-- end of SVG.feOffset.element -->]]>

<!ENTITY % SVG.feOffset.attlist "INCLUDE" >
<![%SVG.feOffset.attlist;[
<!ATTLIST %SVG.feOffset.qname;
  %SVG.Core.attrib;
  %SVG.FilterColor.attrib;
  %SVG.FilterPrimitiveWithIn.attrib;
  dx %Number.datatype; #IMPLIED
  dy %Number.datatype; #IMPLIED
>
```

```
<!-- end of SVG.feOffset.attlist -->]]>

<!-- feTile: Filter Effect Tile Element ..... -->

<!ENTITY % SVG.feTile.extra.content "" >

<!ENTITY % SVG.feTile.element "INCLUDE"
 >
<![%SVG.feTile.element;[
<!ENTITY % SVG.feTile.content
  "( %SVG.animate.qname; | %SVG.set.qname; %SVG.feTile.extra.content; )*"
>
<!ELEMENT %SVG.feTile.qname; %SVG.feTile.content; >
<!-- end of SVG.feTile.element -->]]>

<!ENTITY % SVG.feTile.attlist "INCLUDE" >
<![%SVG.feTile.attlist;[
<!ATTLIST %SVG.feTile.qname;
  %SVG.Core.attrib;
  %SVG.FilterColor.attrib;
  %SVG.FilterPrimitiveWithIn.attrib;
>
<!-- end of SVG.feTile.attlist -->]]>

<!-- feFuncR: Filter Effect Function Red Element ..... -->

<!ENTITY % SVG.feFuncR.extra.content "" >

<!ENTITY % SVG.feFuncR.element "INCLUDE" >
<![%SVG.feFuncR.element;[
<!ENTITY % SVG.feFuncR.content
  "( %SVG.animate.qname; | %SVG.set.qname; %SVG.feFuncR.extra.content; )*"
>
<!ELEMENT %SVG.feFuncR.qname; %SVG.feFuncR.content; >
<!-- end of SVG.feFuncR.element -->]]>

<!ENTITY % SVG.feFuncR.attlist "INCLUDE" >
<![%SVG.feFuncR.attlist;[
<!ATTLIST %SVG.feFuncR.qname;
  %SVG.Core.attrib;
  type ( identity | table | discrete | linear
| gamma ) #REQUIRED
  tableValues CDATA #IMPLIED
  slope %Number.datatype; #IMPLIED
  intercept %Number.datatype; #IMPLIED
  amplitude %Number.datatype; #IMPLIED
  exponent %Number.datatype; #IMPLIED
  offset %Number.datatype; #IMPLIED
```

```
>
<!-- end of SVG.feFuncR.attlist -->]]>

<!-- feFuncG: Filter Effect Function Green Element ..... -->

<!ENTITY % SVG.feFuncG.extra.content "" >

<!ENTITY % SVG.feFuncG.element "INCLUDE" >
<![%SVG.feFuncG.element;[
<!ENTITY % SVG.feFuncG.content
  "( %SVG.animate.qname; | %SVG.set.qname; %SVG.feFuncG.extra.content; )*"
>
<!ELEMENT %SVG.feFuncG.qname; %SVG.feFuncG.content; >
<!-- end of SVG.feFuncG.element -->]]>

<!ENTITY % SVG.feFuncG.attlist "INCLUDE" >
<![%SVG.feFuncG.attlist;[
<!ATTLIST %SVG.feFuncG.qname;
  %SVG.Core.attrib;
  type ( identity | table | discrete | linear | gamma ) #REQUIRED
  tableValues CDATA #IMPLIED
  slope %Number.datatype; #IMPLIED
  intercept %Number.datatype; #IMPLIED
  amplitude %Number.datatype;
 #IMPLIED
  exponent %Number.datatype; #IMPLIED
  offset %Number.datatype; #IMPLIED
>
<!-- end of SVG.feFuncG.attlist -->]]>

<!-- feFuncB: Filter Effect Function Blue Element ..... -->

<!ENTITY % SVG.feFuncB.extra.content "" >

<!ENTITY % SVG.feFuncB.element "INCLUDE" >
<![%SVG.feFuncB.element;[
<!ENTITY % SVG.feFuncB.content
  "( %SVG.animate.qname; | %SVG.set.qname; %SVG.feFuncB.extra.content; )*"
>
<!ELEMENT %SVG.feFuncB.qname; %SVG.feFuncB.content; >
<!-- end of SVG.feFuncB.element -->]]>

<!ENTITY % SVG.feFuncB.attlist "INCLUDE" >
<![%SVG.feFuncB.attlist;[
<!ATTLIST %SVG.feFuncB.qname;
  %SVG.Core.attrib;
  type ( identity | table | discrete | linear | gamma ) #REQUIRED
  tableValues CDATA #IMPLIED
```

```
  slope %Number.datatype; #IMPLIED
  intercept %Number.datatype; #IMPLIED
  amplitude %Number.datatype; #IMPLIED
  exponent %Number.datatype; #IMPLIED
  offset %Number.datatype; #IMPLIED
>
<!-- end of SVG.feFuncB.attlist -->]]>

<!-- feFuncA: Filter Effect Function
 Alpha Element ..... -->

<!ENTITY % SVG.feFuncA.extra.content "" >

<!ENTITY % SVG.feFuncA.element "INCLUDE" >
<![%SVG.feFuncA.element;[
<!ENTITY % SVG.feFuncA.content
  "( %SVG.animate.qname; | %SVG.set.qname; %SVG.feFuncA.extra.content; )*"
>
<!ELEMENT %SVG.feFuncA.qname; %SVG.feFuncA.content; >
<!-- end of SVG.feFuncA.element -->]]>

<!ENTITY % SVG.feFuncA.attlist "INCLUDE" >
<![%SVG.feFuncA.attlist;[
<!ATTLIST %SVG.feFuncA.qname;
  %SVG.Core.attrib;
  type ( identity | table | discrete | linear | gamma ) #REQUIRED
  tableValues CDATA #IMPLIED
  slope %Number.datatype; #IMPLIED
  intercept %Number.datatype; #IMPLIED
  amplitude %Number.datatype; #IMPLIED
  exponent %Number.datatype; #IMPLIED
  offset %Number.datatype; #IMPLIED
>
<!-- end of SVG.feFuncA.attlist -->]]>

<!-- end of svg-basic-filter.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-basic-filter.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML Legacy Markup Module ..................................... -->
<!-- file: xhtml-legacy-1.mod

   This is an extension of XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
```

```
    Revision: $Id: xhtml-legacy-1.mod,v 4.1 2001/04/10 09:42:30 altheim Exp $ SMI

    This DTD module is identified by the PUBLIC and SYSTEM identifiers:

      PUBLIC "-//W3C//ELEMENTS XHTML Legacy Markup 1.0//EN"
      SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-legacy-1.mod"

    Revisions:
    (none)
    ..... -->

<!-- HTML Legacy Markup

       font, basefont, center, s, strike, u, dir, menu, isindex

        (plus additional datatypes and attributes)

    This optional module declares additional
 markup for simple
    presentation-related markup based on features found in the
    HTML 4 Transitional and Frameset DTDs. This relies on
    inclusion of the Legacy Redeclarations module. This module
    also declares the frames, inline frames and object modules.

    This is to allow XHTML 1.1 documents to be transformed for
    display on HTML browsers where CSS support is inconsistent
    or unavailable.
-->
<!-- Constructing a Legacy DTD

    To construct a DTD driver obtaining a close approximation
    of the HTML 4 Transitional and Frameset DTDs, declare the
    Legacy Redeclarations module as the pre-framework redeclaration
    parameter entity (%xhtml-prefw-redecl.mod;) and INCLUDE its
    conditional section:

      ...
      <!ENTITY % xhtml-prefw-redecl.module "INCLUDE" >
      <![%xhtml-prefw-redecl.module;[
      <!ENTITY % xhtml-prefw-redecl.mod
         PUBLIC "-//W3C//ELEMENTS XHTML Legacy Redeclarations 1.0//EN"
              "xhtml-legacy-redecl-1.mod"
 >
      %xhtml-prefw-redecl.mod;]]>

    Such a DTD should be named with a variant FPI and redeclare
    the value of the %XHTML.version; parameter entity to that FPI:
```

```
      "-//Your Name Here//DTD XHTML Legacy 1.1//EN"

   IMPORTANT:  see also the notes included in the Legacy Redeclarations
   Module for information on how to construct a DTD using this module.
-->


<!-- Additional Element Types ..................................... -->

<!-- font: Local Font Modifier  ..................... -->

<!ENTITY % font.element  "INCLUDE" >
<![%font.element;[
<!ENTITY % font.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ENTITY % font.qname  "font" >
<!ELEMENT %font.qname;  %font.content; >
<!-- end of font.element -->]]>

<!ENTITY % font.attlist  "INCLUDE" >
<![%font.attlist;[
<!ATTLIST %font.qname;
    %Core.attrib;
    %I18n.attrib;
    size        CDATA                #IMPLIED
    color       %Color.datatype;       #IMPLIED
    face
    CDATA                #IMPLIED
>
<!-- end of font.attlist -->]]>

<!-- basefont: Base Font Size  ..................... -->

<!ENTITY % basefont.element  "INCLUDE" >
<![%basefont.element;[
<!ENTITY % basefont.content "EMPTY" >
<!ENTITY % basefont.qname  "basefont" >
<!ELEMENT %basefont.qname;  %basefont.content; >
<!-- end of basefont.element -->]]>

<!ENTITY % basefont.attlist  "INCLUDE" >
<![%basefont.attlist;[
<!ATTLIST %basefont.qname;
    %id.attrib;
    size        CDATA                #REQUIRED
    color       %Color.datatype;       #IMPLIED
    face        CDATA                #IMPLIED
```

```
>
<!-- end of basefont.attlist -->]]>

<!-- center: Center Alignment  ..... -->

<!ENTITY % center.element  "INCLUDE" >
<![%center.element;[
<!ENTITY % center.content
   "( #PCDATA | %Flow.mix; )*"
>
<!ENTITY % center.qname  "center" >
<!ELEMENT %center.qname;  %center.content; >
<!-- end of center.element -->]]>

<!ENTITY % center.attlist  "INCLUDE"
 >
<![%center.attlist;[
<!ATTLIST %center.qname;
    %Common.attrib;
>
<!-- end of center.attlist -->]]>

<!-- s: Strike-Thru Text Style  ..... -->

<!ENTITY % s.element  "INCLUDE" >
<![%s.element;[
<!ENTITY % s.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ENTITY % s.qname  "s" >
<!ELEMENT %s.qname;  %s.content; >
<!-- end of s.element -->]]>

<!ENTITY % s.attlist  "INCLUDE" >
<![%s.attlist;[
<!ATTLIST %s.qname;
    %Common.attrib;
>
<!-- end of s.attlist -->]]>

<!-- strike: Strike-Thru Text Style  .....-->

<!ENTITY % strike.element  "INCLUDE" >
<![%strike.element;[
<!ENTITY % strike.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ENTITY % strike.qname  "strike" >
```

```
<!ELEMENT %strike.qname;  %strike.content; >
<!-- end of strike.element -->]]>

<!ENTITY % strike.attlist  "INCLUDE" >
<![%strike.attlist;[
<!ATTLIST %strike.qname;
    %Common.attrib;
>
<!-- end of strike.attlist -->]]>

<!-- u: Underline Text Style  .....-->

<!ENTITY
 % u.element  "INCLUDE" >
<![%u.element;[
<!ENTITY % u.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ENTITY % u.qname  "u" >
<!ELEMENT %u.qname;  %u.content; >
<!-- end of u.element -->]]>

<!ENTITY % u.attlist  "INCLUDE" >
<![%u.attlist;[
<!ATTLIST %u.qname;
    %Common.attrib;
>
<!-- end of u.attlist -->]]>

<!-- dir: Directory List  ..... -->

<!-- NOTE: the content model for <dir> in HTML 4 excluded %Block.mix;
-->
<!ENTITY % dir.element  "INCLUDE" >
<![%dir.element;[
<!ENTITY % dir.content
   "( %li.qname; )+"
>
<!ENTITY % dir.qname  "dir" >
<!ELEMENT %dir.qname;  %dir.content; >
<!-- end of dir.element -->]]>

<!ENTITY % dir.attlist  "INCLUDE" >
<![%dir.attlist;[
<!ATTLIST %dir.qname;
    %Common.attrib;
    compact      ( compact )            #IMPLIED
>
```

```
<!-- end of dir.attlist -->]]>

<!-- menu: Menu List  ..... -->

<!-- NOTE: the content model for <menu> in HTML 4 excluded %Block.mix;
-->
<!ENTITY %
 menu.element  "INCLUDE" >
<![%menu.element;[
<!ENTITY % menu.content
   "( %li.qname; )+"
>
<!ENTITY % menu.qname  "menu" >
<!ELEMENT %menu.qname;  %menu.content; >
<!-- end of menu.element -->]]>

<!ENTITY % menu.attlist  "INCLUDE" >
<![%menu.attlist;[
<!ATTLIST %menu.qname;
    %Common.attrib;
    compact      ( compact )             #IMPLIED
>
<!-- end of menu.attlist -->]]>

<!-- isindex: Single-Line Prompt  ..... -->

<!ENTITY % isindex.element  "INCLUDE" >
<![%isindex.element;[
<!ENTITY % isindex.content "EMPTY" >
<!ENTITY % isindex.qname  "isindex" >
<!ELEMENT %isindex.qname;  %isindex.content; >
<!-- end of isindex.element -->]]>

<!ENTITY % isindex.attlist  "INCLUDE" >
<![%isindex.attlist;[
<!ATTLIST %isindex.qname;
    %Core.attrib;
    %I18n.attrib;
    prompt       %Text.datatype;          #IMPLIED
>
<!-- end of isindex.attlist -->]]>


<!-- Additional Attributes ..... -->

<!-- Alignment attribute for Transitional
 use in HTML browsers
   (this functionality is generally well-supported in CSS,
```

```
   except within some contexts)
-->
<!ENTITY % align.attrib
   "align       ( left | center | right | justify ) #IMPLIED"
>

<!ATTLIST %applet.qname;
    align      ( top | middle | bottom | left | right ) #IMPLIED
    hspace     %Pixels.datatype;        #IMPLIED
    vspace     %Pixels.datatype;        #IMPLIED
>

<!ATTLIST %body.qname;
    background   %URI.datatype;          #IMPLIED
    bgcolor     %Color.datatype;        #IMPLIED
    text        %Color.datatype;        #IMPLIED
    link        %Color.datatype;        #IMPLIED
    vlink       %Color.datatype;        #IMPLIED
    alink       %Color.datatype;        #IMPLIED
>

<!ATTLIST %br.qname;
    clear       ( left | all | right | none ) 'none'
>

<!ATTLIST %caption.qname;
    align       ( top | bottom | left | right ) #IMPLIED
>

<!ATTLIST %div.qname;
    %align.attrib;
>

<!ATTLIST %h1.qname;
     %align.attrib;
>

<!ATTLIST %h2.qname;
    %align.attrib;
>

<!ATTLIST %h3.qname;
    %align.attrib;
>

<!ATTLIST %h4.qname;
    %align.attrib;
>
```

```
<!ATTLIST %h5.qname;
    %align.attrib;
>

<!ATTLIST %h6.qname;
    %align.attrib;
>

<!ATTLIST %hr.qname;
    align       ( left | center | right ) #IMPLIED
    noshade     ( noshade )             #IMPLIED
    size        %Pixels.datatype;       #IMPLIED
    width       %Length.datatype;       #IMPLIED
>

<!ATTLIST %img.qname;
    align       ( top | middle | bottom | left | right ) #IMPLIED
    border      %Pixels.datatype;       #IMPLIED
    hspace      %Pixels.datatype;       #IMPLIED
    vspace      %Pixels.datatype;       #IMPLIED
>

<!ATTLIST %input.qname;
    align       ( top | middle | bottom | left | right ) #IMPLIED
>

<!ATTLIST %legend.qname;
    align       ( top | bottom | left | right ) #IMPLIED
>

<!ATTLIST %li.qname;
    type        CDATA                   #IMPLIED

  value       %Number.datatype;       #IMPLIED
>

<!ATTLIST %object.qname;
    align       ( top | middle | bottom | left | right ) #IMPLIED
    border      %Pixels.datatype;       #IMPLIED
    hspace      %Pixels.datatype;       #IMPLIED
    vspace      %Pixels.datatype;       #IMPLIED
>

<!ATTLIST %dl.qname;
    compact     ( compact )             #IMPLIED
>
```

```
<!ATTLIST %ol.qname;
    type        CDATA                #IMPLIED
    compact     ( compact )          #IMPLIED
    start       %Number.datatype;    #IMPLIED
>

<!ATTLIST %p.qname;
    %align.attrib;
>

<!ATTLIST %pre.qname;
    width       %Length.datatype;    #IMPLIED
>

<!ATTLIST %script.qname;
    language    %ContentType.datatype;   #IMPLIED
>

<!ATTLIST %table.qname;
    align       ( left | center | right ) #IMPLIED
    bgcolor     %Color.datatype;     #IMPLIED
>

<!ATTLIST %tr.qname;
    bgcolor     %Color.datatype;     #IMPLIED
>

<!ATTLIST %th.qname;
     nowrap     ( nowrap )           #IMPLIED
    bgcolor     %Color.datatype;     #IMPLIED
    width       %Length.datatype;    #IMPLIED
    height      %Length.datatype;    #IMPLIED
>

<!ATTLIST %td.qname;
    nowrap      ( nowrap )           #IMPLIED
    bgcolor     %Color.datatype;     #IMPLIED
    width       %Length.datatype;    #IMPLIED
    height      %Length.datatype;    #IMPLIED
>

<!ATTLIST %ul.qname;
    type        CDATA                #IMPLIED
    compact     ( compact )          #IMPLIED
>

<!-- Frames Module ..... -->
<!ENTITY % xhtml-frames.module "IGNORE" >
```

```
<![%xhtml-frames.module;[
<!ENTITY % xhtml-frames.mod
   PUBLIC "-//W3C//ELEMENTS XHTML Frames 1.0//EN"
         "xhtml-frames-1.mod" >
%xhtml-frames.mod;]]>

<!-- Inline Frames Module ..................................... -->
<!ENTITY % xhtml-iframe.module "INCLUDE" >
<![%xhtml-iframe.module;[
<!ATTLIST
 %iframe.qname;
    align       ( top | middle | bottom | left | right ) #IMPLIED
>
<!ENTITY % xhtml-iframe.mod
   PUBLIC "-//W3C//ELEMENTS XHTML Inline Frame Element 1.0//EN"
         "xhtml-iframe-1.mod" >
%xhtml-iframe.mod;]]>

<!-- end of xhtml-legacy-1.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/data/w3c/xhtml11/xhtml-legacy-1.mod
No license file was found, but licenses were detected in source scan.

<!-- ..................................................................... -->
<!-- SVG 1.1 Style Module ................................................ -->
<!-- file: svg-style.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-style.mod,v 1.3 2002/10/24 17:40:16 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS SVG 1.1 Style//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-style.mod"

   ..................................................................... -->

<!-- Style

     style

   This module declares markup to provide support for stylesheet.
-->

<!-- list of classes -->
```

```
<!ENTITY % ClassList.datatype "CDATA" >

<!-- comma-separated list of media descriptors. -->
<!ENTITY % MediaDesc.datatype
 "CDATA" >

<!-- style sheet data -->
<!ENTITY % StyleSheet.datatype "CDATA" >

<!-- Qualified Names (Default) ..... -->

<!ENTITY % SVG.style.qname "style" >

<!-- Attribute Collections (Default) ..... -->

<!ENTITY % SVG.Core.attrib "" >

<!-- SVG.Style.class ..... -->

<!ENTITY % SVG.Style.extra.class "" >

<!ENTITY % SVG.Style.class
   "| %SVG.style.qname; %SVG.Style.extra.class;"
>

<!-- SVG.Style.attrib ..... -->

<!ENTITY % SVG.Style.extra.attrib "" >

<!ENTITY % SVG.Style.attrib
   "style %StyleSheet.datatype; #IMPLIED
    class %ClassList.datatype; #IMPLIED
    %SVG.Style.extra.attrib;"
>

<!-- style: Style Element ..... -->

<!ENTITY % SVG.style.extra.content "" >

<!ENTITY % SVG.style.element "INCLUDE" >
<![%SVG.style.element;[
<!ENTITY % SVG.style.content
   "( #PCDATA %SVG.style.extra.content; )*"
>
<!ELEMENT %SVG.style.qname; %SVG.style.content;
 >
<!-- end of SVG.style.element -->]]>
```

```
<!ENTITY % SVG.style.attlist "INCLUDE" >
<![%SVG.style.attlist;[
<!ATTLIST %SVG.style.qname;
  xml:space ( preserve ) #FIXED 'preserve'
  %SVG.Core.attrib;
  type %ContentType.datatype; #REQUIRED
  media %MediaDesc.datatype; #IMPLIED
  title %Text.datatype; #IMPLIED
>
<!-- end of SVG.style.attlist -->]]>

<!-- end of svg-style.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-style.mod
No license file was found, but licenses were detected in source scan.

```
<!--
   File isomscr.ent produced by the XSL script entities.xsl
   from input data in unicode.xml.

   Copyright 1998 - 2009 W3C.

   Use and distribution of this code are permitted under the terms of the
   W3C Software Notice and License.
   http://www.w3.org/Consortium/Legal/2002/copyright-software-20021231.html

   Please report any errors to David Carlisle
   via the public W3C list www-math@w3.org.

   The numeric character values assigned to each entity
   (should) match the Unicode assignments in Unicode 5.x.

   Entity names in this file are derived from files carrying the
   following notice:

   (C) International Organization for Standardization 1991
   Permission to copy in any form is granted for use with
   conforming SGML systems and applications as defined in
   ISO 8879, provided this notice is included in all copies.

-->


<!--

     Public identifier: -//W3C//ENTITIES
```

```
Math Alphabets: Script//EN//XML
    System identifier: http://www.w3.org/2003/entities/2007/isomscr.ent

   The public identifier should always be used verbatim.
   The system identifier may be changed to suit local requirements.

   Typical invocation:

     <!ENTITY % isomscr PUBLIC
       "-//W3C//ENTITIES Math Alphabets: Script//EN//XML"
       "http://www.w3.org/2003/entities/2007/isomscr.ent"
     >
     %isomscr;

-->

<!ENTITY ascr           "&#x1D4B6;" ><!--MATHEMATICAL SCRIPT SMALL A -->
<!ENTITY Ascr           "&#x1D49C;" ><!--MATHEMATICAL SCRIPT CAPITAL A -->
<!ENTITY bscr           "&#x1D4B7;" ><!--MATHEMATICAL SCRIPT SMALL B -->
<!ENTITY Bscr           "&#x0212C;" ><!--SCRIPT CAPITAL B -->
<!ENTITY cscr           "&#x1D4B8;" ><!--MATHEMATICAL SCRIPT SMALL C -->
<!ENTITY Cscr           "&#x1D49E;" ><!--MATHEMATICAL SCRIPT CAPITAL C -->
<!ENTITY dscr           "&#x1D4B9;" ><!--MATHEMATICAL SCRIPT SMALL D -->
<!ENTITY Dscr
 "&#x1D49F;" ><!--MATHEMATICAL SCRIPT CAPITAL D -->
<!ENTITY escr           "&#x0212F;" ><!--SCRIPT SMALL E -->
<!ENTITY Escr           "&#x02130;" ><!--SCRIPT CAPITAL E -->
<!ENTITY fscr           "&#x1D4BB;" ><!--MATHEMATICAL SCRIPT SMALL F -->
<!ENTITY Fscr           "&#x02131;" ><!--SCRIPT CAPITAL F -->
<!ENTITY gscr           "&#x0210A;" ><!--SCRIPT SMALL G -->
<!ENTITY Gscr           "&#x1D4A2;" ><!--MATHEMATICAL SCRIPT CAPITAL G -->
<!ENTITY hscr           "&#x1D4BD;" ><!--MATHEMATICAL SCRIPT SMALL H -->
<!ENTITY Hscr           "&#x0210B;" ><!--SCRIPT CAPITAL H -->
<!ENTITY iscr           "&#x1D4BE;" ><!--MATHEMATICAL SCRIPT SMALL I -->
<!ENTITY Iscr           "&#x02110;" ><!--SCRIPT CAPITAL I -->
<!ENTITY jscr           "&#x1D4BF;" ><!--MATHEMATICAL SCRIPT SMALL J -->
<!ENTITY Jscr           "&#x1D4A5;" ><!--MATHEMATICAL SCRIPT CAPITAL J -->
<!ENTITY kscr           "&#x1D4C0;" ><!--MATHEMATICAL SCRIPT SMALL K -->
<!ENTITY Kscr           "&#x1D4A6;" ><!--MATHEMATICAL
 SCRIPT CAPITAL K -->
<!ENTITY lscr           "&#x1D4C1;" ><!--MATHEMATICAL SCRIPT SMALL L -->
<!ENTITY Lscr           "&#x02112;" ><!--SCRIPT CAPITAL L -->
<!ENTITY mscr           "&#x1D4C2;" ><!--MATHEMATICAL SCRIPT SMALL M -->
<!ENTITY Mscr           "&#x02133;" ><!--SCRIPT CAPITAL M -->
<!ENTITY nscr           "&#x1D4C3;" ><!--MATHEMATICAL SCRIPT SMALL N -->
<!ENTITY Nscr           "&#x1D4A9;" ><!--MATHEMATICAL SCRIPT CAPITAL N -->
<!ENTITY oscr           "&#x02134;" ><!--SCRIPT SMALL O -->
<!ENTITY Oscr           "&#x1D4AA;" ><!--MATHEMATICAL SCRIPT CAPITAL O -->
```

```
<!ENTITY pscr          "&#x1D4C5;" ><!--MATHEMATICAL SCRIPT SMALL P -->
<!ENTITY Pscr          "&#x1D4AB;" ><!--MATHEMATICAL SCRIPT CAPITAL P -->
<!ENTITY qscr          "&#x1D4C6;" ><!--MATHEMATICAL SCRIPT SMALL Q -->
<!ENTITY Qscr          "&#x1D4AC;" ><!--MATHEMATICAL SCRIPT CAPITAL Q -->
<!ENTITY rscr          "&#x1D4C7;" ><!--MATHEMATICAL SCRIPT SMALL R -->
<!ENTITY Rscr
        "&#x0211B;" ><!--SCRIPT CAPITAL R -->
<!ENTITY sscr          "&#x1D4C8;" ><!--MATHEMATICAL SCRIPT SMALL S -->
<!ENTITY Sscr          "&#x1D4AE;" ><!--MATHEMATICAL SCRIPT CAPITAL S -->
<!ENTITY tscr          "&#x1D4C9;" ><!--MATHEMATICAL SCRIPT SMALL T -->
<!ENTITY Tscr          "&#x1D4AF;" ><!--MATHEMATICAL SCRIPT CAPITAL T -->
<!ENTITY uscr          "&#x1D4CA;" ><!--MATHEMATICAL SCRIPT SMALL U -->
<!ENTITY Uscr          "&#x1D4B0;" ><!--MATHEMATICAL SCRIPT CAPITAL U -->
<!ENTITY vscr          "&#x1D4CB;" ><!--MATHEMATICAL SCRIPT SMALL V -->
<!ENTITY Vscr          "&#x1D4B1;" ><!--MATHEMATICAL SCRIPT CAPITAL V -->
<!ENTITY wscr          "&#x1D4CC;" ><!--MATHEMATICAL SCRIPT SMALL W -->
<!ENTITY Wscr          "&#x1D4B2;" ><!--MATHEMATICAL SCRIPT CAPITAL W -->
<!ENTITY xscr          "&#x1D4CD;" ><!--MATHEMATICAL SCRIPT SMALL X -->
<!ENTITY Xscr          "&#x1D4B3;" ><!--MATHEMATICAL SCRIPT CAPITAL X -->
<!ENTITY yscr          "&#x1D4CE;" ><!--MATHEMATICAL
 SCRIPT SMALL Y -->
<!ENTITY Yscr          "&#x1D4B4;" ><!--MATHEMATICAL SCRIPT CAPITAL Y -->
<!ENTITY zscr          "&#x1D4CF;" ><!--MATHEMATICAL SCRIPT SMALL Z -->
<!ENTITY Zscr          "&#x1D4B5;" ><!--MATHEMATICAL SCRIPT CAPITAL Z -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/data/w3c/mathml/mathml3/isomscr.ent
No license file was found, but licenses were detected in source scan.

<!-- ..................................................................... -->
<!-- XHTML Basic Table Module  ..................................... -->
<!-- file: xhtml-basic-table-1.mod

   This is XHTML Basic, a proper subset of XHTML.
   Copyright 1998-2000 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: xhtml-basic-table-1.mod,v 1.1 2001/02/13 12:24:22 ht Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Basic Tables 1.0//EN"
     SYSTEM "http://www.w3.org/TR/xhtml-modulatization/DTD/xhtml-basic-table-1.mod"

   Revisions:
   (none)
   ..................................................................... -->

<!-- Basic Tables
```

```
      table, caption, tr, th, td

   This table module declares elements and attributes defining
   a table model based fundamentally on features found in the
   widely-deployed
 HTML 3.2 table model.  While this module
   mimics the content model and table attributes of HTML 3.2
   tables, the element types declared herein also includes all
   HTML 4 common and most of the HTML 4 table attributes.
-->

<!-- declare qualified element type names:
-->
<!ENTITY % table.qname  "table" >
<!ENTITY % caption.qname  "caption" >
<!ENTITY % tr.qname  "tr" >
<!ENTITY % th.qname  "th" >
<!ENTITY % td.qname  "td" >

<!-- horizontal alignment attributes for cell contents
-->
<!ENTITY % CellHAlign.attrib
   "align       ( left
               | center
               | right )              #IMPLIED"
>

<!-- vertical alignment attributes for cell contents
-->
<!ENTITY % CellVAlign.attrib
   "valign      ( top
               | middle
               | bottom )             #IMPLIED"
>

<!-- scope is simpler than axes attribute for common tables
-->
<!ENTITY % scope.attrib
   "scope       ( row | col  )         #IMPLIED"
>

<!-- table:
 Table Element ..... -->

<!ENTITY % table.element  "INCLUDE" >
<![%table.element;[
<!ENTITY % table.content
```

```
   "( %caption.qname;?, %tr.qname;+ )"
>
<!ELEMENT %table.qname;  %table.content; >
<!-- end of table.element -->]]>

<!ENTITY % table.attlist  "INCLUDE" >
<![%table.attlist;[
<!ATTLIST %table.qname;
    %Common.attrib;
    summary      %Text.datatype;          #IMPLIED
>
<!-- end of table.attlist -->]]>

<!-- caption: Table Caption ..... -->

<!ENTITY % caption.element  "INCLUDE" >
<![%caption.element;[
<!ENTITY % caption.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ELEMENT %caption.qname;  %caption.content; >
<!-- end of caption.element -->]]>

<!ENTITY % caption.attlist  "INCLUDE" >
<![%caption.attlist;[
<!ATTLIST %caption.qname;
    %Common.attrib;
>
<!-- end of caption.attlist -->]]>

<!-- tr: Table Row ..... -->

<!ENTITY % tr.element  "INCLUDE" >
<![%tr.element;[
<!ENTITY % tr.content
  "( %th.qname; | %td.qname; )+" >
<!ELEMENT %tr.qname;  %tr.content; >
<!-- end of tr.element -->]]>

<!ENTITY % tr.attlist  "INCLUDE" >
<![%tr.attlist;[
<!ATTLIST %tr.qname;
    %Common.attrib;
    %CellHAlign.attrib;
    %CellVAlign.attrib;
>
<!-- end of tr.attlist -->]]>
```

```
<!-- th: Table Header Cell ..... -->

<!-- th is for header cells, td for data,
   but for cells acting as both use td
-->

<!ENTITY % th.element  "INCLUDE" >
<![%th.element;[
<!ENTITY % th.content
   "( #PCDATA | %FlowNoTable.mix; )*"
>
<!ELEMENT %th.qname;  %th.content; >
<!-- end of th.element -->]]>

<!ENTITY % th.attlist  "INCLUDE" >
<![%th.attlist;[
<!ATTLIST %th.qname;
    %Common.attrib;
    abbr        %Text.datatype;         #IMPLIED
    axis        CDATA                   #IMPLIED
    headers     IDREFS                  #IMPLIED
    %scope.attrib;
    rowspan     %Number.datatype;       '1'
    colspan     %Number.datatype;       '1'
    %CellHAlign.attrib;
     %CellVAlign.attrib;
>
<!-- end of th.attlist -->]]>

<!-- td: Table Data Cell ..... -->

<!ENTITY % td.element  "INCLUDE" >
<![%td.element;[
<!ENTITY % td.content
   "( #PCDATA | %FlowNoTable.mix; )*"
>
<!ELEMENT %td.qname;  %td.content; >
<!-- end of td.element -->]]>

<!ENTITY % td.attlist  "INCLUDE" >
<![%td.attlist;[
<!ATTLIST %td.qname;
    %Common.attrib;
    abbr        %Text.datatype;         #IMPLIED
    axis        CDATA                   #IMPLIED
    headers     IDREFS                  #IMPLIED
    %scope.attrib;
    rowspan     %Number.datatype;       '1'
```

```
    colspan      %Number.datatype;       '1'
    %CellHAlign.attrib;
    %CellVAlign.attrib;
>
<!-- end of td.attlist -->]]>

<!-- end of xhtml-basic-table-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/rddl/xhtml-basic-table-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- SVG Template Qualified Name Module ..................................... -->
<!-- file: svg-template-qname.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-template-qname.mod,v 1.1 2002/04/20 18:08:11 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES SVG Template Qualified Name//EN"
     SYSTEM "svg-template-qname.mod"

   ..................................................................... -->

<!-- Template Qualified Name

   This module is contained in two parts, labeled Section 'A' and 'B':

     Section A declares parameter entities to support namespace-
     qualified names, namespace declarations, and name prefixing
      for SVG and extensions.

     Section B declares parameter entities used to provide
     namespace-qualified names for all SVG element types:
-->

<!-- Section A: Template XML Namespace Framework :::::::::::::::::: -->

<!-- 1. Declare a %MODULE.prefixed; conditional section keyword, used
     to activate namespace prefixing. The default value should
     inherit '%NS.prefixed;' from the DTD driver, so that unless
     overridden, the default behaviour follows the overall DTD
     prefixing scheme.
-->
```

```
<!ENTITY % NS.prefixed "IGNORE" >
<!ENTITY % MODULE.prefixed "%NS.prefixed;" >

<!-- 2. Declare a parameter entity (eg., %MODULE.xmlns;) containing
     the URI reference used to identify the Template namespace:
-->
<!ENTITY % MODULE.xmlns "http://template-namespace-uri" >

<!-- 3. Declare parameter entities (eg., %MODULE.prefix;) containing
     the default namespace prefix string(s) to use when prefixing
     is enabled. This may be overridden in the
 DTD driver or the
     internal subset of an document instance. If no default prefix
     is desired, this may be declared as an empty string.
-->
<!ENTITY % MODULE.prefix "" >

<!-- 4. Declare parameter entities (eg., %MODULE.pfx;) containing the
     colonized prefix(es) (eg., '%MODULE.prefix;:') used when
     prefixing is active, an empty string when it is not.
-->
<![%MODULE.prefixed;[
<!ENTITY % MODULE.pfx "%MODULE.prefix;:" >
]]>
<!ENTITY % MODULE.pfx "" >

<!-- 5. The parameter entity %MODULE.xmlns.extra.attrib; may be
     redeclared to contain any non-Template namespace declaration
     attributes for namespaces embedded in SVG. The default
     is an empty string.
-->
<![%MODULE.prefixed;[
<!ENTITY % MODULE.xmlns.extra.attrib
  "xmlns:%MODULE.prefix; %URI.datatype; #FIXED '%MODULE.xmlns;'" >
]]>
<!ENTITY % MODULE.xmlns.extra.attrib "" >

<!ENTITY % SVG.xmlns.extra.attrib
  "%MODULE.xmlns.extra.attrib;"
>

<!-- Section B: SVG Qualified Names ::::::::::::::::::::::::::::::
 -->

<!-- 6. This section declares parameter entities used to provide
     namespace-qualified names for all Template element types.
-->
```

```
<!-- module: svg-template.mod ..... -->

<!ENTITY % MODULE.element.qname "%MODULE.pfx;element" >

<!-- end of svg-template-qname.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/data/w3c/svg11/templates/svg-template.mod
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/data/w3c/svg11/templates/svg-template-qname.mod
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
<!-- SVG 1.1 Basic Text Module ..... -->
<!-- file: svg-basic-text.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-basic-text.mod,v 1.4 2002/11/13 20:14:30 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS SVG 1.1 Basic Text//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-basic-text.mod"

   ..... -->

<!-- Basic Text

     text

   This module declares markup to provide support for text.
-->

<!-- 'font-family' property/attribute value (i.e., list of fonts) -->
<!ENTITY % FontFamilyValue.datatype "CDATA" >

<!--
 'font-size' property/attribute value -->
<!ENTITY % FontSizeValue.datatype "CDATA" >

<!-- Qualified Names (Default) ..... -->

<!ENTITY % SVG.text.qname "text" >

<!-- Attribute Collections (Default) ..... -->
```

```
<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.GraphicalEvents.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Text.class ..... -->

<!ENTITY % SVG.Text.extra.class "" >

<!ENTITY % SVG.Text.class
  "| %SVG.text.qname; %SVG.Text.extra.class;"
>

<!-- SVG.TextContent.attrib ..... -->

<!ENTITY % SVG.TextContent.extra.attrib "" >

<!ENTITY % SVG.TextContent.attrib
   "text-anchor ( start | middle | end | inherit ) #IMPLIED
   %SVG.TextContent.extra.attrib;"
>

<!-- SVG.Font.attrib ..... -->

<!ENTITY % SVG.Font.extra.attrib "" >

<!ENTITY % SVG.Font.attrib
  "font-family %FontFamilyValue.datatype; #IMPLIED
   font-size %FontSizeValue.datatype; #IMPLIED
   font-style ( normal | italic | oblique | inherit ) #IMPLIED
   font-weight ( normal | bold | bolder | lighter | 100 | 200 | 300 | 400 |
              500 | 600 | 700 | 800 | 900 | inherit ) #IMPLIED
   %SVG.Font.extra.attrib;"
>

<!-- text: Text Element ..... -->

<!ENTITY % SVG.text.extra.content "" >
```

```
<!ENTITY % SVG.text.element "INCLUDE" >
<![%SVG.text.element;[
<!ENTITY % SVG.text.content
  "( #PCDATA | %SVG.Description.class; | %SVG.Animation.class;
    %SVG.Hyperlink.class; %SVG.text.extra.content; )*"
>
<!ELEMENT %SVG.text.qname; %SVG.text.content; >
<!-- end of SVG.text.element -->]]>

<!ENTITY
 % SVG.text.attlist "INCLUDE" >
<![%SVG.text.attlist;[
<!ATTLIST %SVG.text.qname;
  %SVG.Core.attrib;
  %SVG.Conditional.attrib;
  %SVG.Style.attrib;
  %SVG.TextContent.attrib;
  %SVG.Font.attrib;
  %SVG.Paint.attrib;
  %SVG.Color.attrib;
  %SVG.Opacity.attrib;
  %SVG.Graphics.attrib;
  %SVG.Clip.attrib;
  %SVG.Mask.attrib;
  %SVG.Filter.attrib;
  %SVG.GraphicalEvents.attrib;
  %SVG.Cursor.attrib;
  %SVG.External.attrib;
  x %Coordinates.datatype; #IMPLIED
  y %Coordinates.datatype; #IMPLIED
  rotate %Numbers.datatype; #IMPLIED
  transform %TransformList.datatype; #IMPLIED
>
<!-- end of SVG.text.attlist -->]]>

<!-- end of svg-basic-text.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-basic-text.mod
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Revision: $Id: mathml2

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/mathml/mathml2/mathml2-a.dtd
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
<!-- SVG 1.1 Basic Paint Attribute Module ..... -->
<!-- file: svg-basic-paint-attrib.mod

This is SVG, a language for describing two-dimensional graphics in XML.
Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
Revision: $Id: svg-basic-paint-attrib.mod,v 1.1 2002/11/13 20:14:30 fujisawa Exp $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ENTITIES SVG 1.1 Basic Paint Attribute//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-basic-paint-attrib.mod"

..... -->

<!-- Basic Paint Attribute

fill, fill-rule, stroke, stroke-dasharray, stroke-dashoffset,
stroke-linecap, stroke-linejoin, stroke-miterlimit, stroke-width, color,

color-rendering

This module defines the Paint and Color attribute sets.
-->

<!-- a 'fill' or 'stroke' property/attribute value: <paint> -->
<!ENTITY % Paint.datatype "CDATA" >

<!-- 'stroke-dasharray' property/attribute value (e.g., 'none', list of <number>s) -->
<!ENTITY % StrokeDashArrayValue.datatype "CDATA" >

<!-- 'stroke-dashoffset' property/attribute value (e.g., 'none', <legnth>) -->
<!ENTITY % StrokeDashOffsetValue.datatype "CDATA" >

```
<!-- 'stroke-miterlimit' property/attribute value (e.g., <number>) -->
<!ENTITY % StrokeMiterLimitValue.datatype "CDATA" >

<!-- 'stroke-width' property/attribute value (e.g., <length>) -->
<!ENTITY % StrokeWidthValue.datatype "CDATA" >

<!ENTITY % SVG.fill.attrib
  "fill %Paint.datatype; #IMPLIED"
>

<!ENTITY % SVG.fill-rule.attrib
  "fill-rule %ClipFillRule.datatype; #IMPLIED"
>

<!ENTITY % SVG.stroke.attrib
  "stroke %Paint.datatype; #IMPLIED"
>

<!ENTITY % SVG.stroke-dasharray.attrib
  "stroke-dasharray %StrokeDashArrayValue.datatype;
 #IMPLIED"
>

<!ENTITY % SVG.stroke-dashoffset.attrib
  "stroke-dashoffset %StrokeDashOffsetValue.datatype; #IMPLIED"
>

<!ENTITY % SVG.stroke-linecap.attrib
  "stroke-linecap ( butt | round | square | inherit ) #IMPLIED"
>

<!ENTITY % SVG.stroke-linejoin.attrib
  "stroke-linejoin ( miter | round | bevel | inherit ) #IMPLIED"
>

<!ENTITY % SVG.stroke-miterlimit.attrib
  "stroke-miterlimit %StrokeMiterLimitValue.datatype; #IMPLIED"
>

<!ENTITY % SVG.stroke-width.attrib
  "stroke-width %StrokeWidthValue.datatype; #IMPLIED"
>

<!ENTITY % SVG.Paint.extra.attrib "" >

<!ENTITY % SVG.Paint.attrib
  "%SVG.fill.attrib;
   %SVG.fill-rule.attrib;
```

```
   %SVG.stroke.attrib;
   %SVG.stroke-dasharray.attrib;
   %SVG.stroke-dashoffset.attrib;
   %SVG.stroke-linecap.attrib;
   %SVG.stroke-linejoin.attrib;
   %SVG.stroke-miterlimit.attrib;
   %SVG.stroke-width.attrib;
   %SVG.Paint.extra.attrib;"
>

<!ENTITY % SVG.color.attrib
  "color %Color.datatype; #IMPLIED"
>

<!ENTITY
 % SVG.color-rendering.attrib
  "color-rendering ( auto | optimizeSpeed | optimizeQuality | inherit )
                #IMPLIED"
>

<!ENTITY % SVG.Color.extra.attrib "" >

<!ENTITY % SVG.Color.attrib
  "%SVG.color.attrib;
   %SVG.color-rendering.attrib;
   %SVG.Color.extra.attrib;"
>

<!-- end of svg-basic-paint-attrib.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-basic-paint-attrib.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- SVG 1.1 Mask Module ..................................................... -->
<!-- file: svg-mask.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-mask.mod,v 1.4 2002/11/14 15:11:03 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS SVG 1.1 Mask//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-mask.mod"
```

```
    ..... -->

<!-- Mask

       mask

    This module declares markup to provide support for masking.
-->

<!-- 'mask' property/attribute value (e.g., 'none', <uri>) -->
<!ENTITY % MaskValue.datatype "CDATA" >

<!-- Qualified Names (Default) .....
 -->

<!ENTITY % SVG.mask.qname "mask" >

<!-- Attribute Collections (Default) ..... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Container.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.ColorProfile.attrib "" >
<!ENTITY % SVG.Gradient.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.FilterColor.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Mask.class ..... -->

<!ENTITY % SVG.Mask.extra.class "" >

<!ENTITY % SVG.Mask.class
   "| %SVG.mask.qname; %SVG.Mask.extra.class;"
>
```

```
<!--
 SVG.Mask.attrib ..................................... -->

<!ENTITY % SVG.Mask.extra.attrib "" >

<!ENTITY % SVG.Mask.attrib
   "mask %MaskValue.datatype; #IMPLIED
    %SVG.Mask.extra.attrib;"
>

<!-- SVG.Presentation.attrib ........................... -->

<!ENTITY % SVG.Presentation.extra.attrib "" >

<!ENTITY % SVG.Presentation.attrib
   "%SVG.Container.attrib;
    %SVG.Viewport.attrib;
    %SVG.Text.attrib;
    %SVG.TextContent.attrib;
    %SVG.Font.attrib;
    %SVG.Paint.attrib;
    %SVG.Color.attrib;
    %SVG.Opacity.attrib;
    %SVG.Graphics.attrib;
    %SVG.Marker.attrib;
    %SVG.ColorProfile.attrib;
    %SVG.Gradient.attrib;
    %SVG.Clip.attrib;
    %SVG.Mask.attrib;
    %SVG.Filter.attrib;
    %SVG.FilterColor.attrib;
    %SVG.Cursor.attrib;
    flood-color %SVGColor.datatype; #IMPLIED
    flood-opacity %OpacityValue.datatype; #IMPLIED
    lighting-color %SVGColor.datatype; #IMPLIED
    %SVG.Presentation.extra.attrib;"
>

<!-- mask: Mask Element .....................................
 -->

<!ENTITY % SVG.mask.extra.content "" >

<!ENTITY % SVG.mask.element "INCLUDE" >
<![%SVG.mask.element;[
<!ENTITY % SVG.mask.content
   "( %SVG.Description.class; | %SVG.Animation.class; %SVG.Structure.class;
      %SVG.Conditional.class; %SVG.Image.class; %SVG.Style.class;
```

```
    %SVG.Shape.class; %SVG.Text.class; %SVG.Marker.class;
    %SVG.ColorProfile.class; %SVG.Gradient.class; %SVG.Pattern.class;
    %SVG.Clip.class; %SVG.Mask.class; %SVG.Filter.class; %SVG.Cursor.class;
    %SVG.Hyperlink.class; %SVG.View.class; %SVG.Script.class;
    %SVG.Font.class; %SVG.mask.extra.content; )*"
>
<!ELEMENT %SVG.mask.qname; %SVG.mask.content; >
<!-- end of SVG.mask.element -->]]>

<!ENTITY % SVG.mask.attlist "INCLUDE" >
<![%SVG.mask.attlist;[
<!ATTLIST %SVG.mask.qname;
  %SVG.Core.attrib;
  %SVG.Conditional.attrib;
  %SVG.Style.attrib;
  %SVG.Presentation.attrib;
  %SVG.External.attrib;
  x %Coordinate.datatype; #IMPLIED
  y %Coordinate.datatype;
 #IMPLIED
  width %Length.datatype; #IMPLIED
  height %Length.datatype; #IMPLIED
  maskUnits ( userSpaceOnUse | objectBoundingBox ) #IMPLIED
  maskContentUnits ( userSpaceOnUse | objectBoundingBox ) #IMPLIED
>
<!-- end of SVG.mask.attlist -->]]>

<!-- end of svg-mask.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-mask.mod
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SVG 1.1 Basic DTD

   This is SVG Basic, a proper subset of SVG.

   The Scalable Vector Graphics (SVG)
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     (Massachusetts Institute of Technology, Institut National de
      Recherche en Informatique et en Automatique, Keio University).
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```

representation about the suitability of the DTD for any purpose.

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Author: Jun Fujisawa <fujisawa.jun@canon.co.jp>
Revision: $Id: svg11
dimensional graphics in XML.
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Revision: $Id: svg

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg11-basic-flat.dtd
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SVG 1.1 Basic DTD

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Author: Jun Fujisawa <fujisawa.jun@canon.co.jp>
Revision: $Id: svg11

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg11-basic.dtd
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
<!-- XHTML Inline Structural Module ..... -->
<!-- file: xhtml-inlstruct-1.mod

This is XHTML, a reformulation of HTML as a modular XML application.
Copyright 1998-2000 W3C (MIT, INRIA, Keio), All Rights Reserved.

```
   Revision: $Id: xhtml-inlstruct-1.mod,v 1.1 2001/02/13 12:24:22 ht Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Inline Structural 1.0//EN"
     SYSTEM "http://www.w3.org/TR/xhtml-modulatization/DTD/xhtml-inlstruct-1.mod"

   Revisions:
   (none)
   ..... -->

<!-- Inline Structural

      br, span

   This module declares the elements and their attributes
   used to support inline-level structural markup.
-->

<!-- br: forced
 line break ..... -->

<!ENTITY % br.element  "INCLUDE" >
<![%br.element;[

<!ENTITY % br.content  "EMPTY" >
<!ENTITY % br.qname  "br" >
<!ELEMENT %br.qname;  %br.content; >

<!-- end of br.element -->]]>

<!ENTITY % br.attlist  "INCLUDE" >
<![%br.attlist;[
<!ATTLIST %br.qname;
    %Core.attrib;
>
<!-- end of br.attlist -->]]>

<!-- span: generic inline container ..... -->

<!ENTITY % span.element  "INCLUDE" >
<![%span.element;[
<!ENTITY % span.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ENTITY % span.qname  "span" >
<!ELEMENT %span.qname;  %span.content; >
<!-- end of span.element -->]]>
```

```
<!ENTITY % span.attlist  "INCLUDE" >
<![%span.attlist;[
<!ATTLIST %span.qname;
    %Common.attrib;
>
<!-- end of span.attlist -->]]>

<!-- end of xhtml-inlstruct-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/rddl/xhtml-inlstruct-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML Document Metainformation Module  ..............................  -->
<!-- file: xhtml-meta-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-meta-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Metainformation 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-meta-1.mod"

   Revisions:
   (none)
   ..................................................................... -->

<!-- Meta Information

      meta

   This module declares the meta element type and its attributes,
   used to provide declarative document metainformation.
-->

<!-- meta: Generic Metainformation .....................
 -->

<!ENTITY % meta.element  "INCLUDE" >
<![%meta.element;[
<!ENTITY % meta.content  "EMPTY" >
<!ENTITY % meta.qname  "meta" >
<!ELEMENT %meta.qname;  %meta.content; >
```

```
<!-- end of meta.element -->]]>

<!ENTITY % meta.attlist  "INCLUDE" >
<![%meta.attlist;[
<!ATTLIST %meta.qname;
    %XHTML.xmlns.attrib;
    %I18n.attrib;
    http-equiv   NMTOKEN               #IMPLIED
    name         NMTOKEN               #IMPLIED
    content      CDATA                 #REQUIRED
    scheme       CDATA                 #IMPLIED
>
<!-- end of meta.attlist -->]]>

<!-- end of xhtml-meta-1.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/data/w3c/xhtml11/xhtml-meta-1.mod
No license file was found, but licenses were detected in source scan.

<!-- ..................................................................... -->
<!-- XHTML Hypertext Attributes Module  ..................................... -->
<!-- file: xhtml-hyperAttributes-1.mod

   This is XHTML-RDFa, modules to annotate XHTML family documents.
   Copyright 2007 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-hyperAttributes-1.mod,v 1.2 2007/08/11 19:06:51 jigsaw Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES XHTML HyperAttributes 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-hyperAttributes-1.mod"

   Revisions:
   ..................................................................... -->

<!-- Common Attributes

   This module declares a collection of hypertext related
   attributes.

   %NS.decl.attrib; is declared in the XHTML Qname module.

  This file also includes declarations
 of "global" versions of the
   attributes.  The global versions of the attributes are for use on
   elements in other namespaces.
```

```
-->

<!ENTITY % href.attrib
   "href       %URI.datatype;            #IMPLIED"
>

<![%XHTML.global.attrs.prefixed;[
<!ENTITY % XHTML.global.href.attrib
   "%XHTML.prefix;:href          %URI.datatype;       #IMPLIED"
>
]]>

<!ENTITY % hreflang.attrib
   "hreflang       %LanguageCode.datatype;            #IMPLIED"
>

<![%XHTML.global.attrs.prefixed;[
<!ENTITY % XHTML.global.hreflang.attrib
   "%XHTML.prefix;:hreflang          %LanguageCode.datatype;       #IMPLIED"
>
]]>

<!ENTITY % hrefmedia.attrib
   "hrefmedia       %MediaDesc.datatype;            #IMPLIED"
>

<![%XHTML.global.attrs.prefixed;[
<!ENTITY % XHTML.global.hrefmedia.attrib
   "%XHTML.prefix;:hrefmedia          %MediaDesc.datatype;       #IMPLIED"
>
]]>

<!ENTITY % hreftype.attrib
   "hreftype       %ContentTypes.datatype;            #IMPLIED"
>

<![%XHTML.global.attrs.prefixed;[
<!ENTITY
 % XHTML.global.hreftype.attrib
   "%XHTML.prefix;:hreftype          %ContentTypes.datatype;       #IMPLIED"
>
]]>

<!ENTITY % Hyper.attrib.extra "" >

<!ENTITY % Hyper.attrib
   "%href.attrib;
    %hreflang.attrib;
```

```
    %hrefmedia.attrib;
    %hreftype.attrib;
    %Hyper.attrib.extra;"
>

<!ENTITY % XHTML.global.hyper.attrib.extra "" >

<![%XHTML.global.attrs.prefixed;[
<!ENTITY % XHTML.global.hyper.attrib
   "%XHTML.global.href.attrib;
    %XHTML.global.hreflang.attrib;
    %XHTML.global.hrefmedia.attrib;
    %XHTML.global.hreftype.attrib;
    %XHTML.global.hyper.attrib.extra;"
>
]]>

<!ENTITY % XHTML.global.hyper.attrib "" >

<!-- end of xhtml-hyperAttributes-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml-hyperAttributes-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ....................................................................... -->
<!-- XHTML Intrinsic Events Module  ....................................... -->
<!-- file: xhtml-events-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-events-1.mod,v 4.1 2001/04/10 09:42:30 altheim Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES XHTML Intrinsic Events 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-events-1.mod"

   Revisions:
   (none)
   ....................................................................... -->

<!-- Intrinsic Event Attributes

   These are the event attributes defined in HTML 4,
   Section 18.2.3 "Intrinsic Events". This module must be
   instantiated prior to the Attributes Module but
```

```
 after
    the Datatype Module in the Modular Framework module.

   "Note: Authors of HTML documents are advised that changes
    are likely to occur in the realm of intrinsic events
    (e.g., how scripts are bound to events). Research in
    this realm is carried on by members of the W3C Document
    Object Model Working Group (see the W3C Web site at
    http://www.w3.org/ for more information)."
-->
<!-- NOTE: Because the ATTLIST declarations in this module occur
    before their respective ELEMENT declarations in other
    modules, there may be a dependency on this module that
    should be considered if any of the parameter entities used
    for element type names (eg., %a.qname;) are redeclared.
-->

<!ENTITY % Events.attrib
    "onclick      %Script.datatype;       #IMPLIED
     ondblclick   %Script.datatype;       #IMPLIED
     onmousedown  %Script.datatype;       #IMPLIED
     onmouseup    %Script.datatype;       #IMPLIED
     onmouseover  %Script.datatype;
       #IMPLIED
     onmousemove  %Script.datatype;       #IMPLIED
     onmouseout   %Script.datatype;       #IMPLIED
     onkeypress   %Script.datatype;       #IMPLIED
     onkeydown    %Script.datatype;       #IMPLIED
     onkeyup      %Script.datatype;       #IMPLIED"
>

<![%XHTML.global.attrs.prefixed;[
<!ENTITY % XHTML.global.events.attrib
    "%XHTML.prefix;:onclick      %Script.datatype;       #IMPLIED
     %XHTML.prefix;:ondblclick   %Script.datatype;       #IMPLIED
     %XHTML.prefix;:onmousedown  %Script.datatype;       #IMPLIED
     %XHTML.prefix;:onmouseup    %Script.datatype;       #IMPLIED
     %XHTML.prefix;:onmouseover  %Script.datatype;       #IMPLIED
     %XHTML.prefix;:onmousemove  %Script.datatype;       #IMPLIED
     %XHTML.prefix;:onmouseout   %Script.datatype;       #IMPLIED
     %XHTML.prefix;:onkeypress   %Script.datatype;       #IMPLIED
     %XHTML.prefix;:onkeydown    %Script.datatype;       #IMPLIED
     %XHTML.prefix;:onkeyup
      %Script.datatype;       #IMPLIED"
>
]]>

<!-- additional attributes on anchor element
```

```
-->
<!ATTLIST %a.qname;
   onfocus      %Script.datatype;        #IMPLIED
   onblur       %Script.datatype;        #IMPLIED
>

<!-- additional attributes on form element
-->
<!ATTLIST %form.qname;
    onsubmit     %Script.datatype;        #IMPLIED
    onreset      %Script.datatype;        #IMPLIED
>

<!-- additional attributes on label element
-->
<!ATTLIST %label.qname;
    onfocus      %Script.datatype;        #IMPLIED
    onblur       %Script.datatype;        #IMPLIED
>

<!-- additional attributes on input element
-->
<!ATTLIST %input.qname;
    onfocus      %Script.datatype;        #IMPLIED
    onblur       %Script.datatype;        #IMPLIED
    onselect     %Script.datatype;        #IMPLIED
    onchange     %Script.datatype;        #IMPLIED
>

<!-- additional attributes on select element
-->
<!ATTLIST %select.qname;
    onfocus      %Script.datatype;        #IMPLIED
     onblur      %Script.datatype;        #IMPLIED
    onchange     %Script.datatype;        #IMPLIED
>

<!-- additional attributes on textarea element
-->
<!ATTLIST %textarea.qname;
    onfocus      %Script.datatype;        #IMPLIED
    onblur       %Script.datatype;        #IMPLIED
    onselect     %Script.datatype;        #IMPLIED
    onchange     %Script.datatype;        #IMPLIED
>

<!-- additional attributes on button element
-->
```

```
<!ATTLIST %button.qname;
    onfocus      %Script.datatype;       #IMPLIED
    onblur       %Script.datatype;       #IMPLIED
>

<!-- additional attributes on body element
-->
<!ATTLIST %body.qname;
    onload       %Script.datatype;       #IMPLIED
    onunload     %Script.datatype;       #IMPLIED
>

<!-- additional attributes on area element
-->
<!ATTLIST %area.qname;
    onfocus      %Script.datatype;       #IMPLIED
    onblur       %Script.datatype;       #IMPLIED
>

<!-- end of xhtml-events-1.mod -->
```

Found in path(s):
*
/opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml-events-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- SVG 1.1 Paint Opacity Attribute Module ..............................  -->
<!-- file: svg-opacity-attrib.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-opacity-attrib.mod,v 1.2 2002/04/20 18:07:43 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES SVG 1.1 Paint Opacity Attribute//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-opacity-attrib.mod"

   ..................................................................... -->

<!-- Paint Opacity Attribute

     opacity, fill-opacity, stroke-opacity

   This module defines the Opacity attribute set.
-->
```

```
<!ENTITY % SVG.opacity.attrib
   "opacity %OpacityValue.datatype;
 #IMPLIED"
>

<!ENTITY % SVG.fill-opacity.attrib
   "fill-opacity %OpacityValue.datatype; #IMPLIED"
>

<!ENTITY % SVG.stroke-opacity.attrib
   "stroke-opacity %OpacityValue.datatype; #IMPLIED"
>

<!ENTITY % SVG.Opacity.extra.attrib "" >

<!ENTITY % SVG.Opacity.attrib
   "%SVG.opacity.attrib;
    %SVG.fill-opacity.attrib;
    %SVG.stroke-opacity.attrib;
    %SVG.Opacity.extra.attrib;"
>

<!-- end of svg-opacity-attrib.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-opacity-attrib.mod
No license file was found, but licenses were detected in source scan.

```
<!--
    File isoamsr.ent produced by the XSL script entities.xsl
    from input data in unicode.xml.

    Copyright 1998 - 2009 W3C.

    Use and distribution of this code are permitted under the terms of the
    W3C Software Notice and License.
    http://www.w3.org/Consortium/Legal/2002/copyright-software-20021231.html

    Please report any errors to David Carlisle
    via the public W3C list www-math@w3.org.

    The numeric character values assigned to each entity
    (should) match the Unicode assignments in Unicode 5.x.

    References to the VARIANT SELECTOR 1 character (&#x0FE00;)
    should match the uses listed in Unicode Technical Report 25.
```

```
   Entity names in this file are derived from files carrying the
   following notice:

   (C) International Organization for Standardization 1991
   Permission to copy in any form is granted for use with
   conforming SGML systems and applications
 as defined in
   ISO 8879, provided this notice is included in all copies.

-->


<!--

     Public identifier: -//W3C//ENTITIES Added Math Symbols: Relations//EN//XML
     System identifier: http://www.w3.org/2003/entities/2007/isoamsr.ent

   The public identifier should always be used verbatim.
   The system identifier may be changed to suit local requirements.

   Typical invocation:

     <!ENTITY % isoamsr PUBLIC
       "-//W3C//ENTITIES Added Math Symbols: Relations//EN//XML"
       "http://www.w3.org/2003/entities/2007/isoamsr.ent"
     >
     %isoamsr;

-->

<!ENTITY ape           "&#x0224A;" ><!--ALMOST EQUAL OR EQUAL TO -->
<!ENTITY apE           "&#x02A70;" ><!--APPROXIMATELY EQUAL OR EQUAL TO -->
<!ENTITY apid          "&#x0224B;" ><!--TRIPLE TILDE -->
<!ENTITY asymp          "&#x02248;" ><!--ALMOST EQUAL TO -->
<!ENTITY Barv          "&#x02AE7;" ><!--SHORT DOWN TACK WITH OVERBAR -->
<!ENTITY bcong          "&#x0224C;" ><!--ALL EQUAL
 TO -->
<!ENTITY bepsi         "&#x003F6;" ><!--GREEK REVERSED LUNATE EPSILON SYMBOL -->
<!ENTITY bowtie         "&#x022C8;" ><!--BOWTIE -->
<!ENTITY bsim          "&#x0223D;" ><!--REVERSED TILDE -->
<!ENTITY bsime          "&#x022CD;" ><!--REVERSED TILDE EQUALS -->
<!ENTITY bsolhsub       "&#x027C8;" ><!--REVERSE SOLIDUS PRECEDING SUBSET -->
<!ENTITY bump          "&#x0224E;" ><!--GEOMETRICALLY EQUIVALENT TO -->
<!ENTITY bumpe          "&#x0224F;" ><!--DIFFERENCE BETWEEN -->
<!ENTITY bumpE         "&#x02AAE;" ><!--EQUALS SIGN WITH BUMPY ABOVE -->
<!ENTITY cire          "&#x02257;" ><!--RING EQUAL TO -->
<!ENTITY Colon          "&#x02237;" ><!--PROPORTION -->
```

```
<!ENTITY colone          "&#x02254;" ><!--COLON EQUALS -->
<!ENTITY Colone          "&#x02A74;" ><!--DOUBLE COLON EQUAL -->
<!ENTITY congdot         "&#x02A6D;" ><!--CONGRUENT WITH DOT ABOVE -->
<!ENTITY csub           "&#x02ACF;" ><!--CLOSED SUBSET -->
<!ENTITY csube           "&#x02AD1;" ><!--CLOSED
 SUBSET OR EQUAL TO -->
<!ENTITY csup           "&#x02AD0;" ><!--CLOSED SUPERSET -->
<!ENTITY csupe           "&#x02AD2;" ><!--CLOSED SUPERSET OR EQUAL TO -->
<!ENTITY cuepr           "&#x022DE;" ><!--EQUAL TO OR PRECEDES -->
<!ENTITY cuesc           "&#x022DF;" ><!--EQUAL TO OR SUCCEEDS -->
<!ENTITY dashv           "&#x022A3;" ><!--LEFT TACK -->
<!ENTITY Dashv           "&#x02AE4;" ><!--VERTICAL BAR DOUBLE LEFT TURNSTILE -->
<!ENTITY easter         "&#x02A6E;" ><!--EQUALS WITH ASTERISK -->
<!ENTITY ecir           "&#x02256;" ><!--RING IN EQUAL TO -->
<!ENTITY ecolon          "&#x02255;" ><!--EQUALS COLON -->
<!ENTITY eDDot           "&#x02A77;" ><!--EQUALS SIGN WITH TWO DOTS ABOVE AND TWO DOTS
BELOW -->
<!ENTITY eDot           "&#x02251;" ><!--GEOMETRICALLY EQUAL TO -->
<!ENTITY efDot           "&#x02252;" ><!--APPROXIMATELY EQUAL TO OR THE IMAGE OF -->
<!ENTITY eg            "&#x02A9A;" ><!--DOUBLE-LINE EQUAL TO OR GREATER-THAN -->
<!ENTITY egs           "&#x02A96;"
 ><!--SLANTED EQUAL TO OR GREATER-THAN -->
<!ENTITY egsdot          "&#x02A98;" ><!--SLANTED EQUAL TO OR GREATER-THAN WITH DOT INSIDE -
->
<!ENTITY el            "&#x02A99;" ><!--DOUBLE-LINE EQUAL TO OR LESS-THAN -->
<!ENTITY els           "&#x02A95;" ><!--SLANTED EQUAL TO OR LESS-THAN -->
<!ENTITY elsdot          "&#x02A97;" ><!--SLANTED EQUAL TO OR LESS-THAN WITH DOT INSIDE -->
<!ENTITY equest          "&#x0225F;" ><!--QUESTIONED EQUAL TO -->
<!ENTITY equivDD          "&#x02A78;" ><!--EQUIVALENT WITH FOUR DOTS ABOVE -->
<!ENTITY erDot           "&#x02253;" ><!--IMAGE OF OR APPROXIMATELY EQUAL TO -->
<!ENTITY esdot           "&#x02250;" ><!--APPROACHES THE LIMIT -->
<!ENTITY esim           "&#x02242;" ><!--MINUS TILDE -->
<!ENTITY Esim           "&#x02A73;" ><!--EQUALS SIGN ABOVE TILDE OPERATOR -->
<!ENTITY fork          "&#x022D4;" ><!--PITCHFORK -->
<!ENTITY forkv           "&#x02AD9;" ><!--ELEMENT OF OPENING DOWNWARDS -->
<!ENTITY frown           "&#x02322;"
 ><!--FROWN -->
<!ENTITY gap           "&#x02A86;" ><!--GREATER-THAN OR APPROXIMATE -->
<!ENTITY gE            "&#x02267;" ><!--GREATER-THAN OVER EQUAL TO -->
<!ENTITY gel           "&#x022DB;" ><!--GREATER-THAN EQUAL TO OR LESS-THAN -->
<!ENTITY gEl           "&#x02A8C;" ><!--GREATER-THAN ABOVE DOUBLE-LINE EQUAL ABOVE LESS-
THAN -->
<!ENTITY ges           "&#x02A7E;" ><!--GREATER-THAN OR SLANTED EQUAL TO -->
<!ENTITY gescc           "&#x02AA9;" ><!--GREATER-THAN CLOSED BY CURVE ABOVE SLANTED
EQUAL -->
<!ENTITY gesdot          "&#x02A80;" ><!--GREATER-THAN OR SLANTED EQUAL TO WITH DOT INSIDE -
->
<!ENTITY gesdoto         "&#x02A82;" ><!--GREATER-THAN OR SLANTED EQUAL TO WITH DOT ABOVE
```

```
-->
<!ENTITY gesdotol       "&#x02A84;" ><!--GREATER-THAN OR SLANTED EQUAL TO WITH DOT ABOVE
LEFT -->
<!ENTITY gesl          "&#x022DB;&#x0FE00;" ><!--GREATER-THAN slanted EQUAL TO OR LESS-THAN --
>
<!ENTITY gesles         "&#x02A94;" ><!--GREATER-THAN ABOVE SLANTED EQUAL ABOVE LESS-
THAN
 ABOVE SLANTED EQUAL -->
<!ENTITY Gg            "&#x022D9;" ><!--VERY MUCH GREATER-THAN -->
<!ENTITY gl           "&#x02277;" ><!--GREATER-THAN OR LESS-THAN -->
<!ENTITY gla           "&#x02AA5;" ><!--GREATER-THAN BESIDE LESS-THAN -->
<!ENTITY glE           "&#x02A92;" ><!--GREATER-THAN ABOVE LESS-THAN ABOVE DOUBLE-LINE
EQUAL -->
<!ENTITY glj          "&#x02AA4;" ><!--GREATER-THAN OVERLAPPING LESS-THAN -->
<!ENTITY gsim          "&#x02273;" ><!--GREATER-THAN OR EQUIVALENT TO -->
<!ENTITY gsime          "&#x02A8E;" ><!--GREATER-THAN ABOVE SIMILAR OR EQUAL -->
<!ENTITY gsiml          "&#x02A90;" ><!--GREATER-THAN ABOVE SIMILAR ABOVE LESS-THAN -->
<!ENTITY Gt           "&#x0226B;" ><!--MUCH GREATER-THAN -->
<!ENTITY gtcc          "&#x02AA7;" ><!--GREATER-THAN CLOSED BY CURVE -->
<!ENTITY gtcir          "&#x02A7A;" ><!--GREATER-THAN WITH CIRCLE INSIDE -->
<!ENTITY gtdot          "&#x022D7;" ><!--GREATER-THAN WITH DOT -->
<!ENTITY gtquest        "&#x02A7C;"
 ><!--GREATER-THAN WITH QUESTION MARK ABOVE -->
<!ENTITY gtrarr         "&#x02978;" ><!--GREATER-THAN ABOVE RIGHTWARDS ARROW -->
<!ENTITY homtht          "&#x0223B;" ><!--HOMOTHETIC -->
<!ENTITY lap           "&#x02A85;" ><!--LESS-THAN OR APPROXIMATE -->
<!ENTITY lat           "&#x02AAB;" ><!--LARGER THAN -->
<!ENTITY late          "&#x02AAD;" ><!--LARGER THAN OR EQUAL TO -->
<!ENTITY lates          "&#x02AAD;&#x0FE00;" ><!--LARGER THAN OR slanted EQUAL -->
<!ENTITY lE           "&#x02266;" ><!--LESS-THAN OVER EQUAL TO -->
<!ENTITY leg           "&#x022DA;" ><!--LESS-THAN EQUAL TO OR GREATER-THAN -->
<!ENTITY lEg          "&#x02A8B;" ><!--LESS-THAN ABOVE DOUBLE-LINE EQUAL ABOVE GREATER-
THAN -->
<!ENTITY les           "&#x02A7D;" ><!--LESS-THAN OR SLANTED EQUAL TO -->
<!ENTITY lescc          "&#x02AA8;" ><!--LESS-THAN CLOSED BY CURVE ABOVE SLANTED EQUAL -->
<!ENTITY lesdot         "&#x02A7F;" ><!--LESS-THAN OR SLANTED EQUAL TO WITH DOT INSIDE -->
<!ENTITY
 lesdoto        "&#x02A81;" ><!--LESS-THAN OR SLANTED EQUAL TO WITH DOT ABOVE -->
<!ENTITY lesdotor       "&#x02A83;" ><!--LESS-THAN OR SLANTED EQUAL TO WITH DOT ABOVE
RIGHT -->
<!ENTITY lesg          "&#x022DA;&#x0FE00;" ><!--LESS-THAN slanted EQUAL TO OR GREATER-THAN -
->
<!ENTITY lesges         "&#x02A93;" ><!--LESS-THAN ABOVE SLANTED EQUAL ABOVE GREATER-
THAN ABOVE SLANTED EQUAL -->
<!ENTITY lg           "&#x02276;" ><!--LESS-THAN OR GREATER-THAN -->
<!ENTITY lgE          "&#x02A91;" ><!--LESS-THAN ABOVE GREATER-THAN ABOVE DOUBLE-LINE
EQUAL -->
<!ENTITY Ll           "&#x022D8;" ><!--VERY MUCH LESS-THAN -->
```

```
<!ENTITY lsim          "&#x02272;" ><!--LESS-THAN OR EQUIVALENT TO -->
<!ENTITY lsime         "&#x02A8D;" ><!--LESS-THAN ABOVE SIMILAR OR EQUAL -->
<!ENTITY lsimg         "&#x02A8F;" ><!--LESS-THAN ABOVE SIMILAR ABOVE GREATER-THAN -->
<!ENTITY Lt            "&#x0226A;" ><!--MUCH LESS-THAN -->
<!ENTITY ltcc          "&#x02AA6;" ><!--LESS-THAN
 CLOSED BY CURVE -->
<!ENTITY ltcir         "&#x02A79;" ><!--LESS-THAN WITH CIRCLE INSIDE -->
<!ENTITY ltdot         "&#x022D6;" ><!--LESS-THAN WITH DOT -->
<!ENTITY ltlarr        "&#x02976;" ><!--LESS-THAN ABOVE LEFTWARDS ARROW -->
<!ENTITY ltquest       "&#x02A7B;" ><!--LESS-THAN WITH QUESTION MARK ABOVE -->
<!ENTITY ltrie         "&#x022B4;" ><!--NORMAL SUBGROUP OF OR EQUAL TO -->
<!ENTITY mcomma          "&#x02A29;" ><!--MINUS SIGN WITH COMMA ABOVE -->
<!ENTITY mDDot         "&#x0223A;" ><!--GEOMETRIC PROPORTION -->
<!ENTITY mid           "&#x02223;" ><!--DIVIDES -->
<!ENTITY mlcp          "&#x02ADB;" ><!--TRANSVERSAL INTERSECTION -->
<!ENTITY models        "&#x022A7;" ><!--MODELS -->
<!ENTITY mstpos        "&#x0223E;" ><!--INVERTED LAZY S -->
<!ENTITY pr            "&#x0227A;" ><!--PRECEDES -->
<!ENTITY Pr            "&#x02ABB;" ><!--DOUBLE PRECEDES -->
<!ENTITY prap          "&#x02AB7;" ><!--PRECEDES ABOVE ALMOST EQUAL TO -->
<!ENTITY
 prcue          "&#x0227C;" ><!--PRECEDES OR EQUAL TO -->
<!ENTITY pre           "&#x02AAF;" ><!--PRECEDES ABOVE SINGLE-LINE EQUALS SIGN -->
<!ENTITY prE           "&#x02AB3;" ><!--PRECEDES ABOVE EQUALS SIGN -->
<!ENTITY prsim         "&#x0227E;" ><!--PRECEDES OR EQUIVALENT TO -->
<!ENTITY prurel        "&#x022B0;" ><!--PRECEDES UNDER RELATION -->
<!ENTITY ratio         "&#x02236;" ><!--RATIO -->
<!ENTITY rtrie         "&#x022B5;" ><!--CONTAINS AS NORMAL SUBGROUP OR EQUAL TO -->
<!ENTITY rtriltri      "&#x029CE;" ><!--RIGHT TRIANGLE ABOVE LEFT TRIANGLE -->
<!ENTITY sc            "&#x0227B;" ><!--SUCCEEDS -->
<!ENTITY Sc            "&#x02ABC;" ><!--DOUBLE SUCCEEDS -->
<!ENTITY scap          "&#x02AB8;" ><!--SUCCEEDS ABOVE ALMOST EQUAL TO -->
<!ENTITY sccue         "&#x0227D;" ><!--SUCCEEDS OR EQUAL TO -->
<!ENTITY sce           "&#x02AB0;" ><!--SUCCEEDS ABOVE SINGLE-LINE EQUALS SIGN -->
<!ENTITY scE           "&#x02AB4;" ><!--SUCCEEDS ABOVE EQUALS
 SIGN -->
<!ENTITY scsim         "&#x0227F;" ><!--SUCCEEDS OR EQUIVALENT TO -->
<!ENTITY sdote         "&#x02A66;" ><!--EQUALS SIGN WITH DOT BELOW -->
<!ENTITY sfrown        "&#x02322;" ><!--FROWN -->
<!ENTITY simg          "&#x02A9E;" ><!--SIMILAR OR GREATER-THAN -->
<!ENTITY simgE         "&#x02AA0;" ><!--SIMILAR ABOVE GREATER-THAN ABOVE EQUALS SIGN -->
<!ENTITY siml          "&#x02A9D;" ><!--SIMILAR OR LESS-THAN -->
<!ENTITY simlE         "&#x02A9F;" ><!--SIMILAR ABOVE LESS-THAN ABOVE EQUALS SIGN -->
<!ENTITY smid          "&#x02223;" ><!--DIVIDES -->
<!ENTITY smile         "&#x02323;" ><!--SMILE -->
<!ENTITY smt           "&#x02AAA;" ><!--SMALLER THAN -->
<!ENTITY smte          "&#x02AAC;" ><!--SMALLER THAN OR EQUAL TO -->
<!ENTITY smtes         "&#x02AAC;&#x0FE00;" ><!--SMALLER THAN OR slanted EQUAL -->
```

```
<!ENTITY spar          "&#x02225;" ><!--PARALLEL TO -->
<!ENTITY sqsub          "&#x0228F;" ><!--SQUARE IMAGE OF -->
<!ENTITY sqsube
    "&#x02291;" ><!--SQUARE IMAGE OF OR EQUAL TO -->
<!ENTITY sqsup          "&#x02290;" ><!--SQUARE ORIGINAL OF -->
<!ENTITY sqsupe          "&#x02292;" ><!--SQUARE ORIGINAL OF OR EQUAL TO -->
<!ENTITY ssmile          "&#x02323;" ><!--SMILE -->
<!ENTITY Sub           "&#x022D0;" ><!--DOUBLE SUBSET -->
<!ENTITY subE          "&#x02AC5;" ><!--SUBSET OF ABOVE EQUALS SIGN -->
<!ENTITY subedot        "&#x02AC3;" ><!--SUBSET OF OR EQUAL TO WITH DOT ABOVE -->
<!ENTITY submult        "&#x02AC1;" ><!--SUBSET WITH MULTIPLICATION SIGN BELOW -->
<!ENTITY subplus        "&#x02ABF;" ><!--SUBSET WITH PLUS SIGN BELOW -->
<!ENTITY subrarr        "&#x02979;" ><!--SUBSET ABOVE RIGHTWARDS ARROW -->
<!ENTITY subsim         "&#x02AC7;" ><!--SUBSET OF ABOVE TILDE OPERATOR -->
<!ENTITY subsub         "&#x02AD5;" ><!--SUBSET ABOVE SUBSET -->
<!ENTITY subsup         "&#x02AD3;" ><!--SUBSET ABOVE SUPERSET -->
<!ENTITY Sup           "&#x022D1;" ><!--DOUBLE SUPERSET -->
<!ENTITY supdsub
      "&#x02AD8;" ><!--SUPERSET BESIDE AND JOINED BY DASH WITH SUBSET -->
<!ENTITY supE          "&#x02AC6;" ><!--SUPERSET OF ABOVE EQUALS SIGN -->
<!ENTITY supedot        "&#x02AC4;" ><!--SUPERSET OF OR EQUAL TO WITH DOT ABOVE -->
<!ENTITY suphsol        "&#x027C9;" ><!--SUPERSET PRECEDING SOLIDUS -->
<!ENTITY suphsub         "&#x02AD7;" ><!--SUPERSET BESIDE SUBSET -->
<!ENTITY suplarr        "&#x0297B;" ><!--SUPERSET ABOVE LEFTWARDS ARROW -->
<!ENTITY supmult        "&#x02AC2;" ><!--SUPERSET WITH MULTIPLICATION SIGN BELOW -->
<!ENTITY supplus        "&#x02AC0;" ><!--SUPERSET WITH PLUS SIGN BELOW -->
<!ENTITY supsim         "&#x02AC8;" ><!--SUPERSET OF ABOVE TILDE OPERATOR -->
<!ENTITY supsub         "&#x02AD4;" ><!--SUPERSET ABOVE SUBSET -->
<!ENTITY supsup         "&#x02AD6;" ><!--SUPERSET ABOVE SUPERSET -->
<!ENTITY thkap          "&#x02248;" ><!--ALMOST EQUAL TO -->
<!ENTITY thksim          "&#x0223C;" ><!--TILDE OPERATOR -->
<!ENTITY topfork        "&#x02ADA;"
 ><!--PITCHFORK WITH TEE TOP -->
<!ENTITY trie          "&#x0225C;" ><!--DELTA EQUAL TO -->
<!ENTITY twixt          "&#x0226C;" ><!--BETWEEN -->
<!ENTITY vBar          "&#x02AE8;" ><!--SHORT UP TACK WITH UNDERBAR -->
<!ENTITY Vbar          "&#x02AEB;" ><!--DOUBLE UP TACK -->
<!ENTITY vBarv          "&#x02AE9;" ><!--SHORT UP TACK ABOVE SHORT DOWN TACK -->
<!ENTITY vdash          "&#x022A2;" ><!--RIGHT TACK -->
<!ENTITY vDash          "&#x022A8;" ><!--TRUE -->
<!ENTITY Vdash          "&#x022A9;" ><!--FORCES -->
<!ENTITY VDash          "&#x022AB;" ><!--DOUBLE VERTICAL BAR DOUBLE RIGHT TURNSTILE -->
<!ENTITY Vdashl         "&#x02AE6;" ><!--LONG DASH FROM LEFT MEMBER OF DOUBLE VERTICAL --
>
<!ENTITY vltri          "&#x022B2;" ><!--NORMAL SUBGROUP OF -->
<!ENTITY vprop          "&#x0221D;" ><!--PROPORTIONAL TO -->
<!ENTITY vrtri          "&#x022B3;" ><!--CONTAINS AS NORMAL SUBGROUP -->
<!ENTITY Vvdash         "&#x022AA;" ><!--TRIPLE VERTICAL BAR RIGHT TURNSTILE
```

-->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/mathml/mathml3/isoamsr.ent
No license file was found, but licenses were detected in source scan.

XHTML 1.1 plus MathML 2.0 plus SVG 1.1 DTD

This is a prototype extension of XHTML 1.1 incorporating MathML 2.0
and SVG 1.1.

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Revision:
$Id: xhtml
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Author: Murray M. Altheim <altheim@eng.sun.com>
Revision: $Id: xhtml
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Revision: $Id: xhtml

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/mathml/mathml2/xhtml-math11-f-a.dtd
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
<!-- XHTML Notations Module ..... -->
<!-- file: xhtml-notations-1.mod

This is XHTML, a reformulation of HTML as a modular XML application.
Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
Revision: $Id: xhtml-notations-1.mod,v 4.0 2001/04/02 22:42:49 altheim Exp $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//NOTATIONS XHTML Notations 1.0//EN"
SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-notations-1.mod"

Revisions:
(none)
..... -->

<!-- Notations

defines the following notations, many of these imported from
other specifications and standards. When an existing FPI is
known, it is incorporated here.
-->

<!-- XML Notations
..... -->
<!-- SGML and XML Notations ..... -->

<!-- W3C XML 1.0 Recommendation -->

```
<!NOTATION w3c-xml
   PUBLIC "ISO 8879//NOTATION Extensible Markup Language (XML) 1.0//EN" >

<!-- XML 1.0 CDATA -->
<!NOTATION cdata
   PUBLIC "-//W3C//NOTATION XML 1.0: CDATA//EN" >

<!-- SGML Formal Public Identifiers -->
<!NOTATION fpi
   PUBLIC "ISO 8879:1986//NOTATION Formal Public Identifier//EN" >

<!-- XHTML Notations ..................................... -->

<!-- Length defined for cellpadding/cellspacing -->

<!-- nn for pixels or nn% for percentage length -->
<!NOTATION length
  PUBLIC "-//W3C//NOTATION XHTML Datatype: Length//EN" >

<!-- space-separated list of link types -->
<!NOTATION linkTypes
  PUBLIC "-//W3C//NOTATION XHTML Datatype: LinkTypes//EN" >

<!-- single or comma-separated list of media descriptors -->
<!NOTATION mediaDesc
  PUBLIC "-//W3C//NOTATION XHTML Datatype: MediaDesc//EN" >

<!-- pixel, percentage,
 or relative -->
<!NOTATION multiLength
  PUBLIC "-//W3C//NOTATION XHTML Datatype: MultiLength//EN" >

<!-- one or more digits (NUMBER) -->
<!NOTATION number
  PUBLIC "-//W3C//NOTATION XHTML Datatype: Number//EN" >

<!-- integer representing length in pixels -->
<!NOTATION pixels
  PUBLIC "-//W3C//NOTATION XHTML Datatype: Pixels//EN" >

<!-- script expression -->
<!NOTATION script
  PUBLIC "-//W3C//NOTATION XHTML Datatype: Script//EN" >

<!-- textual content -->
<!NOTATION text
  PUBLIC "-//W3C//NOTATION XHTML Datatype: Text//EN" >
```

```
<!-- Imported Notations ..... -->

<!-- a single character from [ISO10646] -->
<!NOTATION character
  PUBLIC "-//W3C//NOTATION XHTML Datatype: Character//EN" >

<!-- a character encoding, as per [RFC2045] -->
<!NOTATION charset
  PUBLIC "-//W3C//NOTATION XHTML Datatype: Charset//EN" >

<!-- a space separated list of character encodings, as per [RFC2045] -->
<!NOTATION charsets
  PUBLIC "-//W3C//NOTATION XHTML Datatype:
 Charsets//EN" >

<!-- media type, as per [RFC2045] -->
<!NOTATION contentType
  PUBLIC "-//W3C//NOTATION XHTML Datatype: ContentType//EN" >

<!-- comma-separated list of media types, as per [RFC2045] -->
<!NOTATION contentTypes
  PUBLIC "-//W3C//NOTATION XHTML Datatype: ContentTypes//EN" >

<!-- date and time information. ISO date format -->
<!NOTATION datetime
  PUBLIC "-//W3C//NOTATION XHTML Datatype: Datetime//EN" >

<!-- a language code, as per [RFC3066] -->
<!NOTATION languageCode
  PUBLIC "-//W3C//NOTATION XHTML Datatype: LanguageCode//EN" >

<!-- a Uniform Resource Identifier, see [URI] -->
<!NOTATION uri
  PUBLIC "-//W3C//NOTATION XHTML Datatype: URI//EN" >

<!-- a space-separated list of Uniform Resource Identifiers, see [URI] -->
<!NOTATION uris
  PUBLIC "-//W3C//NOTATION XHTML Datatype: URIs//EN" >

<!-- end of xhtml-notations-1.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
zip/net/sf/saxon/data/w3c/xhtml11/xhtml-notations-1.mod
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
<!-- XHTML MetaAttributes Module  ..... -->
```

```
<!-- file: xhtml-metaAttributes-1.mod

   This is XHTML-RDFa, modules to annotate XHTML family documents.
   Copyright 2007-2008 W3C (MIT, ERCIM, Keio), All Rights Reserved.
   Revision: $Id: xhtml-metaAttributes-1.mod,v 1.6 2008/08/01 20:01:00 smccarro Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES XHTML MetaAttributes 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-metaAttributes-1.mod"

   Revisions:
   (none)
   ..... -->

<!ENTITY % XHTML.global.attrs.prefixed "IGNORE" >

<!-- Placeholder Compact URI-related types -->
<!ENTITY % CURIE.datatype "CDATA" >
<!ENTITY % CURIEs.datatype "CDATA" >
<!ENTITY % SafeCURIE.datatype
 "CDATA" >
<!ENTITY % SafeCURIEs.datatype "CDATA" >
<!ENTITY % URIorSafeCURIE.datatype "CDATA" >
<!ENTITY % URIorSafeCURIEs.datatype "CDATA" >

<!-- Common Attributes

   This module declares a collection of meta-information related
   attributes.

   %NS.decl.attrib; is declared in the XHTML Qname module.

  This file also includes declarations of "global" versions of the
   attributes.  The global versions of the attributes are for use on
   elements in other namespaces.
-->

<!ENTITY % about.attrib
   "about       %URIorSafeCURIE.datatype;           #IMPLIED"
>

<![%XHTML.global.attrs.prefixed;[
<!ENTITY % XHTML.global.about.attrib
   "%XHTML.prefix;:about          %URIorSafeCURIE.datatype;       #IMPLIED"
>
]]>
```

```
<!ENTITY % typeof.attrib
   "typeof       %CURIEs.datatype;           #IMPLIED"
>

<![%XHTML.global.attrs.prefixed;[
<!ENTITY % XHTML.global.typeof.attrib
   "%XHTML.prefix;:typeof          %CURIEs.datatype;       #IMPLIED"
>
]]>

<!ENTITY
 % property.attrib
   "property       %CURIEs.datatype;           #IMPLIED"
>

<![%XHTML.global.attrs.prefixed;[
<!ENTITY % XHTML.global.property.attrib
   "%XHTML.prefix;:property          %CURIEs.datatype;       #IMPLIED"
>
]]>

<!ENTITY % resource.attrib
   "resource       %URIorSafeCURIE.datatype;           #IMPLIED"
>

<![%XHTML.global.attrs.prefixed;[
<!ENTITY % XHTML.global.resource.attrib
   "%XHTML.prefix;:resource          %URIorSafeCURIE.datatype;       #IMPLIED"
>
]]>

<!ENTITY % content.attrib
   "content       CDATA           #IMPLIED"
>

<![%XHTML.global.attrs.prefixed;[
<!ENTITY % XHTML.global.content.attrib
   "%XHTML.prefix;:content          CDATA       #IMPLIED"
>
]]>

<!ENTITY % datatype.attrib
   "datatype       %CURIE.datatype;           #IMPLIED"
>

<![%XHTML.global.attrs.prefixed;[
<!ENTITY % XHTML.global.datatype.attrib
   "%XHTML.prefix;:datatype          %CURIE.datatype;       #IMPLIED"
```

```
>
]]>

<!ENTITY % rel.attrib
    "rel       %CURIEs.datatype;            #IMPLIED"
>

<![%XHTML.global.attrs.prefixed;[
<!ENTITY % XHTML.global.rel.attrib
   "%XHTML.prefix;:rel          %CURIEs.datatype;       #IMPLIED"
>
]]>

<!ENTITY % rev.attrib
   "rev       %CURIEs.datatype;            #IMPLIED"
>

<![%XHTML.global.attrs.prefixed;[
<!ENTITY % XHTML.global.rev.attrib
   "%XHTML.prefix;:rev          %CURIEs.datatype;       #IMPLIED"
>
]]>

<!ENTITY % Metainformation.extra.attrib "" >

<!ENTITY % Metainformation.attrib
   "%about.attrib;
    %content.attrib;
    %datatype.attrib;
    %typeof.attrib;
    %property.attrib;
    %rel.attrib;
    %resource.attrib;
    %rev.attrib;
    %Metainformation.extra.attrib;"
>

<!ENTITY % XHTML.global.metainformation.extra.attrib "" >

<![%XHTML.global.attrs.prefixed;[

<!ENTITY % XHTML.global.metainformation.attrib
   "%XHTML.global.about.attrib;
    %XHTML.global.content.attrib;
    %XHTML.global.datatype.attrib;
    %XHTML.global.typeof.attrib;
     %XHTML.global.property.attrib;
    %XHTML.global.rel.attrib;
```

```
    %XHTML.global.resource.attrib;
    %XHTML.global.rev.attrib;
    %XHTML.global.metainformation.extra.attrib;"
>
]]>

<!ENTITY % XHTML.global.metainformation.attrib "" >


<!-- end of xhtml-metaAttributes-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml-metaAttributes-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- SVG 1.1 Basic Graphics Attribute Module ..............................  -->
<!-- file: svg-basic-graphics-attrib.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-basic-graphics-attrib.mod,v 1.2 2002/04/20 18:07:42 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES SVG 1.1 Basic Graphics Attribute//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-basic-graphics-attrib.mod"

   ..................................................................... -->

<!-- Basic Graphics Attribute

     display, visibility

   This module defines the Graphics attribute set.
-->

<!ENTITY % SVG.display.attrib
  "display ( inline |
 block | list-item | run-in | compact | marker |
            table | inline-table | table-row-group | table-header-group |
            table-footer-group | table-row | table-column-group |
            table-column | table-cell | table-caption | none | inherit )
            #IMPLIED"
>

<!ENTITY % SVG.visibility.attrib
```

```
   "visibility ( visible | hidden | inherit ) #IMPLIED"
>

<!ENTITY % SVG.Graphics.extra.attrib "" >

<!ENTITY % SVG.Graphics.attrib
   "%SVG.display.attrib;
    %SVG.visibility.attrib;
    %SVG.Graphics.extra.attrib;"
>

<!-- end of svg-basic-graphics-attrib.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-basic-graphics-attrib.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML Notations Module  ..................................... -->
<!-- file: xhtml-notations-1.mod

    This is XHTML, a reformulation of HTML as a modular XML application.
    Copyright 1998-2000 W3C (MIT, INRIA, Keio), All Rights Reserved.
    Revision: $Id: xhtml-notations-1.mod,v 1.1 2001/02/13 12:24:22 ht Exp $

    This DTD module is identified by the PUBLIC and SYSTEM identifiers:

      PUBLIC "-//W3C//NOTATIONS XHTML Notations 1.0//EN"
      SYSTEM "http://www.w3.org/TR/xhtml-modulatization/DTD/xhtml-notations-1.mod"

    Revisions:
    (none)
    ..................................................................... -->

<!-- Notations

    defines the following notations, many of these imported from
    other specifications and standards. When an existing FPI is
    known, it is incorporated here.
-->

<!--
 XML Notations ..................................... -->
<!-- SGML and XML Notations ..................... -->

<!-- W3C XML 1.0 Recommendation -->
<!NOTATION w3c-xml
```

```
   PUBLIC "ISO 8879//NOTATION Extensible Markup Language (XML) 1.0//EN" >

<!-- XML 1.0 CDATA -->
<!NOTATION cdata
   PUBLIC "-//W3C//NOTATION XML 1.0: CDATA//EN" >

<!-- SGML Formal Public Identifiers -->
<!NOTATION fpi
   PUBLIC "ISO 8879:1986//NOTATION Formal Public Identifier//EN" >

<!-- XHTML Notations ..... -->

<!-- Length defined for cellpadding/cellspacing -->

<!-- nn for pixels or nn% for percentage length -->
<!NOTATION length
  PUBLIC "-//W3C//NOTATION XHTML Datatype: Length//EN" >

<!-- space-separated list of link types -->
<!NOTATION linkTypes
  PUBLIC "-//W3C//NOTATION XHTML Datatype: LinkTypes//EN" >

<!-- single or comma-separated list of media descriptors -->
<!NOTATION mediaDesc
  PUBLIC "-//W3C//NOTATION XHTML Datatype: MediaDesc//EN" >

<!--
 pixel, percentage, or relative -->
<!NOTATION multiLength
  PUBLIC "-//W3C//NOTATION XHTML Datatype: MultiLength//EN" >

<!-- one or more digits (NUMBER) -->
<!NOTATION number
  PUBLIC "-//W3C//NOTATION XHTML Datatype: Number//EN" >

<!-- integer representing length in pixels -->
<!NOTATION pixels
  PUBLIC "-//W3C//NOTATION XHTML Datatype: Pixels//EN" >

<!-- script expression -->
<!NOTATION script
  PUBLIC "-//W3C//NOTATION XHTML Datatype: Script//EN" >

<!-- textual content -->
<!NOTATION text
  PUBLIC "-//W3C//NOTATION XHTML Datatype: Text//EN" >

<!-- Imported Notations ..... -->
```

```
<!-- a single character from [ISO10646] -->
<!NOTATION character
  PUBLIC "-//W3C//NOTATION XHTML Datatype: Character//EN" >

<!-- a character encoding, as per [RFC2045] -->
<!NOTATION charset
  PUBLIC "-//W3C//NOTATION XHTML Datatype: Charset//EN" >

<!-- a space separated list of character encodings, as per [RFC2045] -->
<!NOTATION charsets
  PUBLIC
 "-//W3C//NOTATION XHTML Datatype: Charsets//EN" >

<!-- media type, as per [RFC2045] -->
<!NOTATION contentType
  PUBLIC "-//W3C//NOTATION XHTML Datatype: ContentType//EN" >

<!-- comma-separated list of media types, as per [RFC2045] -->
<!NOTATION contentTypes
  PUBLIC "-//W3C//NOTATION XHTML Datatype: ContentTypes//EN" >

<!-- date and time information. ISO date format -->
<!NOTATION datetime
  PUBLIC "-//W3C//NOTATION XHTML Datatype: Datetime//EN" >

<!-- a language code, as per [RFC1766] -->
<!NOTATION languageCode
  PUBLIC "-//W3C//NOTATION XHTML Datatype: LanguageCode//EN" >

<!-- a Uniform Resource Identifier, see [URI] -->
<!NOTATION uri
  PUBLIC "-//W3C//NOTATION XHTML Datatype: URI//EN" >

<!-- a space-separated list of Uniform Resource Identifiers, see [URI] -->
<!NOTATION uris
  PUBLIC "-//W3C//NOTATION XHTML Datatype: URIs//EN" >

<!-- end of xhtml-notations-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/rddl/xhtml-notations-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- SVG 1.1 Tiny Attribute Collection Module ..............................  -->
<!-- file: svg11-tiny-attribs.mod
```

```
   This is SVG Tiny, a proper subset of SVG.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg11-tiny-attribs.mod,v 1.3 2002/11/13 20:14:31 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES SVG 1.1 Tiny Attribute Collection//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg11-tiny-attribs.mod"

   ..................................................................... -->

<!-- SVG 1.1 Tiny Attribute Collection

   This module defines the set of common attributes that can be present
   on many SVG elements.
-->

<!-- module: svg-conditional.mod ..... -->

<!ENTITY % ExtensionList.datatype
 "CDATA" >
<!ENTITY % FeatureList.datatype "CDATA" >

<!ENTITY % SVG.Conditional.extra.attrib "" >
<!ENTITY % SVG.Conditional.attrib
  "requiredFeatures %FeatureList.datatype; #IMPLIED
   requiredExtensions %ExtensionList.datatype; #IMPLIED
   systemLanguage %LanguageCodes.datatype; #IMPLIED
   %SVG.Conditional.extra.attrib;"
>

<!-- module: svg-basic-text.mod ..... -->

<!ENTITY % FontFamilyValue.datatype "CDATA" >
<!ENTITY % FontSizeValue.datatype "CDATA" >

<!ENTITY % SVG.TextContent.extra.attrib "" >
<!ENTITY % SVG.TextContent.attrib
  "text-anchor ( start | middle | end | inherit ) #IMPLIED
   %SVG.TextContent.extra.attrib;"
>

<!ENTITY % SVG.Font.extra.attrib "" >
<!ENTITY % SVG.Font.attrib
  "font-family %FontFamilyValue.datatype; #IMPLIED
   font-size %FontSizeValue.datatype; #IMPLIED
   font-style ( normal | italic | oblique | inherit ) #IMPLIED
```

```
   font-weight ( normal | bold | bolder | lighter | 100 | 200 | 300 | 400 |
                 500 | 600 | 700 | 800 | 900 | inherit ) #IMPLIED
   %SVG.Font.extra.attrib;"
>

<!-- end of svg11-tiny-attribs.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg11-tiny-attribs.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- SVG 1.1 Basic Document Model Module ..................................... -->
<!-- file: svg11-basic-model.mod

   This is SVG Basic, a proper subset of SVG.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg11-basic-model.mod,v 1.5 2002/11/14 15:11:03 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES SVG 1.1 Basic Document Model//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg11-basic-model.mod"

   ..................................................................... -->

<!-- SVG 1.1 Basic Document Model

   This module describes the groupings of elements that make up
   common content models for SVG elements.
-->

<!-- Content Models (Default) ......................... -->

<!ENTITY % SVG.Marker.class
 "" >
<!ENTITY % SVG.Cursor.class "" >

<!-- module: svg-structure.mod ......................... -->

<!ENTITY % SVG.Description.extra.class "" >
<!ENTITY % SVG.Description.class
  "%SVG.desc.qname; | %SVG.title.qname; | %SVG.metadata.qname;
   %SVG.Description.extra.class;"
>

<!ENTITY % SVG.Use.extra.class "" >
```

```
<!ENTITY % SVG.Use.class
   "| %SVG.use.qname; %SVG.Use.extra.class;"
>

<!ENTITY % SVG.Structure.extra.class "" >
<!ENTITY % SVG.Structure.class
   "| %SVG.svg.qname; | %SVG.g.qname; | %SVG.defs.qname; | %SVG.symbol.qname;
     %SVG.Use.class; %SVG.Structure.extra.class;"
>

<!-- module: svg-conditional.mod ..... -->

<!ENTITY % SVG.Conditional.extra.class "" >
<!ENTITY % SVG.Conditional.class
   "| %SVG.switch.qname; %SVG.Conditional.extra.class;"
>

<!-- module: svg-image.mod ..... -->

<!ENTITY % SVG.Image.extra.class "" >
<!ENTITY % SVG.Image.class
   "| %SVG.image.qname; %SVG.Image.extra.class;"
>

<!-- module:
 svg-style.mod ..... -->

<!ENTITY % SVG.Style.extra.class "" >
<!ENTITY % SVG.Style.class
   "| %SVG.style.qname; %SVG.Style.extra.class;"
>

<!-- module: svg-shape.mod ..... -->

<!ENTITY % SVG.Shape.extra.class "" >
<!ENTITY % SVG.Shape.class
   "| %SVG.path.qname; | %SVG.rect.qname; | %SVG.circle.qname;
    | %SVG.line.qname; | %SVG.ellipse.qname; | %SVG.polyline.qname;
    | %SVG.polygon.qname; %SVG.Shape.extra.class;"
>

<!-- module: svg-text.mod ..... -->

<!ENTITY % SVG.Text.extra.class "" >
<!ENTITY % SVG.Text.class
   "| %SVG.text.qname; | %SVG.altGlyphDef.qname; %SVG.Text.extra.class;"
>
```

```
<!ENTITY % SVG.TextContent.extra.class "" >
<!ENTITY % SVG.TextContent.class
   "| %SVG.tspan.qname; | %SVG.tref.qname; | %SVG.textPath.qname;
    | %SVG.altGlyph.qname; %SVG.TextContent.extra.class;"
>

<!-- module: svg-profile.mod ..... -->

<!ENTITY % SVG.ColorProfile.extra.class "" >
<!ENTITY
 % SVG.ColorProfile.class
   "| %SVG.color-profile.qname; %SVG.ColorProfile.extra.class;"
>

<!-- module: svg-gradient.mod ..... -->

<!ENTITY % SVG.Gradient.extra.class "" >
<!ENTITY % SVG.Gradient.class
   "| %SVG.linearGradient.qname; | %SVG.radialGradient.qname;
      %SVG.Gradient.extra.class;"
>

<!-- module: svg-pattern.mod ..... -->

<!ENTITY % SVG.Pattern.extra.class "" >
<!ENTITY % SVG.Pattern.class
   "| %SVG.pattern.qname; %SVG.Pattern.extra.class;"
>

<!-- module: svg-basic-clip.mod ..... -->

<!ENTITY % SVG.Clip.extra.class "" >
<!ENTITY % SVG.Clip.class
   "| %SVG.clipPath.qname; %SVG.Clip.extra.class;"
>

<!-- module: svg-mask.mod ..... -->

<!ENTITY % SVG.Mask.extra.class "" >
<!ENTITY % SVG.Mask.class
   "| %SVG.mask.qname; %SVG.Mask.extra.class;"
>

<!-- module: svg-basic-filter.mod ..... -->

<!ENTITY % SVG.Filter.extra.class "" >
<!ENTITY % SVG.Filter.class
```

```
    "| %SVG.filter.qname; %SVG.Filter.extra.class;"
>

<!ENTITY % SVG.FilterPrimitive.extra.class "" >
<!ENTITY % SVG.FilterPrimitive.class
   "| %SVG.feBlend.qname; | %SVG.feColorMatrix.qname;
    | %SVG.feComponentTransfer.qname; | %SVG.feComposite.qname;
    | %SVG.feFlood.qname; | %SVG.feGaussianBlur.qname; | %SVG.feImage.qname;
    | %SVG.feMerge.qname; | %SVG.feOffset.qname; | %SVG.feTile.qname;
      %SVG.FilterPrimitive.extra.class;"
>

<!-- module: svg-hyperlink.mod ..... -->

<!ENTITY % SVG.Hyperlink.extra.class "" >
<!ENTITY % SVG.Hyperlink.class
   "| %SVG.a.qname; %SVG.Hyperlink.extra.class;"
>

<!-- module: svg-view.mod ..... -->

<!ENTITY % SVG.View.extra.class "" >
<!ENTITY % SVG.View.class
   "| %SVG.view.qname; %SVG.View.extra.class;"
>

<!-- module: svg-script.mod ..... -->

<!ENTITY % SVG.Script.extra.class "" >
<!ENTITY % SVG.Script.class
   "| %SVG.script.qname; %SVG.Script.extra.class;"
>

<!--
 module: svg-animation.mod ..... -->

<!ENTITY % SVG.Animation.extra.class "" >
<!ENTITY % SVG.Animation.class
   "%SVG.animate.qname; | %SVG.set.qname; | %SVG.animateMotion.qname; |
    %SVG.animateColor.qname; | %SVG.animateTransform.qname;
    %SVG.Animation.extra.class;"
>

<!-- module: svg-font.mod ..... -->

<!ENTITY % SVG.Font.extra.class "" >
<!ENTITY % SVG.Font.class
   "| %SVG.font.qname; | %SVG.font-face.qname; %SVG.Font.extra.class;"
```

```
>

<!-- module: svg-extensibility.mod ..... -->

<!ENTITY % SVG.Extensibility.extra.class "" >
<!ENTITY % SVG.Extensibility.class
  "| %SVG.foreignObject.qname; %SVG.Extensibility.extra.class;"
>

<!-- end of svg11-basic-model.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg11-basic-model.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- SVG 1.1 Graphical Element Events Attribute Module ..... -->
<!-- file: svg-graphevents-attrib.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-graphevents-attrib.mod,v 1.2 2002/04/20 18:07:43 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES SVG 1.1 Graphical Element Events Attribute//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-graphevents-attrib.mod"

   ..................................................................... -->

<!-- Graphical Element Events Attribute

     onfocusin, onfocusout, onactivate, onclick, onmousedown, onmouseup,
     onmouseover, onmousemove, onmouseout, onload

    This module defines the GraphicalEvents attribute set.
-->

<!ENTITY % SVG.onfocusin.attrib
  "onfocusin %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onfocusout.attrib
  "onfocusout %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onactivate.attrib
```

```
  "onactivate %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onclick.attrib
  "onclick %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onmousedown.attrib
  "onmousedown %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onmouseup.attrib
  "onmouseup %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onmouseover.attrib
  "onmouseover %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onmousemove.attrib
  "onmousemove %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onmouseout.attrib
  "onmouseout %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onload.attrib
  "onload %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.GraphicalEvents.extra.attrib "" >

<!ENTITY % SVG.GraphicalEvents.attrib
  "%SVG.onfocusin.attrib;
   %SVG.onfocusout.attrib;

   %SVG.onactivate.attrib;
   %SVG.onclick.attrib;
   %SVG.onmousedown.attrib;
   %SVG.onmouseup.attrib;
   %SVG.onmouseover.attrib;
   %SVG.onmousemove.attrib;
   %SVG.onmouseout.attrib;
   %SVG.onload.attrib;
   %SVG.GraphicalEvents.extra.attrib;"
>
```

<!-- end of svg-graphevents-attrib.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-graphevents-attrib.mod
No license file was found, but licenses were detected in source scan.

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/*

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*/

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/expr/parser/Tokenizer.java
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-

zip/net/sf/saxon/expr/parser/XPathParser.java
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML Access Module .................................................. -->
<!-- file: xhtml-access-1.mod

   This is XHTML Access - the Access Module for XHTML.

   Copyright 2007-2008 W3C (MIT, ERCIM, Keio), All Rights Reserved.

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Access Element 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-access-1.mod"

   Revisions:
   (none)
   ..................................................................... -->


<!ENTITY % Character.datatype "CDATA" >
<!ENTITY % CURIEs.datatype "CDATA" >
<!ENTITY % IDREFs.datatype "CDATA" >

<!ENTITY % access.element  "INCLUDE" >
<![%access.element;[
<!ENTITY % access.content  "EMPTY" >
<!ENTITY % XHTML-ACCESS.access.qname  "access" >
<!ELEMENT %XHTML-ACCESS.access.qname;
  %access.content; >
<!-- end of access.element -->]]>

<!ENTITY % access.attlist  "INCLUDE" >
<![%access.attlist;[
<!ATTLIST %access.qname;
    %Common.attrib;
    activate     ( yes | no )            #IMPLIED
    key          %Character.datatype;    #IMPLIED
    targetid     %IDREFs.datatype;       #IMPLIED
    targetrole   %CURIEs.datatype;       #IMPLIED
>
<!-- end of access.attlist -->]]>

<!-- end of xhtml-access-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-

zip/net/sf/saxon/data/w3c/xhtml11/xhtml-access-1.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- SVG 1.1 Basic Font Module ............................................ -->
<!-- file: svg-basic-font.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-basic-font.mod,v 1.5 2002/11/14 15:11:02 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS SVG 1.1 Basic Font//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-basic-font.mod"

   ..................................................................... -->

<!-- Basic Font

     font, font-face, glyph, missing-glyph, hkern, font-face-src,
     font-face-name

   This module declares markup to provide support for template.
-->

<!-- Qualified Names (Default) .....................
 -->

<!ENTITY % SVG.font.qname "font" >
<!ENTITY % SVG.font-face.qname "font-face" >
<!ENTITY % SVG.glyph.qname "glyph" >
<!ENTITY % SVG.missing-glyph.qname "missing-glyph" >
<!ENTITY % SVG.hkern.qname "hkern" >
<!ENTITY % SVG.font-face-src.qname "font-face-src" >
<!ENTITY % SVG.font-face-name.qname "font-face-name" >

<!-- Attribute Collections (Default) ..................... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Container.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
```

```
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.ColorProfile.attrib "" >
<!ENTITY % SVG.Gradient.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.FilterColor.attrib
 "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.XLinkRequired.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Font.class ..................................... -->

<!ENTITY % SVG.Font.extra.class "" >

<!ENTITY % SVG.Font.class
  "| %SVG.font.qname; | %SVG.font-face.qname; %SVG.Font.extra.class;"
>

<!-- font: Font Element ................................. -->

<!ENTITY % SVG.font.extra.content "" >

<!ENTITY % SVG.font.element "INCLUDE" >
<![%SVG.font.element;[
<!ENTITY % SVG.font.content
  "(( %SVG.Description.class; )*, %SVG.font-face.qname;,
     %SVG.missing-glyph.qname;, ( %SVG.glyph.qname; | %SVG.hkern.qname;
     %SVG.font.extra.content; )*)"
>
<!ELEMENT %SVG.font.qname; %SVG.font.content; >
<!-- end of SVG.font.element -->]]>

<!ENTITY % SVG.font.attlist "INCLUDE" >
<![%SVG.font.attlist;[
<!ATTLIST %SVG.font.qname;
  %SVG.Core.attrib;
  %SVG.Style.attrib;
  %SVG.External.attrib;
  horiz-origin-x %Number.datatype; #IMPLIED
   horiz-adv-x %Number.datatype; #REQUIRED
>
<!-- end of SVG.font.attlist -->]]>

<!-- font-face: Font Face Element ..................... -->
```

```
<!ENTITY % SVG.font-face.extra.content "" >

<!ENTITY % SVG.font-face.element "INCLUDE" >
<![%SVG.font-face.element;[
<!ENTITY % SVG.font-face.content
  "(( %SVG.Description.class; )*, %SVG.font-face-src.qname;?
     %SVG.font-face.extra.content; )"
>
<!ELEMENT %SVG.font-face.qname; %SVG.font-face.content; >
<!-- end of SVG.font-face.element -->]]>

<!ENTITY % SVG.font-face.attlist "INCLUDE" >
<![%SVG.font-face.attlist;[
<!ATTLIST %SVG.font-face.qname;
  %SVG.Core.attrib;
  font-family CDATA #IMPLIED
  font-style CDATA #IMPLIED
  font-variant CDATA #IMPLIED
  font-weight CDATA #IMPLIED
  font-stretch CDATA #IMPLIED
  font-size CDATA #IMPLIED
  unicode-range CDATA #IMPLIED
  units-per-em %Number.datatype; #IMPLIED
  panose-1 CDATA #IMPLIED
  stemv %Number.datatype; #IMPLIED
  stemh %Number.datatype; #IMPLIED
  slope
 %Number.datatype; #IMPLIED
  cap-height %Number.datatype; #IMPLIED
  x-height %Number.datatype; #IMPLIED
  accent-height %Number.datatype; #IMPLIED
  ascent %Number.datatype; #IMPLIED
  descent %Number.datatype; #IMPLIED
  widths CDATA #IMPLIED
  bbox CDATA #IMPLIED
  ideographic %Number.datatype; #IMPLIED
  alphabetic %Number.datatype; #IMPLIED
  mathematical %Number.datatype; #IMPLIED
  hanging %Number.datatype; #IMPLIED
  underline-position %Number.datatype; #IMPLIED
  underline-thickness %Number.datatype; #IMPLIED
  strikethrough-position %Number.datatype; #IMPLIED
  strikethrough-thickness %Number.datatype; #IMPLIED
  overline-position %Number.datatype; #IMPLIED
  overline-thickness %Number.datatype; #IMPLIED
>
<!-- end of SVG.font-face.attlist -->]]>
```

```
<!-- glyph: Glyph Element ..... -->

<!ENTITY % SVG.glyph.extra.content "" >

<!ENTITY % SVG.glyph.element "INCLUDE" >
<![%SVG.glyph.element;[
<!ENTITY % SVG.glyph.content
    "( %SVG.Description.class; %SVG.glyph.extra.content; )*"
>
<!ELEMENT %SVG.glyph.qname; %SVG.glyph.content; >
<!-- end of SVG.glyph.element -->]]>

<!ENTITY % SVG.glyph.attlist "INCLUDE" >
<![%SVG.glyph.attlist;[
<!ATTLIST %SVG.glyph.qname;
  %SVG.Core.attrib;
  %SVG.Style.attrib;
  unicode CDATA #IMPLIED
  glyph-name CDATA #IMPLIED
  d %PathData.datatype; #IMPLIED
  arabic-form CDATA #IMPLIED
  lang %LanguageCodes.datatype; #IMPLIED
  horiz-adv-x %Number.datatype; #IMPLIED
>
<!-- end of SVG.glyph.attlist -->]]>

<!-- missing-glyph: Missing Glyph Element ..... -->

<!ENTITY % SVG.missing-glyph.extra.content "" >

<!ENTITY % SVG.missing-glyph.element "INCLUDE" >
<![%SVG.missing-glyph.element;[
<!ENTITY % SVG.missing-glyph.content
  "( %SVG.Description.class; %SVG.missing-glyph.extra.content; )*"
>
<!ELEMENT %SVG.missing-glyph.qname; %SVG.missing-glyph.content; >
<!-- end of SVG.missing-glyph.element -->]]>

<!ENTITY % SVG.missing-glyph.attlist "INCLUDE" >
<![%SVG.missing-glyph.attlist;[
<!ATTLIST
 %SVG.missing-glyph.qname;
  %SVG.Core.attrib;
  %SVG.Style.attrib;
  d %PathData.datatype; #IMPLIED
  horiz-adv-x %Number.datatype; #IMPLIED
>
```

```
<!-- end of SVG.missing-glyph.attlist -->]]>

<!-- hkern: Horizontal Kerning Element ..... -->

<!ENTITY % SVG.hkern.element "INCLUDE" >
<![%SVG.hkern.element;[
<!ENTITY % SVG.hkern.content "EMPTY" >
<!ELEMENT %SVG.hkern.qname; %SVG.hkern.content; >
<!-- end of SVG.hkern.element -->]]>

<!ENTITY % SVG.hkern.attlist "INCLUDE" >
<![%SVG.hkern.attlist;[
<!ATTLIST %SVG.hkern.qname;
  %SVG.Core.attrib;
  u1 CDATA #IMPLIED
  g1 CDATA #IMPLIED
  u2 CDATA #IMPLIED
  g2 CDATA #IMPLIED
  k %Number.datatype; #REQUIRED
>
<!-- end of SVG.hkern.attlist -->]]>

<!-- font-face-src: Font Face Source Element ..... -->

<!ENTITY % SVG.font-face-src.extra.content "" >

<!ENTITY % SVG.font-face-src.element "INCLUDE" >
<![%SVG.font-face-src.element;[
<!ENTITY % SVG.font-face-src.content
   "( %SVG.font-face-name.qname; %SVG.font-face-src.extra.content; )+"
>
<!ELEMENT %SVG.font-face-src.qname; %SVG.font-face-src.content; >
<!-- end of SVG.font-face-src.element -->]]>

<!ENTITY % SVG.font-face-src.attlist "INCLUDE" >
<![%SVG.font-face-src.attlist;[
<!ATTLIST %SVG.font-face-src.qname;
  %SVG.Core.attrib;
>
<!-- end of SVG.font-face-src.attlist -->]]>

<!-- font-face-name: Font Face Name Element ..... -->

<!ENTITY % SVG.font-face-name.element "INCLUDE" >
<![%SVG.font-face-name.element;[
<!ENTITY % SVG.font-face-name.content "EMPTY" >
<!ELEMENT %SVG.font-face-name.qname; %SVG.font-face-name.content; >
<!-- end of SVG.font-face-name.element -->]]>
```

```
<!ENTITY % SVG.font-face-name.attlist "INCLUDE" >
<![%SVG.font-face-name.attlist;[
<!ATTLIST %SVG.font-face-name.qname;
  %SVG.Core.attrib;
  name CDATA #IMPLIED
>
<!-- end of SVG.font-face-name.attlist -->]]>

<!-- end of svg-basic-font.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-basic-font.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- SVG 1.1 Qualified Name Module ....................................... -->
<!-- file: svg-qname.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-qname.mod,v 1.3 2002/11/03 15:54:14 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES SVG 1.1 Qualified Name//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-qname.mod"

   ..................................................................... -->

<!-- Qualified Name

   This module is contained in two parts, labeled Section 'A' and 'B':

     Section A declares parameter entities to support namespace-
     qualified names, namespace declarations, and name prefixing
      for SVG and extensions.

     Section B declares parameter entities used to provide
     namespace-qualified names for all SVG element types:
-->

<!-- Section A: SVG XML Namespace Framework :::::::::::::::::::::: -->

<!-- 1. Declare a %SVG.prefixed; conditional section keyword, used
     to activate namespace prefixing. The default value should
     inherit '%NS.prefixed;' from the DTD driver, so that unless
```

```
      overridden, the default behaviour follows the overall DTD
      prefixing scheme.
-->
<!ENTITY % NS.prefixed "IGNORE" >
<!ENTITY % SVG.prefixed "%NS.prefixed;" >

<!-- 2. Declare a parameter entity (eg., %SVG.xmlns;) containing
      the URI reference used to identify the SVG namespace:
-->
<!ENTITY % SVG.xmlns "http://www.w3.org/2000/svg" >
<!ENTITY % XLINK.xmlns "http://www.w3.org/1999/xlink" >

<!-- 3. Declare parameter entities (eg., %SVG.prefix;) containing
      the default namespace prefix string(s) to use when prefixing
      is enabled.
 This may be overridden in the DTD driver or the
      internal subset of an document instance. If no default prefix
      is desired, this may be declared as an empty string.
-->
<!ENTITY % SVG.prefix "" >
<!ENTITY % XLINK.prefix "xlink" >

<!-- 4. Declare parameter entities (eg., %SVG.pfx;) containing the
      colonized prefix(es) (eg., '%SVG.prefix;:') used when
      prefixing is active, an empty string when it is not.
-->
<![%SVG.prefixed;[
<!ENTITY % SVG.pfx "%SVG.prefix;:" >
]]>
<!ENTITY % SVG.pfx "" >
<!ENTITY % XLINK.pfx "%XLINK.prefix;:" >

<!-- 5. The parameter entity %SVG.xmlns.extra.attrib; may be
      redeclared to contain any non-SVG namespace declaration
      attributes for namespaces embedded in SVG. The default
      is an empty string.
-->
<!ENTITY % SVG.xmlns.extra.attrib "" >

<!-- Declare a parameter entity XLINK.xmlns.attrib containing
   the XML Namespace declarations for XLink.
-->
<!ENTITY % XLINK.xmlns.attrib
   "xmlns:%XLINK.prefix; %URI.datatype;
 #FIXED '%XLINK.xmlns;'"
>

<!-- Declare a parameter entity %NS.decl.attrib; containing
```

```
   all XML Namespace declarations used in the DTD, plus the
   xmlns declaration for SVG, its form dependent on whether
   prefixing is active.
-->
<![%SVG.prefixed;[
<!ENTITY % NS.decl.attrib
  "xmlns:%SVG.prefix; %URI.datatype; #FIXED '%SVG.xmlns;'
   %XLINK.xmlns.attrib;
   %SVG.xmlns.extra.attrib;"
>
]]>
<!ENTITY % NS.decl.attrib
  "%XLINK.xmlns.attrib;
   %SVG.xmlns.extra.attrib;"
>

<!-- Declare a parameter entity %SVG.xmlns.attrib; containing
   all XML namespace declaration attributes used by SVG,
   including a default xmlns attribute when prefixing is
   inactive.
-->
<![%SVG.prefixed;[
<!ENTITY % SVG.xmlns.attrib
   "%NS.decl.attrib;"
>
]]>
<!ENTITY % SVG.xmlns.attrib
   "xmlns %URI.datatype; #FIXED '%SVG.xmlns;'
    %XLINK.xmlns.attrib;"
>

<!-- Section B: SVG Qualified Names ::::::::::::::::::::::::::::: -->

<!-- 6. This section declares parameter
 entities used to provide
      namespace-qualified names for all SVG element types.
-->

<!-- module: svg-structure.mod ..... -->

<!ENTITY % SVG.svg.qname "%SVG.pfx;svg" >
<!ENTITY % SVG.g.qname "%SVG.pfx;g" >
<!ENTITY % SVG.defs.qname "%SVG.pfx;defs" >
<!ENTITY % SVG.desc.qname "%SVG.pfx;desc" >
<!ENTITY % SVG.title.qname "%SVG.pfx;title" >
<!ENTITY % SVG.metadata.qname "%SVG.pfx;metadata" >
<!ENTITY % SVG.symbol.qname "%SVG.pfx;symbol" >
<!ENTITY % SVG.use.qname "%SVG.pfx;use" >
```

```
<!-- module: svg-conditional.mod ..... -->

<!ENTITY % SVG.switch.qname "%SVG.pfx;switch" >

<!-- module: svg-image.mod ..... -->

<!ENTITY % SVG.image.qname "%SVG.pfx;image" >

<!-- module: svg-style.mod ..... -->

<!ENTITY % SVG.style.qname "%SVG.pfx;style" >

<!-- module: svg-shape.mod ..... -->

<!ENTITY % SVG.path.qname "%SVG.pfx;path" >
<!ENTITY % SVG.rect.qname "%SVG.pfx;rect" >
<!ENTITY
 % SVG.circle.qname "%SVG.pfx;circle" >
<!ENTITY % SVG.line.qname "%SVG.pfx;line" >
<!ENTITY % SVG.ellipse.qname "%SVG.pfx;ellipse" >
<!ENTITY % SVG.polyline.qname "%SVG.pfx;polyline" >
<!ENTITY % SVG.polygon.qname "%SVG.pfx;polygon" >

<!-- module: svg-text.mod ..... -->

<!ENTITY % SVG.text.qname "%SVG.pfx;text" >
<!ENTITY % SVG.tspan.qname "%SVG.pfx;tspan" >
<!ENTITY % SVG.tref.qname "%SVG.pfx;tref" >
<!ENTITY % SVG.textPath.qname "%SVG.pfx;textPath" >
<!ENTITY % SVG.altGlyph.qname "%SVG.pfx;altGlyph" >
<!ENTITY % SVG.altGlyphDef.qname "%SVG.pfx;altGlyphDef" >
<!ENTITY % SVG.altGlyphItem.qname "%SVG.pfx;altGlyphItem" >
<!ENTITY % SVG.glyphRef.qname "%SVG.pfx;glyphRef" >

<!-- module: svg-marker.mod ..... -->

<!ENTITY % SVG.marker.qname "%SVG.pfx;marker" >

<!-- module: svg-profile.mod ..... -->

<!ENTITY % SVG.color-profile.qname "%SVG.pfx;color-profile" >

<!-- module: svg-gradient.mod .....
 -->

<!ENTITY % SVG.linearGradient.qname "%SVG.pfx;linearGradient" >
<!ENTITY % SVG.radialGradient.qname "%SVG.pfx;radialGradient" >
```

```
<!ENTITY % SVG.stop.qname "%SVG.pfx;stop" >

<!-- module: svg-pattern.mod ..... -->

<!ENTITY % SVG.pattern.qname "%SVG.pfx;pattern" >

<!-- module: svg-clip.mod ..... -->

<!ENTITY % SVG.clipPath.qname "%SVG.pfx;clipPath" >

<!-- module: svg-mask.mod ..... -->

<!ENTITY % SVG.mask.qname "%SVG.pfx;mask" >

<!-- module: svg-filter.mod ..... -->

<!ENTITY % SVG.filter.qname "%SVG.pfx;filter" >
<!ENTITY % SVG.feBlend.qname "%SVG.pfx;feBlend" >
<!ENTITY % SVG.feColorMatrix.qname "%SVG.pfx;feColorMatrix" >
<!ENTITY % SVG.feComponentTransfer.qname "%SVG.pfx;feComponentTransfer" >
<!ENTITY % SVG.feComposite.qname "%SVG.pfx;feComposite" >
<!ENTITY % SVG.feConvolveMatrix.qname "%SVG.pfx;feConvolveMatrix" >
<!ENTITY % SVG.feDiffuseLighting.qname "%SVG.pfx;feDiffuseLighting"
 >
<!ENTITY % SVG.feDisplacementMap.qname "%SVG.pfx;feDisplacementMap" >
<!ENTITY % SVG.feFlood.qname "%SVG.pfx;feFlood" >
<!ENTITY % SVG.feGaussianBlur.qname "%SVG.pfx;feGaussianBlur" >
<!ENTITY % SVG.feImage.qname "%SVG.pfx;feImage" >
<!ENTITY % SVG.feMerge.qname "%SVG.pfx;feMerge" >
<!ENTITY % SVG.feMergeNode.qname "%SVG.pfx;feMergeNode" >
<!ENTITY % SVG.feMorphology.qname "%SVG.pfx;feMorphology" >
<!ENTITY % SVG.feOffset.qname "%SVG.pfx;feOffset" >
<!ENTITY % SVG.feSpecularLighting.qname "%SVG.pfx;feSpecularLighting" >
<!ENTITY % SVG.feTile.qname "%SVG.pfx;feTile" >
<!ENTITY % SVG.feTurbulence.qname "%SVG.pfx;feTurbulence" >
<!ENTITY % SVG.feDistantLight.qname "%SVG.pfx;feDistantLight" >
<!ENTITY % SVG.fePointLight.qname "%SVG.pfx;fePointLight" >
<!ENTITY % SVG.feSpotLight.qname "%SVG.pfx;feSpotLight" >
<!ENTITY % SVG.feFuncR.qname "%SVG.pfx;feFuncR" >
<!ENTITY % SVG.feFuncG.qname "%SVG.pfx;feFuncG" >
<!ENTITY % SVG.feFuncB.qname "%SVG.pfx;feFuncB" >
<!ENTITY % SVG.feFuncA.qname
 "%SVG.pfx;feFuncA" >

<!-- module: svg-cursor.mod ..... -->

<!ENTITY % SVG.cursor.qname "%SVG.pfx;cursor" >
```

```
<!-- module: svg-hyperlink.mod ..... -->

<!ENTITY % SVG.a.qname "%SVG.pfx;a" >

<!-- module: svg-view.mod ..... -->

<!ENTITY % SVG.view.qname "%SVG.pfx;view" >

<!-- module: svg-script.mod ..... -->

<!ENTITY % SVG.script.qname "%SVG.pfx;script" >

<!-- module: svg-animation.mod ..... -->

<!ENTITY % SVG.animate.qname "%SVG.pfx;animate" >
<!ENTITY % SVG.set.qname "%SVG.pfx;set" >
<!ENTITY % SVG.animateMotion.qname "%SVG.pfx;animateMotion" >
<!ENTITY % SVG.animateColor.qname "%SVG.pfx;animateColor" >
<!ENTITY % SVG.animateTransform.qname "%SVG.pfx;animateTransform" >
<!ENTITY % SVG.mpath.qname "%SVG.pfx;mpath" >

<!-- module: svg-font.mod ..... -->

<!ENTITY % SVG.font.qname "%SVG.pfx;font" >
<!ENTITY % SVG.font-face.qname "%SVG.pfx;font-face"
 >
<!ENTITY % SVG.glyph.qname "%SVG.pfx;glyph" >
<!ENTITY % SVG.missing-glyph.qname "%SVG.pfx;missing-glyph" >
<!ENTITY % SVG.hkern.qname "%SVG.pfx;hkern" >
<!ENTITY % SVG.vkern.qname "%SVG.pfx;vkern" >
<!ENTITY % SVG.font-face-src.qname "%SVG.pfx;font-face-src" >
<!ENTITY % SVG.font-face-uri.qname "%SVG.pfx;font-face-uri" >
<!ENTITY % SVG.font-face-format.qname "%SVG.pfx;font-face-format" >
<!ENTITY % SVG.font-face-name.qname "%SVG.pfx;font-face-name" >
<!ENTITY % SVG.definition-src.qname "%SVG.pfx;definition-src" >

<!-- module: svg-extensibility.mod ..... -->

<!ENTITY % SVG.foreignObject.qname "%SVG.pfx;foreignObject" >

<!-- end of svg-qname.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-qname.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..... -->
```

```
<!-- SVG 1.1 Text Module ..................................................... -->
<!-- file: svg-text.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-text.mod,v 1.4 2002/10/24 17:40:16 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS SVG 1.1 Text//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-text.mod"

   ..................................................................... -->

<!-- Text

     text, tspan, tref, textPath, altGlyph, altGlyphDef, altGlyphItem,
     glyphRef

   This module declares markup to provide support for alternate glyph.
-->

<!-- 'baseline-shift' property/attribute value (e.g., 'baseline',
 'sub', etc.) -->
<!ENTITY % BaselineShiftValue.datatype "CDATA" >

<!-- 'font-family' property/attribute value (i.e., list of fonts) -->
<!ENTITY % FontFamilyValue.datatype "CDATA" >

<!-- 'font-size' property/attribute value -->
<!ENTITY % FontSizeValue.datatype "CDATA" >

<!-- 'font-size-adjust' property/attribute value -->
<!ENTITY % FontSizeAdjustValue.datatype "CDATA" >

<!-- 'glyph-orientation-horizontal' property/attribute value (e.g., <angle>) -->
<!ENTITY % GlyphOrientationHorizontalValue.datatype "CDATA" >

<!-- 'glyph-orientation-vertical' property/attribute value (e.g., 'auto', <angle>) -->
<!ENTITY % GlyphOrientationVerticalValue.datatype "CDATA" >

<!-- 'kerning' property/attribute value (e.g., 'auto', <length>) -->
<!ENTITY % KerningValue.datatype "CDATA" >

<!-- 'letter-spacing' or 'word-spacing' property/attribute value (e.g., 'normal', <length>) -->
<!ENTITY % SpacingValue.datatype "CDATA" >

<!-- 'text-decoration' property/attribute value (e.g., 'none', 'underline')
```

```
 -->
<!ENTITY % TextDecorationValue.datatype "CDATA" >

<!-- Qualified Names (Default) ..... -->

<!ENTITY % SVG.text.qname "text" >
<!ENTITY % SVG.tspan.qname "tspan" >
<!ENTITY % SVG.tref.qname "tref" >
<!ENTITY % SVG.textPath.qname "textPath" >
<!ENTITY % SVG.altGlyph.qname "altGlyph" >
<!ENTITY % SVG.altGlyphDef.qname "altGlyphDef" >
<!ENTITY % SVG.altGlyphItem.qname "altGlyphItem" >
<!ENTITY % SVG.glyphRef.qname "glyphRef" >

<!-- Attribute Collections (Default) ..... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.GraphicalEvents.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.XLink.attrib "" >
<!ENTITY % SVG.XLinkRequired.attrib
 "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Text.class ..... -->

<!ENTITY % SVG.Text.extra.class "" >

<!ENTITY % SVG.Text.class
   "| %SVG.text.qname; | %SVG.altGlyphDef.qname; %SVG.Text.extra.class;"
>

<!-- SVG.TextContent.class ..... -->

<!ENTITY % SVG.TextContent.extra.class "" >

<!ENTITY % SVG.TextContent.class
   "| %SVG.tspan.qname; | %SVG.tref.qname; | %SVG.textPath.qname;
    | %SVG.altGlyph.qname; %SVG.TextContent.extra.class;"
```

```
>

<!-- SVG.Text.attrib ..... -->

<!ENTITY % SVG.Text.extra.attrib "" >

<!ENTITY % SVG.Text.attrib
  "writing-mode ( lr-tb | rl-tb | tb-rl | lr | rl | tb | inherit ) #IMPLIED
   %SVG.Text.extra.attrib;"
>

<!-- SVG.TextContent.attrib ..... -->

<!ENTITY % SVG.TextContent.extra.attrib "" >

<!ENTITY % SVG.TextContent.attrib
  "alignment-baseline ( auto | baseline | before-edge | text-before-edge |

   middle | central | after-edge | text-after-edge |
                    ideographic | alphabetic | hanging | mathematical |
                    inherit ) #IMPLIED
   baseline-shift %BaselineShiftValue.datatype; #IMPLIED
   direction ( ltr | rtl | inherit ) #IMPLIED
   dominant-baseline ( auto | use-script | no-change | reset-size |
                   ideographic | alphabetic | hanging | mathematical |
                   central | middle | text-after-edge | text-before-edge |
                   inherit ) #IMPLIED
   glyph-orientation-horizontal %GlyphOrientationHorizontalValue.datatype;
                        #IMPLIED
   glyph-orientation-vertical %GlyphOrientationVerticalValue.datatype;
                       #IMPLIED
   kerning %KerningValue.datatype; #IMPLIED
   letter-spacing %SpacingValue.datatype; #IMPLIED
   text-anchor ( start | middle | end | inherit ) #IMPLIED
   text-decoration %TextDecorationValue.datatype;
#IMPLIED
   unicode-bidi ( normal | embed | bidi-override | inherit ) #IMPLIED
   word-spacing %SpacingValue.datatype; #IMPLIED
   %SVG.TextContent.extra.attrib;"
>

<!-- SVG.Font.attrib ..... -->

<!ENTITY % SVG.Font.extra.attrib "" >

<!ENTITY % SVG.Font.attrib
  "font-family %FontFamilyValue.datatype; #IMPLIED
   font-size %FontSizeValue.datatype; #IMPLIED
```

```
    font-size-adjust %FontSizeAdjustValue.datatype; #IMPLIED
    font-stretch ( normal | wider | narrower | ultra-condensed |
                   extra-condensed | condensed | semi-condensed |
                   semi-expanded | expanded | extra-expanded |
                   ultra-expanded | inherit ) #IMPLIED
    font-style ( normal | italic | oblique | inherit ) #IMPLIED
    font-variant ( normal | small-caps | inherit ) #IMPLIED
    font-weight ( normal | bold | bolder | lighter | 100 | 200 | 300 | 400 |
                  500 | 600 | 700 | 800 | 900 | inherit ) #IMPLIED
    %SVG.Font.extra.attrib;"
>

<!--
 text: Text Element ..... -->

<!ENTITY % SVG.text.extra.content "" >

<!ENTITY % SVG.text.element "INCLUDE" >
<![%SVG.text.element;[
<!ENTITY % SVG.text.content
   "( #PCDATA | %SVG.Description.class; | %SVG.Animation.class;
      %SVG.TextContent.class; %SVG.Hyperlink.class;
      %SVG.text.extra.content; )*"
>
<!ELEMENT %SVG.text.qname; %SVG.text.content; >
<!-- end of SVG.text.element -->]]>

<!ENTITY % SVG.text.attlist "INCLUDE" >
<![%SVG.text.attlist;[
<!ATTLIST %SVG.text.qname;
   %SVG.Core.attrib;
   %SVG.Conditional.attrib;
   %SVG.Style.attrib;
   %SVG.Text.attrib;
   %SVG.TextContent.attrib;
   %SVG.Font.attrib;
   %SVG.Paint.attrib;
   %SVG.Color.attrib;
   %SVG.Opacity.attrib;
   %SVG.Graphics.attrib;
   %SVG.Clip.attrib;
   %SVG.Mask.attrib;
   %SVG.Filter.attrib;
   %SVG.GraphicalEvents.attrib;
   %SVG.Cursor.attrib;
   %SVG.External.attrib;
   x %Coordinates.datatype; #IMPLIED
   y %Coordinates.datatype;
```

```
 #IMPLIED
  dx %Lengths.datatype; #IMPLIED
  dy %Lengths.datatype; #IMPLIED
  rotate %Numbers.datatype; #IMPLIED
  textLength %Length.datatype; #IMPLIED
  lengthAdjust ( spacing | spacingAndGlyphs ) #IMPLIED
  transform %TransformList.datatype; #IMPLIED
>
<!-- end of SVG.text.attlist -->]]>

<!-- tspan: Text Span Element ..... -->

<!ENTITY % SVG.tspan.extra.content "" >

<!ENTITY % SVG.tspan.element "INCLUDE" >
<![%SVG.tspan.element;[
<!ENTITY % SVG.tspan.content
  "( #PCDATA | %SVG.tspan.qname; | %SVG.tref.qname; | %SVG.altGlyph.qname;
   | %SVG.animate.qname; | %SVG.set.qname; | %SVG.animateColor.qname;
   | %SVG.Description.class; %SVG.Hyperlink.class;
     %SVG.tspan.extra.content; )*"
>
<!ELEMENT %SVG.tspan.qname; %SVG.tspan.content; >
<!-- end of SVG.tspan.element -->]]>

<!ENTITY % SVG.tspan.attlist "INCLUDE" >
<![%SVG.tspan.attlist;[
<!ATTLIST %SVG.tspan.qname;
  %SVG.Core.attrib;
  %SVG.Conditional.attrib;
  %SVG.Style.attrib;
   %SVG.TextContent.attrib;
  %SVG.Font.attrib;
  %SVG.Paint.attrib;
  %SVG.Color.attrib;
  %SVG.Opacity.attrib;
  %SVG.Graphics.attrib;
  %SVG.Clip.attrib;
  %SVG.Mask.attrib;
  %SVG.Filter.attrib;
  %SVG.GraphicalEvents.attrib;
  %SVG.Cursor.attrib;
  %SVG.External.attrib;
  x %Coordinates.datatype; #IMPLIED
  y %Coordinates.datatype; #IMPLIED
  dx %Lengths.datatype; #IMPLIED
  dy %Lengths.datatype; #IMPLIED
  rotate %Numbers.datatype; #IMPLIED
```

```
  textLength %Length.datatype; #IMPLIED
  lengthAdjust ( spacing | spacingAndGlyphs ) #IMPLIED
>
<!-- end of SVG.tspan.attlist -->]]>

<!-- tref: Text Reference Element ..... -->

<!ENTITY % SVG.tref.extra.content "" >

<!ENTITY % SVG.tref.element "INCLUDE" >
<![%SVG.tref.element;[
<!ENTITY % SVG.tref.content
  "( %SVG.animate.qname; | %SVG.set.qname; | %SVG.animateColor.qname;
   | %SVG.Description.class; %SVG.tref.extra.content; )*"
>
<!ELEMENT %SVG.tref.qname; %SVG.tref.content;
 >
<!-- end of SVG.tref.element -->]]>

<!ENTITY % SVG.tref.attlist "INCLUDE" >
<![%SVG.tref.attlist;[
<!ATTLIST %SVG.tref.qname;
  %SVG.Core.attrib;
  %SVG.Conditional.attrib;
  %SVG.Style.attrib;
  %SVG.TextContent.attrib;
  %SVG.Font.attrib;
  %SVG.Paint.attrib;
  %SVG.Color.attrib;
  %SVG.Opacity.attrib;
  %SVG.Graphics.attrib;
  %SVG.Clip.attrib;
  %SVG.Mask.attrib;
  %SVG.Filter.attrib;
  %SVG.GraphicalEvents.attrib;
  %SVG.Cursor.attrib;
  %SVG.XLinkRequired.attrib;
  %SVG.External.attrib;
  x %Coordinates.datatype; #IMPLIED
  y %Coordinates.datatype; #IMPLIED
  dx %Lengths.datatype; #IMPLIED
  dy %Lengths.datatype; #IMPLIED
  rotate %Numbers.datatype; #IMPLIED
  textLength %Length.datatype; #IMPLIED
  lengthAdjust ( spacing | spacingAndGlyphs ) #IMPLIED
>
<!-- end of SVG.tref.attlist -->]]>
```

```
<!-- textPath: Text Path Element ..... -->

<!ENTITY % SVG.textPath.extra.content "" >

<!ENTITY % SVG.textPath.element "INCLUDE"
 >
<![%SVG.textPath.element;[
<!ENTITY % SVG.textPath.content
  "( #PCDATA | %SVG.tspan.qname; | %SVG.tref.qname; | %SVG.altGlyph.qname;
   | %SVG.animate.qname; | %SVG.set.qname; | %SVG.animateColor.qname;
   | %SVG.Description.class; %SVG.Hyperlink.class;
     %SVG.textPath.extra.content; )*"
>
<!ELEMENT %SVG.textPath.qname; %SVG.textPath.content; >
<!-- end of SVG.textPath.element -->]]>

<!ENTITY % SVG.textPath.attlist "INCLUDE" >
<![%SVG.textPath.attlist;[
<!ATTLIST %SVG.textPath.qname;
  %SVG.Core.attrib;
  %SVG.Conditional.attrib;
  %SVG.Style.attrib;
  %SVG.TextContent.attrib;
  %SVG.Font.attrib;
  %SVG.Paint.attrib;
  %SVG.Color.attrib;
  %SVG.Opacity.attrib;
  %SVG.Graphics.attrib;
  %SVG.Clip.attrib;
  %SVG.Mask.attrib;
  %SVG.Filter.attrib;
  %SVG.GraphicalEvents.attrib;
  %SVG.Cursor.attrib;
  %SVG.XLinkRequired.attrib;
  %SVG.External.attrib;
  startOffset %Length.datatype; #IMPLIED
  textLength %Length.datatype; #IMPLIED
   lengthAdjust ( spacing | spacingAndGlyphs ) #IMPLIED
  method ( align | stretch ) #IMPLIED
  spacing ( auto | exact ) #IMPLIED
>
<!-- end of SVG.textPath.attlist -->]]>

<!-- altGlyph: Alternate Glyph Element ..... -->

<!ENTITY % SVG.altGlyph.extra.content "" >

<!ENTITY % SVG.altGlyph.element "INCLUDE" >
```

```
<![%SVG.altGlyph.element;[
<!ENTITY % SVG.altGlyph.content
  "( #PCDATA %SVG.altGlyph.extra.content; )*"
>
<!ELEMENT %SVG.altGlyph.qname; %SVG.altGlyph.content; >
<!-- end of SVG.altGlyph.element -->]]>

<!ENTITY % SVG.altGlyph.attlist "INCLUDE" >
<![%SVG.altGlyph.attlist;[
<!ATTLIST %SVG.altGlyph.qname;
  %SVG.Core.attrib;
  %SVG.Conditional.attrib;
  %SVG.Style.attrib;
  %SVG.TextContent.attrib;
  %SVG.Font.attrib;
  %SVG.Paint.attrib;
  %SVG.Color.attrib;
  %SVG.Opacity.attrib;
  %SVG.Graphics.attrib;
  %SVG.Clip.attrib;
  %SVG.Mask.attrib;
  %SVG.Filter.attrib;
  %SVG.GraphicalEvents.attrib;
  %SVG.Cursor.attrib;
  %SVG.XLink.attrib;
   %SVG.External.attrib;
  x %Coordinates.datatype; #IMPLIED
  y %Coordinates.datatype; #IMPLIED
  dx %Lengths.datatype; #IMPLIED
  dy %Lengths.datatype; #IMPLIED
  glyphRef CDATA #IMPLIED
  format CDATA #IMPLIED
  rotate %Numbers.datatype; #IMPLIED
>
<!-- end of SVG.altGlyph.attlist -->]]>

<!-- altGlyphDef: Alternate Glyph Definition Element ... -->

<!ENTITY % SVG.altGlyphDef.extra.content "" >

<!ENTITY % SVG.altGlyphDef.element "INCLUDE" >
<![%SVG.altGlyphDef.element;[
<!ENTITY % SVG.altGlyphDef.content
  "(( %SVG.glyphRef.qname;+ | %SVG.altGlyphItem.qname;+ )
     %SVG.altGlyphDef.extra.content; )"
>
<!ELEMENT %SVG.altGlyphDef.qname; %SVG.altGlyphDef.content; >
<!-- end of SVG.altGlyphDef.element -->]]>
```

```
<!ENTITY % SVG.altGlyphDef.attlist "INCLUDE" >
<![%SVG.altGlyphDef.attlist;[
<!ATTLIST %SVG.altGlyphDef.qname;
  %SVG.Core.attrib;
>
<!-- end of SVG.altGlyphDef.attlist -->]]>

<!-- altGlyphItem: Alternate Glyph Item Element ..... -->

<!ENTITY % SVG.altGlyphItem.extra.content
 "" >

<!ENTITY % SVG.altGlyphItem.element "INCLUDE" >
<![%SVG.altGlyphItem.element;[
<!ENTITY % SVG.altGlyphItem.content
  "( %SVG.glyphRef.qname;+ %SVG.altGlyphItem.extra.content; )"
>
<!ELEMENT %SVG.altGlyphItem.qname; %SVG.altGlyphItem.content; >
<!-- end of SVG.altGlyphItem.element -->]]>

<!ENTITY % SVG.altGlyphItem.attlist "INCLUDE" >
<![%SVG.altGlyphItem.attlist;[
<!ATTLIST %SVG.altGlyphItem.qname;
  %SVG.Core.attrib;
>
<!-- end of SVG.altGlyphItem.attlist -->]]>

<!-- glyphRef: Glyph Reference Element ..... -->

<!ENTITY % SVG.glyphRef.element "INCLUDE" >
<![%SVG.glyphRef.element;[
<!ENTITY % SVG.glyphRef.content "EMPTY" >
<!ELEMENT %SVG.glyphRef.qname; %SVG.glyphRef.content; >
<!-- end of SVG.glyphRef.element -->]]>

<!ENTITY % SVG.glyphRef.attlist "INCLUDE" >
<![%SVG.glyphRef.attlist;[
<!ATTLIST %SVG.glyphRef.qname;
  %SVG.Core.attrib;
  %SVG.Style.attrib;
  %SVG.Font.attrib;
  %SVG.XLink.attrib;
  x %Number.datatype; #IMPLIED
   y %Number.datatype; #IMPLIED
  dx %Number.datatype; #IMPLIED
  dy %Number.datatype; #IMPLIED
  glyphRef CDATA #IMPLIED
```

```
  format CDATA #IMPLIED
>
<!-- end of SVG.glyphRef.attlist -->]]>

<!-- end of svg-text.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-text.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- SVG 1.1 Animation Events Attribute Module ..... -->
<!-- file: svg-animevents-attrib.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-animevents-attrib.mod,v 1.3 2002/04/28 13:50:23 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES SVG 1.1 Animation Events Attribute//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-animevents-attrib.mod"

   ..................................................................... -->

<!-- Animation Events Attribute

     onbegin, onend, onrepeat, onload

   This module defines the AnimationEvents attribute set.
-->

<!ENTITY % SVG.onbegin.attrib
  "onbegin
 %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onend.attrib
  "onend %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onrepeat.attrib
  "onrepeat %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onload.attrib
  "onload %Script.datatype; #IMPLIED"
```

```
>

<!ENTITY % SVG.AnimationEvents.extra.attrib "" >

<!ENTITY % SVG.AnimationEvents.attrib
  "%SVG.onbegin.attrib;
   %SVG.onend.attrib;
   %SVG.onrepeat.attrib;
   %SVG.onload.attrib;
   %SVG.AnimationEvents.extra.attrib;"
>

<!-- end of svg-animevents-attrib.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-animevents-attrib.mod
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML Role Qname Module  ..... -->
<!-- file: xhtml-role-qname-1.mod

   This is XHTML Role - the Role Attribute Module for XHTML.

   Copyright 2006 W3C (MIT, ERCIM, Keio), All Rights Reserved.

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES XHTML Role Attribute Qnames 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-role-qname-1.mod"

   Revisions:
   (none)
   ..... -->

<!-- XHTML Role Attribute Qname (Qualified Name) Module

   This module is contained in two parts, labeled Section 'A' and 'B':

     Section A declares parameter entities to support namespace-
     qualified names, namespace declarations, and name prefixing
     for XHTML Role
 and extensions.

     Section B declares parameter entities used to provide
     namespace-qualified names for the XHTML role attribute:
```

```
        %role.qname;   the xmlns-qualified name for @role
        ...

    XHTML Role extensions would create a module similar to this one.
-->

<!-- Section A: XHTML Role Attribute XML Namespace Framework :::::::::::::::: -->

<!-- 1. Declare a %XHTML-ROLE.prefixed; conditional section keyword, used
      to activate namespace prefixing. The default value should
      inherit '%NS.prefixed;' from the DTD driver, so that unless
      overridden, the default behavior follows the overall DTD
      prefixing scheme.
-->
<!ENTITY % NS.prefixed "IGNORE" >
<!ENTITY % XHTML-ROLE.prefixed "%NS.prefixed;" >

<!-- 2. Declare a parameter entity (eg., %XHTML-ROLE.xmlns;) containing
      the URI reference used to identify the XHTML Role Attribute namespace
-->
<!ENTITY % XHTML-ROLE.xmlns  "http://www.w3.org/1999/xhtml" >

<!-- 3. Declare parameter
 entities (eg., %XML.prefix;) containing
      the default namespace prefix string(s) to use when prefixing
      is enabled. This may be overridden in the DTD driver or the
      internal subset of an document instance. If no default prefix
      is desired, this may be declared as an empty string.

    NOTE: As specified in [XMLNAMES], the namespace prefix serves
    as a proxy for the URI reference, and is not in itself significant.
-->
<!ENTITY % XHTML-ROLE.prefix  "" >

<!-- 4. Declare parameter entities (eg., %XHTML-ROLE.pfx;) containing the
      colonized prefix(es) (eg., '%XHTML-ROLE.prefix;:') used when
      prefixing is active, an empty string when it is not.
-->
<![%XHTML-ROLE.prefixed;[
<!ENTITY % XHTML-ROLE.pfx  "%XHTML-ROLE.prefix;:" >
]]>
<!ENTITY % XHTML-ROLE.pfx  "" >

<!-- declare qualified name extensions here ..... -->
<!ENTITY % xhtml-role-qname-extra.mod "" >
%xhtml-role-qname-extra.mod;

<!-- 5. The parameter entity %XHTML-ROLE.xmlns.extra.attrib;
```

```
 may be
      redeclared to contain any non-XHTML Role Attribute namespace
      declaration attributes for namespaces embedded in XML. The default
      is an empty string.  XLink should be included here if used
      in the DTD.
-->
<!ENTITY % XHTML-ROLE.xmlns.extra.attrib "" >


<!-- Section B: XML Qualified Names ::::::::::::::::::::::::::::: -->

<!-- 6. This section declares parameter entities used to provide
      namespace-qualified names for the XHTML role attribute.
-->

<!ENTITY % xhtml-role.role.qname  "%XHTML-ROLE.pfx;role" >


<!-- The following defines a PE for use in the attribute sets of elements in
   other namespaces that want to incorporate the XML Event attributes. Note
   that in this case the XHTML-ROLE.pfx should always be defined. -->

<!ENTITY % xhtml-role.attrs.qname
  "%XHTML-ROLE.pfx;role            CDATA       #IMPLIED"
  >

<!-- end of xhtml-role-qname-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/xhtml11/xhtml-role-qname-1.mod
No license file was found, but licenses were detected in source scan.

```
<!--
   * This is a schema for the XML representation of JSON used as the target for the
   * function fn:json-to-xml()
   *
   * The schema is made available under the terms of the W3C software notice and license
   * at http://www.w3.org/Consortium/Legal/copyright-software-19980720
   *
  -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/json.xsd
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- SVG 1.1 Basic Structure Module ....................................... -->
```

```
<!-- file: svg-basic-structure.mod

   This is SVG, a language for describing two-dimensional graphics in XML.
   Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: svg-basic-structure.mod,v 1.6 2002/11/14 15:11:02 fujisawa Exp $

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS SVG 1.1 Basic Structure//EN"
     SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-basic-structure.mod"

   ..... -->

<!-- Basic Structure

     svg, g, defs, desc, title, metadata, use

   This module declares the major structural elements and their attributes.
-->

<!-- Qualified Names (Default) .....
 -->

<!ENTITY % SVG.svg.qname "svg" >
<!ENTITY % SVG.g.qname "g" >
<!ENTITY % SVG.defs.qname "defs" >
<!ENTITY % SVG.desc.qname "desc" >
<!ENTITY % SVG.title.qname "title" >
<!ENTITY % SVG.metadata.qname "metadata" >
<!ENTITY % SVG.use.qname "use" >

<!-- Attribute Collections (Default) ..... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Container.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.ColorProfile.attrib "" >
<!ENTITY % SVG.Gradient.attrib "" >
```

```
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.FilterColor.attrib "" >
<!ENTITY %
 SVG.DocumentEvents.attrib "" >
<!ENTITY % SVG.GraphicalEvents.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.XLinkEmbed.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Description.class ..... -->

<!ENTITY % SVG.Description.extra.class "" >

<!ENTITY % SVG.Description.class
  "%SVG.desc.qname; | %SVG.title.qname; | %SVG.metadata.qname;
   %SVG.Description.extra.class;"
>

<!-- SVG.Use.class ..... -->

<!ENTITY % SVG.Use.extra.class "" >

<!ENTITY % SVG.Use.class
  "| %SVG.use.qname; %SVG.Use.extra.class;"
>

<!-- SVG.Structure.class ..... -->

<!ENTITY % SVG.Structure.extra.class "" >

<!ENTITY % SVG.Structure.class
  "| %SVG.g.qname; | %SVG.defs.qname; %SVG.Use.class;
     %SVG.Structure.extra.class;"
>

<!-- SVG.Presentation.attrib ..... -->

<!ENTITY % SVG.Presentation.extra.attrib "" >

<!ENTITY % SVG.Presentation.attrib
  "%SVG.Container.attrib;
    %SVG.Viewport.attrib;
   %SVG.Text.attrib;
   %SVG.TextContent.attrib;
   %SVG.Font.attrib;
   %SVG.Paint.attrib;
```

```
    %SVG.Color.attrib;
    %SVG.Opacity.attrib;
    %SVG.Graphics.attrib;
    %SVG.Marker.attrib;
    %SVG.ColorProfile.attrib;
    %SVG.Gradient.attrib;
    %SVG.Clip.attrib;
    %SVG.Mask.attrib;
    %SVG.Filter.attrib;
    %SVG.FilterColor.attrib;
    %SVG.Cursor.attrib;
    flood-color %SVGColor.datatype; #IMPLIED
    flood-opacity %OpacityValue.datatype; #IMPLIED
    lighting-color %SVGColor.datatype; #IMPLIED
    %SVG.Presentation.extra.attrib;"
>

<!-- svg: SVG Document Element ..... -->

<!ENTITY % SVG.svg.extra.content "" >

<!ENTITY % SVG.svg.element "INCLUDE" >
<![%SVG.svg.element;[
<!ENTITY % SVG.svg.content
   "( %SVG.Description.class; | %SVG.Animation.class; %SVG.Structure.class;
      %SVG.Conditional.class; %SVG.Image.class; %SVG.Style.class;
      %SVG.Shape.class; %SVG.Text.class; %SVG.Marker.class;
       %SVG.ColorProfile.class; %SVG.Gradient.class; %SVG.Pattern.class;
      %SVG.Clip.class; %SVG.Mask.class; %SVG.Filter.class; %SVG.Cursor.class;
      %SVG.Hyperlink.class; %SVG.View.class; %SVG.Script.class;
      %SVG.Font.class; %SVG.svg.extra.content; )*"
>
<!ELEMENT %SVG.svg.qname; %SVG.svg.content; >
<!-- end of SVG.svg.element -->]]>

<!ENTITY % SVG.svg.attlist "INCLUDE" >
<![%SVG.svg.attlist;[
<!ATTLIST %SVG.svg.qname;
   %SVG.xmlns.attrib;
   %SVG.Core.attrib;
   %SVG.Conditional.attrib;
   %SVG.Style.attrib;
   %SVG.Presentation.attrib;
   %SVG.DocumentEvents.attrib;
   %SVG.GraphicalEvents.attrib;
   %SVG.External.attrib;
   x %Coordinate.datatype; #IMPLIED
   y %Coordinate.datatype; #IMPLIED
```

```
  width %Length.datatype; #IMPLIED
  height %Length.datatype; #IMPLIED
  viewBox %ViewBoxSpec.datatype; #IMPLIED
  preserveAspectRatio %PreserveAspectRatioSpec.datatype; 'xMidYMid meet'
  zoomAndPan ( disable | magnify ) 'magnify'
  version %Number.datatype;
 #FIXED '1.1'
  baseProfile %Text.datatype; #IMPLIED
>
<!-- end of SVG.svg.attlist -->]]>

<!-- g: Group Element ..... -->

<!ENTITY % SVG.g.extra.content "" >

<!ENTITY % SVG.g.element "INCLUDE" >
<![%SVG.g.element;[
<!ENTITY % SVG.g.content
  "( %SVG.Description.class; | %SVG.Animation.class; %SVG.Structure.class;
    %SVG.Conditional.class; %SVG.Image.class; %SVG.Style.class;
    %SVG.Shape.class; %SVG.Text.class; %SVG.Marker.class;
    %SVG.ColorProfile.class; %SVG.Gradient.class; %SVG.Pattern.class;
    %SVG.Clip.class; %SVG.Mask.class; %SVG.Filter.class; %SVG.Cursor.class;
    %SVG.Hyperlink.class; %SVG.View.class; %SVG.Script.class;
    %SVG.Font.class; %SVG.g.extra.content; )*"
>
<!ELEMENT %SVG.g.qname; %SVG.g.content; >
<!-- end of SVG.g.element -->]]>

<!ENTITY % SVG.g.attlist "INCLUDE" >
<![%SVG.g.attlist;[
<!ATTLIST %SVG.g.qname;
  %SVG.Core.attrib;
  %SVG.Conditional.attrib;
  %SVG.Style.attrib;
  %SVG.Presentation.attrib;
   %SVG.GraphicalEvents.attrib;
  %SVG.External.attrib;
  transform %TransformList.datatype; #IMPLIED
>
<!-- end of SVG.g.attlist -->]]>

<!-- defs: Definisions Element ..... -->

<!ENTITY % SVG.defs.extra.content "" >

<!ENTITY % SVG.defs.element "INCLUDE" >
<![%SVG.defs.element;[
```

```
<!ENTITY % SVG.defs.content
  "( %SVG.Description.class; | %SVG.Animation.class; %SVG.Structure.class;
    %SVG.Conditional.class; %SVG.Image.class; %SVG.Style.class;
    %SVG.Shape.class; %SVG.Text.class; %SVG.Marker.class;
    %SVG.ColorProfile.class; %SVG.Gradient.class; %SVG.Pattern.class;
    %SVG.Clip.class; %SVG.Mask.class; %SVG.Filter.class; %SVG.Cursor.class;
    %SVG.Hyperlink.class; %SVG.View.class; %SVG.Script.class;
    %SVG.Font.class; %SVG.defs.extra.content; )*"
>
<!ELEMENT %SVG.defs.qname; %SVG.defs.content; >
<!-- end of SVG.defs.element -->]]>

<!ENTITY % SVG.defs.attlist "INCLUDE" >
<![%SVG.defs.attlist;[
<!ATTLIST %SVG.defs.qname;

  %SVG.Core.attrib;
  %SVG.Conditional.attrib;
  %SVG.Style.attrib;
  %SVG.Presentation.attrib;
  %SVG.GraphicalEvents.attrib;
  %SVG.External.attrib;
  transform %TransformList.datatype; #IMPLIED
>
<!-- end of SVG.defs.attlist -->]]>

<!-- desc: Description Element ..... -->

<!ENTITY % SVG.desc.extra.content "" >

<!ENTITY % SVG.desc.element "INCLUDE" >
<![%SVG.desc.element;[
<!ENTITY % SVG.desc.content
  "( #PCDATA %SVG.desc.extra.content; )*"
>
<!ELEMENT %SVG.desc.qname; %SVG.desc.content; >
<!-- end of SVG.desc.element -->]]>

<!ENTITY % SVG.desc.attlist "INCLUDE" >
<![%SVG.desc.attlist;[
<!ATTLIST %SVG.desc.qname;
  %SVG.Core.attrib;
  %SVG.Style.attrib;
>
<!-- end of SVG.desc.attlist -->]]>

<!-- title: Title Element ..... -->
```

```
<!ENTITY % SVG.title.extra.content "" >

<!ENTITY % SVG.title.element "INCLUDE" >
<![%SVG.title.element;[
<!ENTITY % SVG.title.content
  "( #PCDATA %SVG.title.extra.content; )*"
>
<!ELEMENT
 %SVG.title.qname; %SVG.title.content; >
<!-- end of SVG.title.element -->]]>

<!ENTITY % SVG.title.attlist "INCLUDE" >
<![%SVG.title.attlist;[
<!ATTLIST %SVG.title.qname;
  %SVG.Core.attrib;
  %SVG.Style.attrib;
>
<!-- end of SVG.title.attlist -->]]>

<!-- metadata: Metadata Element ..... -->

<!ENTITY % SVG.metadata.extra.content "" >

<!ENTITY % SVG.metadata.element "INCLUDE" >
<![%SVG.metadata.element;[
<!ENTITY % SVG.metadata.content
  "( #PCDATA %SVG.metadata.extra.content; )*"
>
<!ELEMENT %SVG.metadata.qname; %SVG.metadata.content; >
<!-- end of SVG.metadata.element -->]]>

<!ENTITY % SVG.metadata.attlist "INCLUDE" >
<![%SVG.metadata.attlist;[
<!ATTLIST %SVG.metadata.qname;
  %SVG.Core.attrib;
>
<!-- end of SVG.metadata.attlist -->]]>

<!-- use: Use Element ..... -->

<!ENTITY % SVG.use.extra.content "" >

<!ENTITY % SVG.use.element "INCLUDE" >
<![%SVG.use.element;[
<!ENTITY % SVG.use.content
  "(( %SVG.Description.class;
 )*, ( %SVG.Animation.class;
      %SVG.use.extra.content; )*)"
```

```
>
<!ELEMENT %SVG.use.qname; %SVG.use.content; >
<!-- end of SVG.use.element -->]]>

<!ENTITY % SVG.use.attlist "INCLUDE" >
<![%SVG.use.attlist;[
<!ATTLIST %SVG.use.qname;
  %SVG.Core.attrib;
  %SVG.Conditional.attrib;
  %SVG.Style.attrib;
  %SVG.Presentation.attrib;
  %SVG.GraphicalEvents.attrib;
  %SVG.XLinkEmbed.attrib;
  %SVG.External.attrib;
  x %Coordinate.datatype; #IMPLIED
  y %Coordinate.datatype; #IMPLIED
  width %Length.datatype; #IMPLIED
  height %Length.datatype; #IMPLIED
  transform %TransformList.datatype; #IMPLIED
>
<!-- end of SVG.use.attlist -->]]>

<!-- end of svg-basic-structure.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/svg11/svg-basic-structure.mod
No license file was found, but licenses were detected in source scan.

```
<!--
   * This is a schema for the XML representation of the result of the
   * function fn:analyze-string()
   *
   * The schema is made available under the terms of the W3C software notice and license
   * at http://www.w3.org/Consortium/Legal/copyright-software-19980720
   *
  -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/analyze-string.xsd
No license file was found, but licenses were detected in source scan.

```
<!-- ..................................................................... -->
<!-- XHTML Table Module  ..................................................... -->
<!-- file: xhtml-table-1.mod

   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2005 W3C (MIT, ERCIM, Keio), All Rights Reserved.
```

```
   Revision: $Id: xhtml-table-1.mod,v 4.1 2001/04/10 09:42:30 altheim Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ELEMENTS XHTML Tables 1.0//EN"
     SYSTEM "http://www.w3.org/MarkUp/DTD/xhtml-table-1.mod"

   Revisions:
   (none)
   ..... -->

<!-- Tables

      table, caption, thead, tfoot, tbody, colgroup, col, tr, th, td

   This module declares element types and attributes used to provide
   table markup similar to HTML 4, including features
 that enable
   better accessibility for non-visual user agents.
-->

<!-- declare qualified element type names:
-->
<!ENTITY % table.qname  "table" >
<!ENTITY % caption.qname  "caption" >
<!ENTITY % thead.qname  "thead" >
<!ENTITY % tfoot.qname  "tfoot" >
<!ENTITY % tbody.qname  "tbody" >
<!ENTITY % colgroup.qname  "colgroup" >
<!ENTITY % col.qname  "col" >
<!ENTITY % tr.qname  "tr" >
<!ENTITY % th.qname  "th" >
<!ENTITY % td.qname  "td" >

<!-- The frame attribute specifies which parts of the frame around
   the table should be rendered. The values are not the same as
   CALS to avoid a name clash with the valign attribute.
-->
<!ENTITY % frame.attrib
   "frame       ( void
               | above
               | below
               | hsides
               | lhs
               | rhs
               | vsides
               | box
               | border )             #IMPLIED"
```

```
>

<!-- The rules attribute defines which rules to draw between cells:

    If rules is absent then assume:

     "none" if border is absent or border="0" otherwise "all"
-->
<!ENTITY % rules.attrib
   "rules       ( none
                | groups
                | rows
                | cols
                | all )               #IMPLIED"
>

<!-- horizontal alignment attributes for cell contents
-->
<!ENTITY % CellHAlign.attrib
   "align       ( left
                | center
                | right
                | justify
                | char )              #IMPLIED
    char        %Character.datatype;    #IMPLIED
    charoff     %Length.datatype;       #IMPLIED"
>

<!-- vertical alignment attribute for cell contents
-->
<!ENTITY % CellVAlign.attrib
   "valign      ( top
                | middle
                | bottom
                | baseline )          #IMPLIED"
>

<!-- scope is simpler than axes attribute for common tables
-->
<!ENTITY % scope.attrib
   "scope       ( row

              | col
                | rowgroup
                | colgroup )          #IMPLIED"
>

<!-- table: Table Element ..... -->
```

```
<!ENTITY % table.element  "INCLUDE" >
<![%table.element;[
<!ENTITY % table.content
   "( %caption.qname;?, ( %col.qname;* | %colgroup.qname;* ),
    (( %thead.qname;?, %tfoot.qname;?, %tbody.qname;+ ) | ( %tr.qname;+ )))"
>
<!ELEMENT %table.qname;  %table.content; >
<!-- end of table.element -->]]>

<!ENTITY % table.attlist  "INCLUDE" >
<![%table.attlist;[
<!ATTLIST %table.qname;
    %Common.attrib;
    summary      %Text.datatype;          #IMPLIED
    width        %Length.datatype;        #IMPLIED
    border       %Pixels.datatype;        #IMPLIED
    %frame.attrib;
    %rules.attrib;
    cellspacing  %Length.datatype;        #IMPLIED
    cellpadding  %Length.datatype;        #IMPLIED
>
<!-- end of table.attlist -->]]>

<!-- caption: Table Caption ..... -->

<!ENTITY % caption.element
  "INCLUDE" >
<![%caption.element;[
<!ENTITY % caption.content
   "( #PCDATA | %Inline.mix; )*"
>
<!ELEMENT %caption.qname;  %caption.content; >
<!-- end of caption.element -->]]>

<!ENTITY % caption.attlist  "INCLUDE" >
<![%caption.attlist;[
<!ATTLIST %caption.qname;
    %Common.attrib;
>
<!-- end of caption.attlist -->]]>

<!-- thead: Table Header ..... -->

<!-- Use thead to duplicate headers when breaking table
   across page boundaries, or for static headers when
   tbody sections are rendered in scrolling panel.
-->
```

```
<!ENTITY % thead.element  "INCLUDE" >
<![%thead.element;[
<!ENTITY % thead.content  "( %tr.qname; )+" >
<!ELEMENT %thead.qname;  %thead.content; >
<!-- end of thead.element -->]]>

<!ENTITY % thead.attlist  "INCLUDE" >
<![%thead.attlist;[
<!ATTLIST %thead.qname;
    %Common.attrib;
    %CellHAlign.attrib;
    %CellVAlign.attrib;
>
<!-- end of thead.attlist -->]]>

<!-- tfoot: Table Footer .....................
 -->

<!-- Use tfoot to duplicate footers when breaking table
   across page boundaries, or for static footers when
   tbody sections are rendered in scrolling panel.
-->

<!ENTITY % tfoot.element  "INCLUDE" >
<![%tfoot.element;[
<!ENTITY % tfoot.content  "( %tr.qname; )+" >
<!ELEMENT %tfoot.qname;  %tfoot.content; >
<!-- end of tfoot.element -->]]>

<!ENTITY % tfoot.attlist  "INCLUDE" >
<![%tfoot.attlist;[
<!ATTLIST %tfoot.qname;
    %Common.attrib;
    %CellHAlign.attrib;
    %CellVAlign.attrib;
>
<!-- end of tfoot.attlist -->]]>

<!-- tbody: Table Body ..................... -->

<!-- Use multiple tbody sections when rules are needed
   between groups of table rows.
-->

<!ENTITY % tbody.element  "INCLUDE" >
<![%tbody.element;[
<!ENTITY % tbody.content  "( %tr.qname; )+" >
```

```
<!ELEMENT %tbody.qname;  %tbody.content; >
<!-- end of tbody.element -->]]>

<!ENTITY % tbody.attlist  "INCLUDE" >
<![%tbody.attlist;[
<!ATTLIST %tbody.qname;
    %Common.attrib;
    %CellHAlign.attrib;
     %CellVAlign.attrib;
>
<!-- end of tbody.attlist -->]]>

<!-- colgroup: Table Column Group ..... -->

<!-- colgroup groups a set of col elements. It allows you
   to group several semantically-related columns together.
-->

<!ENTITY % colgroup.element  "INCLUDE" >
<![%colgroup.element;[
<!ENTITY % colgroup.content  "( %col.qname; )*" >
<!ELEMENT %colgroup.qname;  %colgroup.content; >
<!-- end of colgroup.element -->]]>

<!ENTITY % colgroup.attlist  "INCLUDE" >
<![%colgroup.attlist;[
<!ATTLIST %colgroup.qname;
    %Common.attrib;
    span        %Number.datatype;       '1'
    width       %MultiLength.datatype;   #IMPLIED
    %CellHAlign.attrib;
    %CellVAlign.attrib;
>
<!-- end of colgroup.attlist -->]]>

<!-- col: Table Column ..... -->

<!-- col elements define the alignment properties for
   cells in one or more columns.

   The width attribute specifies the width of the
   columns, e.g.


  width="64"        width in screen pixels
    width="0.5*"      relative width of 0.5

   The span attribute causes the attributes of one
```

```
   col element to apply to more than one column.
-->

<!ENTITY % col.element  "INCLUDE" >
<![%col.element;[
<!ENTITY % col.content  "EMPTY" >
<!ELEMENT %col.qname;  %col.content; >
<!-- end of col.element -->]]>

<!ENTITY % col.attlist  "INCLUDE" >
<![%col.attlist;[
<!ATTLIST %col.qname;
    %Common.attrib;
    span        %Number.datatype;       '1'
    width       %MultiLength.datatype;  #IMPLIED
    %CellHAlign.attrib;
    %CellVAlign.attrib;
>
<!-- end of col.attlist -->]]>

<!-- tr: Table Row ..................................... -->

<!ENTITY % tr.element  "INCLUDE" >
<![%tr.element;[
<!ENTITY % tr.content  "( %th.qname; | %td.qname; )+" >
<!ELEMENT %tr.qname;  %tr.content; >
<!-- end of tr.element -->]]>

<!ENTITY % tr.attlist  "INCLUDE" >
<![%tr.attlist;[
<!ATTLIST %tr.qname;
    %Common.attrib;
    %CellHAlign.attrib;
     %CellVAlign.attrib;
>
<!-- end of tr.attlist -->]]>

<!-- th: Table Header Cell ............................. -->

<!-- th is for header cells, td for data,
   but for cells acting as both use td
-->

<!ENTITY % th.element  "INCLUDE" >
<![%th.element;[
<!ENTITY % th.content
   "( #PCDATA | %Flow.mix; )*"
>
```

```
<!ELEMENT %th.qname;  %th.content; >
<!-- end of th.element -->]]>

<!ENTITY % th.attlist  "INCLUDE" >
<![%th.attlist;[
<!ATTLIST %th.qname;
    %Common.attrib;
    abbr        %Text.datatype;         #IMPLIED
    axis        CDATA                   #IMPLIED
    headers     IDREFS                  #IMPLIED
    %scope.attrib;
    rowspan     %Number.datatype;       '1'
    colspan     %Number.datatype;       '1'
    %CellHAlign.attrib;
    %CellVAlign.attrib;
>
<!-- end of th.attlist -->]]>

<!-- td: Table Data Cell ..... -->

<!ENTITY % td.element  "INCLUDE" >
<![%td.element;[
<!ENTITY % td.content
   "( #PCDATA | %Flow.mix;
 )*"
>
<!ELEMENT %td.qname;  %td.content; >
<!-- end of td.element -->]]>

<!ENTITY % td.attlist  "INCLUDE" >
<![%td.attlist;[
<!ATTLIST %td.qname;
    %Common.attrib;
    abbr        %Text.datatype;         #IMPLIED
    axis        CDATA                   #IMPLIED
    headers     IDREFS                  #IMPLIED
    %scope.attrib;
    rowspan     %Number.datatype;       '1'
    colspan     %Number.datatype;       '1'
    %CellHAlign.attrib;
    %CellVAlign.attrib;
>
<!-- end of td.attlist -->]]>

<!-- end of xhtml-table-1.mod -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-
```

zip/net/sf/saxon/data/w3c/xhtml11/xhtml-table-1.mod
No license file was found, but licenses were detected in source scan.

```
<!--
   File isotech.ent produced by the XSL script entities.xsl
   from input data in unicode.xml.

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   http://www.w3.org/Consortium/Legal/2002/copyright-software-20021231.html

   Please report any errors to David Carlisle
   via the public W3C list www-math@w3.org.

   The numeric character values assigned to each entity
   (should) match the Unicode assignments in Unicode 5.x.

   Entity names in this file are derived from files carrying the
   following notice:

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   Permission to copy in any form is granted for use with
   conforming SGML systems and applications as defined in
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-->


<!--

     Public identifier: -//W3C//ENTITIES
 General Technical//EN//XML
     System identifier: http://www.w3.org/2003/entities/2007/isotech.ent

   The public identifier should always be used verbatim.
   The system identifier may be changed to suit local requirements.

   Typical invocation:

     <!ENTITY % isotech PUBLIC
       "-//W3C//ENTITIES General Technical//EN//XML"
       "http://www.w3.org/2003/entities/2007/isotech.ent"
     >
     %isotech;

-->
```

```
<!ENTITY acd            "&#x0223F;" ><!--SINE WAVE -->
<!ENTITY aleph          "&#x02135;" ><!--ALEF SYMBOL -->
<!ENTITY and            "&#x02227;" ><!--LOGICAL AND -->
<!ENTITY And            "&#x02A53;" ><!--DOUBLE LOGICAL AND -->
<!ENTITY andand         "&#x02A55;" ><!--TWO INTERSECTING LOGICAL AND -->
<!ENTITY andd           "&#x02A5C;" ><!--LOGICAL AND WITH HORIZONTAL DASH -->
<!ENTITY andslope       "&#x02A58;" ><!--SLOPING LARGE AND -->
<!ENTITY andv           "&#x02A5A;" ><!--LOGICAL AND WITH MIDDLE STEM -->
<!ENTITY angrt
        "&#x0221F;" ><!--RIGHT ANGLE -->
<!ENTITY angsph         "&#x02222;" ><!--SPHERICAL ANGLE -->
<!ENTITY angst          "&#x000C5;" ><!--LATIN CAPITAL LETTER A WITH RING ABOVE -->
<!ENTITY ap             "&#x02248;" ><!--ALMOST EQUAL TO -->
<!ENTITY apacir         "&#x02A6F;" ><!--ALMOST EQUAL TO WITH CIRCUMFLEX ACCENT -->
<!ENTITY awconint       "&#x02233;" ><!--ANTICLOCKWISE CONTOUR INTEGRAL -->
<!ENTITY awint          "&#x02A11;" ><!--ANTICLOCKWISE INTEGRATION -->
<!ENTITY becaus         "&#x02235;" ><!--BECAUSE -->
<!ENTITY bernou         "&#x0212C;" ><!--SCRIPT CAPITAL B -->
<!ENTITY bne            "&#x0003D;&#x020E5;" ><!--EQUALS SIGN with reverse slash -->
<!ENTITY bnequiv        "&#x02261;&#x020E5;" ><!--IDENTICAL TO with reverse slash -->
<!ENTITY bnot           "&#x02310;" ><!--REVERSED NOT SIGN -->
<!ENTITY bNot           "&#x02AED;" ><!--REVERSED DOUBLE STROKE NOT SIGN -->
<!ENTITY bottom         "&#x022A5;" ><!--UP TACK -->
<!ENTITY cap
         "&#x02229;" ><!--INTERSECTION -->
<!ENTITY Cconint        "&#x02230;" ><!--VOLUME INTEGRAL -->
<!ENTITY cirfnint       "&#x02A10;" ><!--CIRCULATION FUNCTION -->
<!ENTITY compfn         "&#x02218;" ><!--RING OPERATOR -->
<!ENTITY cong           "&#x02245;" ><!--APPROXIMATELY EQUAL TO -->
<!ENTITY conint         "&#x0222E;" ><!--CONTOUR INTEGRAL -->
<!ENTITY Conint         "&#x0222F;" ><!--SURFACE INTEGRAL -->
<!ENTITY ctdot          "&#x022EF;" ><!--MIDLINE HORIZONTAL ELLIPSIS -->
<!ENTITY cup            "&#x0222A;" ><!--UNION -->
<!ENTITY cwconint       "&#x02232;" ><!--CLOCKWISE CONTOUR INTEGRAL -->
<!ENTITY cwint          "&#x02231;" ><!--CLOCKWISE INTEGRAL -->
<!ENTITY cylcty         "&#x0232D;" ><!--CYLINDRICITY -->
<!ENTITY disin          "&#x022F2;" ><!--ELEMENT OF WITH LONG HORIZONTAL STROKE -->
<!ENTITY Dot            "&#x000A8;" ><!--DIAERESIS -->
<!ENTITY DotDot         " &#x020DC;" ><!--COMBINING FOUR DOTS ABOVE -->
<!ENTITY dsol
     "&#x029F6;" ><!--SOLIDUS WITH OVERBAR -->
<!ENTITY dtdot          "&#x022F1;" ><!--DOWN RIGHT DIAGONAL ELLIPSIS -->
<!ENTITY dwangle        "&#x029A6;" ><!--OBLIQUE ANGLE OPENING UP -->
<!ENTITY elinters       "&#x023E7;" ><!--ELECTRICAL INTERSECTION -->
<!ENTITY epar           "&#x022D5;" ><!--EQUAL AND PARALLEL TO -->
<!ENTITY eparsl         "&#x029E3;" ><!--EQUALS SIGN AND SLANTED PARALLEL -->
<!ENTITY equiv          "&#x02261;" ><!--IDENTICAL TO -->
```

```
<!ENTITY eqvparsl       "&#x029E5;" ><!--IDENTICAL TO AND SLANTED PARALLEL -->
<!ENTITY exist          "&#x02203;" ><!--THERE EXISTS -->
<!ENTITY fltns          "&#x025B1;" ><!--WHITE PARALLELOGRAM -->
<!ENTITY fnof           "&#x00192;" ><!--LATIN SMALL LETTER F WITH HOOK -->
<!ENTITY forall         "&#x02200;" ><!--FOR ALL -->
<!ENTITY fpartint       "&#x02A0D;" ><!--FINITE PART INTEGRAL -->
<!ENTITY ge             "&#x02265;" ><!--GREATER-THAN OR EQUAL TO -->
<!ENTITY hamilt         "&#x0210B;" ><!--SCRIPT
 CAPITAL H -->
<!ENTITY iff            "&#x021D4;" ><!--LEFT RIGHT DOUBLE ARROW -->
<!ENTITY iinfin         "&#x029DC;" ><!--INCOMPLETE INFINITY -->
<!ENTITY imped          "&#x001B5;" ><!--LATIN CAPITAL LETTER Z WITH STROKE -->
<!ENTITY infin          "&#x0221E;" ><!--INFINITY -->
<!ENTITY infintie       "&#x029DD;" ><!--TIE OVER INFINITY -->
<!ENTITY int            "&#x0222B;" ><!--INTEGRAL -->
<!ENTITY Int            "&#x0222C;" ><!--DOUBLE INTEGRAL -->
<!ENTITY intlarhk       "&#x02A17;" ><!--INTEGRAL WITH LEFTWARDS ARROW WITH HOOK -->
<!ENTITY isin           "&#x02208;" ><!--ELEMENT OF -->
<!ENTITY isindot        "&#x022F5;" ><!--ELEMENT OF WITH DOT ABOVE -->
<!ENTITY isinE          "&#x022F9;" ><!--ELEMENT OF WITH TWO HORIZONTAL STROKES -->
<!ENTITY isins          "&#x022F4;" ><!--SMALL ELEMENT OF WITH VERTICAL BAR AT END OF
HORIZONTAL STROKE -->
<!ENTITY isinsv         "&#x022F3;" ><!--ELEMENT OF WITH VERTICAL BAR AT END OF HORIZONTAL
STROKE -->
<!ENTITY
 isinv          "&#x02208;" ><!--ELEMENT OF -->
<!ENTITY lagran         "&#x02112;" ><!--SCRIPT CAPITAL L -->
<!ENTITY lang           "&#x027E8;" ><!--MATHEMATICAL LEFT ANGLE BRACKET -->
<!ENTITY Lang           "&#x027EA;" ><!--MATHEMATICAL LEFT DOUBLE ANGLE BRACKET -->
<!ENTITY lArr           "&#x021D0;" ><!--LEFTWARDS DOUBLE ARROW -->
<!ENTITY lbbrk          "&#x02772;" ><!--LIGHT LEFT TORTOISE SHELL BRACKET ORNAMENT -->
<!ENTITY le             "&#x02264;" ><!--LESS-THAN OR EQUAL TO -->
<!ENTITY loang          "&#x027EC;" ><!--MATHEMATICAL LEFT WHITE TORTOISE SHELL BRACKET --
>
<!ENTITY lobrk          "&#x027E6;" ><!--MATHEMATICAL LEFT WHITE SQUARE BRACKET -->
<!ENTITY lopar          "&#x02985;" ><!--LEFT WHITE PARENTHESIS -->
<!ENTITY lowast         "&#x02217;" ><!--ASTERISK OPERATOR -->
<!ENTITY minus          "&#x02212;" ><!--MINUS SIGN -->
<!ENTITY mnplus         "&#x02213;" ><!--MINUS-OR-PLUS SIGN -->
<!ENTITY nabla          "&#x02207;" ><!--NABLA
 -->
<!ENTITY ne             "&#x02260;" ><!--NOT EQUAL TO -->
<!ENTITY nedot          "&#x02250;&#x00338;" ><!--APPROACHES THE LIMIT with slash -->
<!ENTITY nhpar          "&#x02AF2;" ><!--PARALLEL WITH HORIZONTAL STROKE -->
<!ENTITY ni             "&#x0220B;" ><!--CONTAINS AS MEMBER -->
<!ENTITY nis            "&#x022FC;" ><!--SMALL CONTAINS WITH VERTICAL BAR AT END OF
HORIZONTAL STROKE -->
<!ENTITY nisd           "&#x022FA;" ><!--CONTAINS WITH LONG HORIZONTAL STROKE -->
```

<!ENTITY niv "∋" ><!--CONTAINS AS MEMBER -->
<!ENTITY Not "⫬" ><!--DOUBLE STROKE NOT SIGN -->
<!ENTITY notin "∉" ><!--NOT AN ELEMENT OF -->
<!ENTITY notindot "⋵̸" ><!--ELEMENT OF WITH DOT ABOVE with slash -->
<!ENTITY notinE "⋹̸" ><!--ELEMENT OF WITH TWO HORIZONTAL STROKES with slash -->
<!ENTITY notinva "∉" ><!--NOT AN ELEMENT OF -->
<!ENTITY notinvb "⋷" ><!--SMALL ELEMENT OF WITH OVERBAR -->
<!ENTITY notinvc "⋶" ><!--ELEMENT OF WITH OVERBAR -->
<!ENTITY notni "∌" ><!--DOES NOT CONTAIN AS MEMBER -->
<!ENTITY notniva "∌" ><!--DOES NOT CONTAIN AS MEMBER -->
<!ENTITY notnivb "⋾" ><!--SMALL CONTAINS WITH OVERBAR -->
<!ENTITY notnivc "⋽" ><!--CONTAINS WITH OVERBAR -->
<!ENTITY nparsl "⫽⃥" ><!--DOUBLE SOLIDUS OPERATOR with reverse slash -->
<!ENTITY npart "∂̸" ><!--PARTIAL DIFFERENTIAL with slash -->
<!ENTITY npolint "⨔" ><!--LINE INTEGRATION NOT INCLUDING THE POLE -->
<!ENTITY nvinfin "⧞" ><!--INFINITY NEGATED WITH VERTICAL BAR -->
<!ENTITY olcross "⦻" ><!--CIRCLE WITH SUPERIMPOSED X -->
<!ENTITY or "∨" ><!--LOGICAL OR -->
<!ENTITY Or "⩔" ><!--DOUBLE LOGICAL OR -->
<!ENTITY ord "⩝" ><!--LOGICAL OR WITH HORIZONTAL DASH -->
<!ENTITY order "ℴ" ><!--SCRIPT SMALL O -->
<!ENTITY oror "⩖" ><!--TWO INTERSECTING LOGICAL OR -->
<!ENTITY orslope "⩗" ><!--SLOPING LARGE OR -->
<!ENTITY orv "⩛" ><!--LOGICAL OR WITH MIDDLE STEM -->
<!ENTITY par "∥" ><!--PARALLEL TO -->
<!ENTITY parsl "⫽" ><!--DOUBLE SOLIDUS OPERATOR -->
<!ENTITY part "∂" ><!--PARTIAL DIFFERENTIAL -->
<!ENTITY permil "‰" ><!--PER MILLE SIGN -->
<!ENTITY perp "⊥" ><!--UP TACK -->
<!ENTITY pertenk "‱" ><!--PER TEN THOUSAND SIGN -->
<!ENTITY phmmat "ℳ" ><!--SCRIPT CAPITAL M -->
<!ENTITY pointint "⨕" ><!--INTEGRAL AROUND A POINT OPERATOR -->
<!ENTITY prime "′" ><!--PRIME -->
<!ENTITY Prime "″" ><!--DOUBLE PRIME -->
<!ENTITY profalar "⌮" ><!--ALL AROUND-PROFILE -->
<!ENTITY profline "⌒" ><!--ARC -->
<!ENTITY profsurf "⌓" ><!--SEGMENT -->
<!ENTITY prop "∝" ><!--PROPORTIONAL TO -->
<!ENTITY qint "⨌" ><!--QUADRUPLE INTEGRAL OPERATOR -->
<!ENTITY qprime "⁗" ><!--QUADRUPLE PRIME -->
<!ENTITY quatint "⨖" ><!--QUATERNION INTEGRAL OPERATOR -->
<!ENTITY radic "√" ><!--SQUARE ROOT -->
<!ENTITY rang "⟩" ><!--MATHEMATICAL RIGHT ANGLE BRACKET -->
<!ENTITY Rang "⟫" ><!--MATHEMATICAL RIGHT DOUBLE ANGLE BRACKET -->

<!ENTITY rArr "⇒" ><!--RIGHTWARDS DOUBLE ARROW -->
<!ENTITY rbbrk "❳" ><!--LIGHT RIGHT TORTOISE SHELL BRACKET ORNAMENT -->
<!ENTITY roang "⟭" ><!--MATHEMATICAL RIGHT WHITE TORTOISE SHELL BRACKET -->
<!ENTITY robrk "⟧" ><!--MATHEMATICAL RIGHT WHITE SQUARE BRACKET -->
<!ENTITY ropar "⦆"
><!--RIGHT WHITE PARENTHESIS -->
<!ENTITY rppolint "⨒" ><!--LINE INTEGRATION WITH RECTANGULAR PATH AROUND POLE -->
<!ENTITY scpolint "⨓" ><!--LINE INTEGRATION WITH SEMICIRCULAR PATH AROUND POLE -->
<!ENTITY sim "∼" ><!--TILDE OPERATOR -->
<!ENTITY simdot "⩪" ><!--TILDE OPERATOR WITH DOT ABOVE -->
<!ENTITY sime "≃" ><!--ASYMPTOTICALLY EQUAL TO -->
<!ENTITY smeparsl "⧤" ><!--EQUALS SIGN AND SLANTED PARALLEL WITH TILDE ABOVE -->
<!ENTITY square "□" ><!--WHITE SQUARE -->
<!ENTITY squarf "▪" ><!--BLACK SMALL SQUARE -->
<!ENTITY strns "¯" ><!--MACRON -->
<!ENTITY sub "⊂" ><!--SUBSET OF -->
<!ENTITY sube "⊆" ><!--SUBSET OF OR EQUAL TO -->
<!ENTITY sup "⊃" ><!--SUPERSET OF -->
<!ENTITY supe "⊇" ><!--SUPERSET OF OR EQUAL TO -->
<!ENTITY tdot
" ⃛" ><!--COMBINING THREE DOTS ABOVE -->
<!ENTITY there4 "∴" ><!--THEREFORE -->
<!ENTITY tint "∭" ><!--TRIPLE INTEGRAL -->
<!ENTITY top "⊤" ><!--DOWN TACK -->
<!ENTITY topbot "⌶" ><!--APL FUNCTIONAL SYMBOL I-BEAM -->
<!ENTITY topcir "⫱" ><!--DOWN TACK WITH CIRCLE BELOW -->
<!ENTITY tprime "‴" ><!--TRIPLE PRIME -->
<!ENTITY utdot "⋰" ><!--UP RIGHT DIAGONAL ELLIPSIS -->
<!ENTITY uwangle "⦧" ><!--OBLIQUE ANGLE OPENING DOWN -->
<!ENTITY vangrt "⦜" ><!--RIGHT ANGLE VARIANT WITH SQUARE -->
<!ENTITY veeeq "≚" ><!--EQUIANGULAR TO -->
<!ENTITY Verbar "‖" ><!--DOUBLE VERTICAL LINE -->
<!ENTITY wedgeq "≙" ><!--ESTIMATES -->
<!ENTITY xnis "⋻" ><!--CONTAINS WITH VERTICAL BAR AT END OF HORIZONTAL STROKE -->

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/mathml/mathml3/isotech.ent
No license file was found, but licenses were detected in source scan.

<!-- ..... -->
<!-- XHTML Datatypes Module ..... -->
<!-- file: xhtml-datatypes-1.mod

```
   This is XHTML, a reformulation of HTML as a modular XML application.
   Copyright 1998-2000 W3C (MIT, INRIA, Keio), All Rights Reserved.
   Revision: $Id: xhtml-datatypes-1.mod,v 1.1 2001/02/13 12:24:22 ht Exp $ SMI

   This DTD module is identified by the PUBLIC and SYSTEM identifiers:

     PUBLIC "-//W3C//ENTITIES XHTML Datatypes 1.0//EN"
     SYSTEM "http://www.w3.org/TR/xhtml-modulatization/DTD/xhtml-datatypes-1.mod"

   Revisions:
   (none)
   ..... -->

<!-- Datatypes

   defines containers for the following datatypes, many of
   these imported from other specifications and standards.
-->

<!-- Length defined for cellpadding/cellspacing
 -->

<!-- nn for pixels or nn% for percentage length -->
<!ENTITY % Length.datatype "CDATA" >

<!-- space-separated list of link types -->
<!ENTITY % LinkTypes.datatype "NMTOKENS" >

<!-- single or comma-separated list of media descriptors -->
<!ENTITY % MediaDesc.datatype "CDATA" >

<!-- pixel, percentage, or relative -->
<!ENTITY % MultiLength.datatype "CDATA" >

<!-- one or more digits (NUMBER) -->
<!ENTITY % Number.datatype "CDATA" >

<!-- integer representing length in pixels -->
<!ENTITY % Pixels.datatype "CDATA" >

<!-- script expression -->
<!ENTITY % Script.datatype "CDATA" >

<!-- textual content -->
<!ENTITY % Text.datatype "CDATA" >

<!-- Imported Datatypes ..... -->
```

```
<!-- a single character from [ISO10646] -->
<!ENTITY % Character.datatype "CDATA" >

<!-- a character encoding, as per [RFC2045] -->
<!ENTITY % Charset.datatype "CDATA" >

<!-- a space separated list of character encodings, as per [RFC2045] -->
<!ENTITY % Charsets.datatype "CDATA"
 >

<!-- media type, as per [RFC2045] -->
<!ENTITY % ContentType.datatype "CDATA" >

<!-- comma-separated list of media types, as per [RFC2045] -->
<!ENTITY % ContentTypes.datatype "CDATA" >

<!-- date and time information. ISO date format -->
<!ENTITY % Datetime.datatype "CDATA" >

<!-- formal public identifier, as per [ISO8879] -->
<!ENTITY % FPI.datatype "CDATA" >

<!-- a language code, as per [RFC1766] -->
<!ENTITY % LanguageCode.datatype "NMTOKEN" >

<!-- a Uniform Resource Identifier, see [URI] -->
<!ENTITY % URI.datatype "CDATA" >

<!-- a space-separated list of Uniform Resource Identifiers, see [URI] -->
<!ENTITY % URIs.datatype "CDATA" >

<!-- end of xhtml-datatypes-1.mod -->
```

Found in path(s):
* /opt/cola/permits/1290493648_1655332244.0692494/0/saxon10-1source-zip/net/sf/saxon/data/w3c/rddl/xhtml-datatypes-1.mod

1.107 jakarta-expression-language-3.0-implementation 3.0.4

1.107.1 Available under license :

```
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1.109 kotlin-stdlib-common 1.2.51

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1.110 error_prone_annotations 2.0.2

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1.111 archunit 0.22.0

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Manifest-Version: 1.0
Built-By: Gradle 6.8.3
Built-Date: 2021-10-29
Specification-Title: ArchUnit - Module 'archunit'

Specification-Version: 0.22.0
Specification-Vendor: TNG Technology Consulting GmbH
Implementation-Title: com.tngtech.archunit
Implementation-Version: 0.22.0
Implementation-Vendor: TNG Technology Consulting GmbH
Issue-Tracker: https://github.com/TNG/ArchUnit/issues
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Automatic-Module-Name: com.tngtech.archunit

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* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/core/importer/Location.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/base/Predicate.java
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* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/syntax/elements/FieldsShouldConjunction.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/syntax/elements/CodeUnitsShould.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/core/domain/JavaParameter.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/library/freeze/ViolationLineMatcherInitializationFailedException.java
*
/opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/core/domain/JavaAccess.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/core/importer/SignatureTypeArgumentProcessor.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/library/plantuml/IllegalDiagramException.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/PublicAPI.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/syntax/elements/MembersShould.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/core/domain/JavaStaticInitializer.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/library/plantuml/Alias.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/syntax/FieldsShouldInternal.java
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/opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/syntax/elements/GivenClass.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/core/domain/JavaClasses.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/core/importer/ClassFileLocation.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/conditions/AnyAttributeMatchesCondition.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/syntax/OnlyBeAccessedSpecificationInternal.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/library/plantuml/PlantUmlComponentDependency.java

* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/conditions/ClassAccessesFieldCondition.java
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 /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/syntax/GivenObjectsInternal.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/library/freeze/ViolationLineMatcher.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/core/domain/properties/CanBeAnnotated.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/library/dependencies/JohnsonCycleFinder.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/syntax/elements/CodeUnitsShouldConjunction.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/library/dependencies/SliceDependency.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/library/dependencies/SliceRule.java
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 /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/core/importer/JavaClassSignatureImporter.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/syntax/elements/GivenCodeUnitsConjunction.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/syntax/elements/FieldsThat.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/library/Architectures.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/syntax/elements/GivenFieldsConjunction.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/base/Function.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/library/dependencies/TarjanComponentFinder.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/ConditionEvents.java
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 /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/core/importer/resolvers/ClassResolver.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/ViolationHandler.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/core/importer/NormalizedResourceName.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/library/metrics/MetricsComponents.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/syntax/elements/GivenMembers.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/core/PluginLoader.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-

jar/com/tngtech/archunit/library/dependencies/Edge.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/ClassesTransformer.java
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* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/base/ChainableFunction.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/CompositeArchRule.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/Internal.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/library/dependencies/SlicesRuleDefinition.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/core/domain/JavaFieldAccess.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/library/dependencies/CycleConfiguration.java
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/opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/conditions/FieldAccessCondition.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/core/importer/JavaClassDescriptorImporter.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/syntax/MembersDeclaredInClassesThat.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/core/domain/JavaConstructor.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/syntax/elements/GivenMethodsConjunction.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/syntax/elements/MembersThat.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/core/domain/JavaCall.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/FailureDisplayFormatFactory.java
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/opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/syntax/AbstractGivenMembersInternal.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/core/domain/properties/HasThrowsClause.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/syntax/elements/MethodsThat.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/core/domain/AccessTarget.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/core/domain/JavaMethodCall.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/base/PackageMatcher.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-

jar/com/tngtech/archunit/core/domain/JavaField.java
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/opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/library/plantuml/PlantUmlParser.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/core/importer/AccessRecord.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/conditions/AnyDependencyCondition.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/syntax/elements/ClassesShouldConjunction.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/core/importer/RawAccessRecord.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/core/domain/SourceCodeLocation.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/syntax/GivenConstructorsInternal.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/core/domain/JavaAnnotationParameterVisitorAcceptor.java
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/opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/core/domain/JavaClassDependencies.java
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* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/core/domain/JavaPackage.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/core/domain/JavaClassDescriptor.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/core/importer/resolvers/SelectedClassResolverFromClasspath.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/ArchCondition.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/library/dependencies/Path.java
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* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/library/dependencies/PrimitiveDataTypes.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/syntax/SyntaxPredicates.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/core/domain/ThrowsClause.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/library/DependencyRules.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/library/dependencies/Slice.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/library/metrics/MetricsComponent.java

* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/library/plantuml/ComponentIntersectionException.java
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/opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/core/domain/JavaParameterizedType.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/core/domain/JavaType.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/syntax/GivenClassInternal.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/core/domain/Dependency.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/library/dependencies/GivenSlicesInternal.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/core/domain/ThrowsDeclaration.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/ConditionEvent.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/library/dependencies/Cycle.java
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/opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/conditions/AllAttributesMatchCondition.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/SimpleConditionEvent.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/core/importer/ClassFileSource.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/conditions/ArchConditions.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/library/dependencies/syntax/GivenNamedSlices.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/extension/EvaluatedRule.java
* /opt/cola/permits/1290493552_1647560221.4/0/archunit-0-22-0-sources-jar/com/tngtech/archunit/lang/ArchRule.java

1.112 byte-buddy-agent 1.9.7

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* /opt/cola/permits/1290493727_1647560228.0/0/byte-buddy-agent-1-9-7-sources-jar/net/bytebuddy/agent/VirtualMachine.java
* /opt/cola/permits/1290493727_1647560228.0/0/byte-buddy-agent-1-9-7-sources-jar/net/bytebuddy/agent/Installer.java
*
/opt/cola/permits/1290493727_1647560228.0/0/byte-buddy-agent-1-9-7-sources-jar/net/bytebuddy/agent/package-info.java
* /opt/cola/permits/1290493727_1647560228.0/0/byte-buddy-agent-1-9-7-sources-jar/net/bytebuddy/agent/ByteBuddyAgent.java

1.113 byte-buddy byte-buddy-1.9.7

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jar/net/bytebuddy/agent/ByteBuddyAgent.java
* /opt/cola/permits/1290493577_1655334222.6922812/0/byte-buddy-agent-1-9-7-sources-jar/net/bytebuddy/agent/VirtualMachine.java
*
/opt/cola/permits/1290493577_1655334222.6922812/0/byte-buddy-agent-1-9-7-sources-jar/net/bytebuddy/agent/Installer.java
* /opt/cola/permits/1290493577_1655334222.6922812/0/byte-buddy-agent-1-9-7-sources-jar/net/bytebuddy/agent/Attacher.java

1.114 jetty-toolchain 1.0.4

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* /opt/cola/permits/1293852964_1649804864.87/0/jetty-setuid-java-1-0-4-sources-jar/org/eclipse/jetty/setuid/Group.java
* /opt/cola/permits/1293852964_1649804864.87/0/jetty-setuid-java-1-0-4-sources-jar/org/eclipse/jetty/setuid/SetUIDServer.java
* /opt/cola/permits/1293852964_1649804864.87/0/jetty-setuid-java-1-0-4-sources-jar/org/eclipse/jetty/setuid/SetUID.java
* /opt/cola/permits/1293852964_1649804864.87/0/jetty-setuid-java-1-0-4-sources-jar/org/eclipse/jetty/setuid/Passwd.java
* /opt/cola/permits/1293852964_1649804864.87/0/jetty-setuid-java-1-0-4-sources-jar/org/eclipse/jetty/setuid/RLimit.java
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/opt/cola/permits/1293852964_1649804864.87/0/jetty-setuid-java-1-0-4-sources-jar/org/eclipse/jetty/setuid/SetUIDListener.java

1.115 jakarta-activation 1.1

1.115.1 Available under license :

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1.116 jakarta-expression-language-3.0-api 3.0.3

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1.123 jaxen 1.1.6

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1.124 junit-platform-junit-platform-commons 1.8.2

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1.125 junit-5-bill-of-materials 5.8.2

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import java.net.URI

data class License(val name: String, val url: URI, val headerFile: File)
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1.127 joda-time 2.10.14

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1.129 junit-jupiter-junit-jupiter-engine 5.8.2

1.129.1 Available under license :

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==========

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1.130 slf4j-api-module 1.7.36

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*
*/

Found in path(s):
* /opt/cola/permits/1331474007_1653510300.1759446/0/slf4j-api-1-7-36-sources-jar/org/slf4j/helpers/FormattingTuple.java
* /opt/cola/permits/1331474007_1653510300.1759446/0/slf4j-api-1-7-36-sources-jar/org/slf4j/helpers/NOPLoggerFactory.java
* /opt/cola/permits/1331474007_1653510300.1759446/0/slf4j-api-1-7-36-sources-jar/org/slf4j/spi/MDCAdapter.java
* /opt/cola/permits/1331474007_1653510300.1759446/0/slf4j-api-1-7-36-sources-jar/org/slf4j/MarkerFactory.java
* /opt/cola/permits/1331474007_1653510300.1759446/0/slf4j-api-1-7-36-sources-jar/org/slf4j/impl/StaticLoggerBinder.java
* /opt/cola/permits/1331474007_1653510300.1759446/0/slf4j-api-1-7-36-sources-jar/org/slf4j/impl/StaticMarkerBinder.java
* /opt/cola/permits/1331474007_1653510300.1759446/0/slf4j-api-1-7-36-sources-jar/org/slf4j/MDC.java
*
/opt/cola/permits/1331474007_1653510300.1759446/0/slf4j-api-1-7-36-sources-jar/org/slf4j/helpers/MessageFormatter.java
* /opt/cola/permits/1331474007_1653510300.1759446/0/slf4j-api-1-7-36-sources-jar/org/slf4j/Marker.java
* /opt/cola/permits/1331474007_1653510300.1759446/0/slf4j-api-1-7-36-sources-jar/org/slf4j/helpers/BasicMDCAdapter.java
* /opt/cola/permits/1331474007_1653510300.1759446/0/slf4j-api-1-7-36-sources-jar/org/slf4j/helpers/BasicMarker.java
* /opt/cola/permits/1331474007_1653510300.1759446/0/slf4j-api-1-7-36-sources-jar/org/slf4j/ILoggerFactory.java
* /opt/cola/permits/1331474007_1653510300.1759446/0/slf4j-api-1-7-36-sources-jar/org/slf4j/impl/StaticMDCBinder.java
* /opt/cola/permits/1331474007_1653510300.1759446/0/slf4j-api-1-7-36-sources-jar/org/slf4j/helpers/MarkerIgnoringBase.java
* /opt/cola/permits/1331474007_1653510300.1759446/0/slf4j-api-1-7-36-sources-jar/org/slf4j/helpers/NOPMDCAdapter.java
*
/opt/cola/permits/1331474007_1653510300.1759446/0/slf4j-api-1-7-36-sources-jar/org/slf4j/helpers/NamedLoggerBase.java
* /opt/cola/permits/1331474007_1653510300.1759446/0/slf4j-api-1-7-36-sources-jar/org/slf4j/helpers/BasicMarkerFactory.java
* /opt/cola/permits/1331474007_1653510300.1759446/0/slf4j-api-1-7-36-sources-jar/org/slf4j/helpers/Util.java
* /opt/cola/permits/1331474007_1653510300.1759446/0/slf4j-api-1-7-36-sources-jar/org/slf4j/LoggerFactory.java
* /opt/cola/permits/1331474007_1653510300.1759446/0/slf4j-api-1-7-36-sources-jar/org/slf4j/spi/LoggerFactoryBinder.java
* /opt/cola/permits/1331474007_1653510300.1759446/0/slf4j-api-1-7-36-sources-

jar/org/slf4j/spi/LocationAwareLogger.java
* /opt/cola/permits/1331474007_1653510300.1759446/0/slf4j-api-1-7-36-sources-jar/org/slf4j/helpers/SubstituteLogger.java
* /opt/cola/permits/1331474007_1653510300.1759446/0/slf4j-api-1-7-36-sources-jar/org/slf4j/Logger.java
* /opt/cola/permits/1331474007_1653510300.1759446/0/slf4j-api-1-7-36-sources-jar/org/slf4j/spi/MarkerFactoryBinder.java
*
/opt/cola/permits/1331474007_1653510300.1759446/0/slf4j-api-1-7-36-sources-jar/org/slf4j/helpers/NOPLogger.java
* /opt/cola/permits/1331474007_1653510300.1759446/0/slf4j-api-1-7-36-sources-jar/org/slf4j/IMarkerFactory.java
* /opt/cola/permits/1331474007_1653510300.1759446/0/slf4j-api-1-7-36-sources-jar/org/slf4j/helpers/SubstituteLoggerFactory.java

1.131 metrics-health-checks 4.1.31

1.131.1 Available under license :

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.health
Build-Jdk-Spec: 1.8
Bundle-Description: An addition to Metrics which provides the ability
to run application-specific health checks, allowing you to che
ck your application's heath in production.
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: Metrics Health Checks
Bundle-SymbolicName: io.dropwizard.metrics.healthchecks
Bundle-Version: 4.1.31
Created-By: Apache Maven Bundle Plugin 5.1.4
Export-Package: com.codahale.metrics.health;uses:="com.codahale.metric
s";version="4.1.31",com.codahale.metrics.health.jvm;uses:="com.codaha
le.metrics.health,com.codahale.metrics.jvm";version="4.1.31",com.coda
hale.metrics.health.annotation;version="4.1.31"
Implementation-Title: Metrics Health Checks
Implementation-Version: 4.1.31
Import-Package: org.slf4j;version="[1.6.0,2.0.0)",com.codahale.metrics
;version="[4.1,5)",com.codahale.metrics.health,com.codahale.metrics.h
ealth.annotation,com.codahale.metrics.jvm;version="[4.1,5)";resolutio
n:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-5.1.1.202006162103

Found in path(s):
* /opt/cola/permits/1337070162_1654119235.6978068/0/metrics-healthchecks-4-1-31-1-jar/META-INF/MANIFEST.MF

1.132 logback-access-module 1.2.11

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```
# Logback: the reliable, generic, fast and flexible logging framework.
# Copyright (C) 1999-2010, QOS.ch. All rights reserved.
#
# See http://logback.qos.ch/license.html for the applicable licensing
# conditions.

# This SQL script creates the required tables by ch.qos.logback.access.db.DBAppender
#
# It is intended for HSQL databases.


DROP TABLE access_event_header IF EXISTS;
DROP TABLE access_event IF EXISTS;

CREATE TABLE access_event (
 timestmp BIGINT NOT NULL,
 requestURI VARCHAR(254),
 requestURL VARCHAR(254),
 remoteHost VARCHAR(254),
 remoteUser VARCHAR(254),
 remoteAddr VARCHAR(254),
 protocol VARCHAR(254),
 method VARCHAR(254),
 serverName VARCHAR(254),
 postContent VARCHAR(254),
 event_id BIGINT NOT NULL IDENTITY);


CREATE TABLE access_event_header (
 event_id BIGINT NOT NULL,
 header_key  VARCHAR(254) NOT NULL,
 header_value LONGVARCHAR,
 PRIMARY KEY(event_id, header_key),
 FOREIGN KEY
 (event_id) REFERENCES access_event(event_id));
```

Found in path(s):
* /opt/cola/permits/1337070156_1654208172.7145326/0/logback-access-1-2-11-jar/ch/qos/logback/access/db/script/hsqldb.sql
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```
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#
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# conditions.

# This SQL script creates the required tables by ch.qos.logback.access.db.DBAppender
#
# It is intended for IBM DB2 databases.
#
# WARNING  WARNING WARNING  WARNING
# ================================
# This SQL script has not been tested on an actual DB2
# instance. It may contain errors or even invalid SQL
# statements.

DROP TABLE  access_event_header;
DROP TABLE  access_event;

CREATE TABLE access_event
(
  timestmp         BIGINT NOT NULL,
  requestURI       VARCHAR(254),
  requestURL       VARCHAR(254),
  remoteHost       VARCHAR(254),
  remoteUser       VARCHAR(254),
  remoteAddr       VARCHAR(254),
  protocol         VARCHAR(254),
  method           VARCHAR(254),
  serverName
      VARCHAR(254),
  postContent      VARCHAR(254),
  event_id         INTEGER GENERATED ALWAYS AS IDENTITY (START WITH 1)
);

CREATE TABLE access_event_header
(
  event_id       INTEGER NOT NULL,
  header_key       VARCHAR(254) NOT NULL,
  header_value     VARCHAR(1024),
  PRIMARY KEY(event_id, header_key),
  FOREIGN KEY (event_id) REFERENCES access_event(event_id)
);

Found in path(s):
* /opt/cola/permits/1337070156_1654208172.7145326/0/logback-access-1-2-11-
jar/ch/qos/logback/access/db/script/db2.sql
```

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

Manifest-Version: 1.0
Bundle-Description: logback-access module
Bundle-License: http://www.eclipse.org/legal/epl-v10.html, http://www.
gnu.org/licenses/old-licenses/lgpl-2.1.html
Bundle-SymbolicName: ch.qos.logback.access
Bundle-ManifestVersion: 2
Bundle-RequiredExecutionEnvironment: JavaSE-1.6
Bundle-DocURL: http://www.qos.ch
Bundle-Vendor: QOS.ch
Import-Package: javax.servlet;version="2.5";resolution:=optional,javax
.servlet.http;version="2.5";resolution:=optional,javax.management;res
olution:=optional,org.apache.catalina;version="8.5.9";resolution:=opt
ional,org.apache.catalina.connector;version="8.5.9";resolution:=optio
nal,org.apache.catalina.valves;version="8.5.9";resolution:=optional,o
rg.eclipse.jetty.http;version="8.2.0.v20160908";resolution:=optional,
org.eclipse.jetty.server;version="8.2.0.v20160908";resolution:=option
al,org.eclipse.jetty.util.component;version="8.2.0.v20160908";resolut
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e.html;version="[1.2,2)",ch.qos.logback.core.joran;version="[1.2,2)",
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r;version="[1.2,2)",ch.qos.logback.core.net.ssl;version="[1.2,2)",ch.
 qos.logback.core.pattern;version="[1.2,2)",ch.qos.logback.core.patter
n.color;version="[1.2,2)",ch.qos.logback.core.pattern.parser;version=
"[1.2,2)",ch.qos.logback.core.sift;version="[1.2,2)",ch.qos.logback.c
ore.spi;version="[1.2,2)",ch.qos.logback.core.status;version="[1.2,2)
",ch.qos.logback.core.util;version="[1.2,2)",org.apache.coyote;resolu
tion:=optional,org.xml.sax,ch.qos.logback.core.rolling;version="[1.2,
2)",ch.qos.logback.core.rolling.helper;version="[1.2,2)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-5.1.1.202006162103
Originally-Created-By: Apache Maven Bundle Plugin 5.1.4
Export-Package: ch.qos.logback.access;version="1.2.11";uses:="ch.qos.l
ogback.access.spi,ch.qos.logback.core.pattern,ch.qos.logback.core.sta
tus,javax.servlet.http",ch.qos.logback.access.boolex;version="1.2.11"
;uses:="ch.qos.logback.access.spi,ch.qos.logback.core.boolex",ch.qos.

logback.access.db.script;version="1.2.11",ch.qos.logback.access.filte
r;version="1.2.11";uses:="ch.qos.logback.core.filter,ch.qos.logback.c
ore.spi",ch.qos.logback.access.html;version="1.2.11";uses:="ch.qos.lo
gback.access.spi,ch.qos.logback.core.html",ch.qos.logback.access.jett
y;version="1.2.11";uses:="ch.qos.logback.access.spi,ch.qos.logback.co
re,ch.qos.logback.core.filter,ch.qos.logback.core.spi,org.eclipse.jet
ty.server,org.eclipse.jetty.util.component",ch.qos.logback.access.jor
an;version="1.2.11";uses:="ch.qos.logback.access.spi,ch.qos.logback.c
ore.joran,ch.qos.logback.core.joran.spi",ch.qos.logback.access.joran.
action;version="1.2.11";uses:="ch.qos.logback.core.joran.action,ch.qo
s.logback.core.joran.spi,org.xml.sax",ch.qos.logback.access.net;versi
on="1.2.11";uses:="ch.qos.logback.access,ch.qos.logback.access.spi,ch
.qos.logback.core,ch.qos.logback.core.boolex,ch.qos.logback.core.help
ers,ch.qos.logback.core.net,ch.qos.logback.core.pattern,ch.qos.logbac
k.core.spi",ch.qos.logback.access.net.server;version="1.2.11";uses:="
ch.qos.logback.access.spi,ch.qos.logback.core.net.server,ch.qos.logba
ck.core.spi",ch.qos.logback.access.pattern;version="1.2.11";uses:="ch
.qos.logback.access.spi,ch.qos.logback.core,ch.qos.logback.core.patte
rn,ch.qos.logback.core.spi,ch.qos.logback.core.status",ch.qos.logback
.access.servlet;version="1.2.11";uses:="javax.servlet,javax.servlet.h
ttp",ch.qos.logback.access.sift;version="1.2.11";uses:="ch.qos.logbac
k.access.spi,ch.qos.logback.core,ch.qos.logback.core.joran.action,ch.
qos.logback.core.joran.event,ch.qos.logback.core.joran.spi,ch.qos.log
back.core.sift,org.xml.sax",ch.qos.logback.access.spi;version="1.2.11
";uses:="ch.qos.logback.core,ch.qos.logback.core.filter,ch.qos.logbac
k.core.spi,javax.servlet.http",ch.qos.logback.access.tomcat;version="
1.2.11";uses:="ch.qos.logback.access.spi,ch.qos.logback.core,ch.qos.l
ogback.core.filter,ch.qos.logback.core.spi,ch.qos.logback.core.status
,javax.servlet,org.apache.catalina,org.apache.catalina.connector,org.
apache.catalina.valves"
Bundle-Name: Logback Access Module
Bundle-Version: 1.2.11
Build-Jdk-Spec: 1.8
Created-By: Apache Maven Bundle Plugin 5.1.4

Found in path(s):
* /opt/cola/permits/1337070156_1654208172.7145326/0/logback-access-1-2-11-jar/META-INF/MANIFEST.MF
No license file was found, but licenses were detected in source scan.

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#
See http://logback.qos.ch/license.html for the applicable licensing
conditions.

This SQL script creates the required tables by ch.qos.logback.access.db.DBAppender.
#
It is intended for MySQL databases. It has been tested on MySQL 5.5.31 with

```
# INNODB tables.


BEGIN;
DROP TABLE IF EXISTS access_event_header;
DROP TABLE IF EXISTS access_event;
COMMIT;

BEGIN;
CREATE TABLE access_event
 (
   timestmp         BIGINT NOT NULL,
   requestURI       VARCHAR(254),
   requestURL       VARCHAR(254),
   remoteHost       VARCHAR(254),
   remoteUser       VARCHAR(254),
   remoteAddr       VARCHAR(254),
   protocol         VARCHAR(254),
   method           VARCHAR(254),
   serverName       VARCHAR(254),
   postContent      VARCHAR(254),
   event_id         BIGINT NOT NULL
  AUTO_INCREMENT PRIMARY KEY
 );
COMMIT;

BEGIN;
CREATE TABLE access_event_header
 (
   event_id       BIGINT NOT NULL,
   header_key       VARCHAR(254) NOT NULL,
   header_value     VARCHAR(1024),
   PRIMARY KEY(event_id, header_key),
   FOREIGN KEY (event_id) REFERENCES access_event(event_id)
 );
COMMIT;

Found in path(s):
* /opt/cola/permits/1337070156_1654208172.7145326/0/logback-access-1-2-11-
jar/ch/qos/logback/access/db/script/mysql.sql
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-- conditions.
```

```
-- This SQL script creates the required tables by ch.qos.logback.access.db.DBAppender
--
-- It is intended for Oracle databases.


CREATE SEQUENCE access_event_id_seq MINVALUE 1 START WITH 1;


CREATE TABLE access_event
(
  timestmp         NUMBER(20) NOT NULL,
  requestURI    VARCHAR(254),
  requestURL       VARCHAR(254),
  remoteHost       VARCHAR(254),
  remoteUser       VARCHAR(254),
  remoteAddr       VARCHAR(254),
  protocol         VARCHAR(254),
  method           VARCHAR(254),
  serverName       VARCHAR(254),
  postContent      VARCHAR(254),
  event_id         NUMBER(20) PRIMARY KEY
);

-- the / suffix may or may not be needed depending on your SQL Client
--
 Some SQL Clients, e.g. SQuirrel SQL has trouble with the following
-- trigger creation command, while SQLPlus (the basic SQL Client which
-- ships with Oracle) has no trouble at all.

CREATE TRIGGER access_event_id_seq_trig
 BEFORE INSERT ON access_event
 FOR EACH ROW
 BEGIN
  SELECT access_event_id_seq.NEXTVAL
  INTO   :NEW.event_id
  FROM   DUAL;
 END access_event_id_seq_trig;
/

CREATE TABLE access_event_header
(
  event_id       NUMBER(20) NOT NULL,
  header_key       VARCHAR2(254) NOT NULL,
  header_value     VARCHAR2(1024),
  PRIMARY KEY(event_id, header_key),
  FOREIGN KEY (event_id) REFERENCES access_event(event_id)
);
```

Found in path(s):
* /opt/cola/permits/1337070156_1654208172.7145326/0/logback-access-1-2-11-jar/ch/qos/logback/access/db/script/oracle.sql
No license file was found, but licenses were detected in source scan.

```
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# conditions.

# This SQL script creates the required tables by ch.qos.logback.classic.db.DBAppender
#
# It is intended for PostgreSQL databases.

DROP TABLE    access_event_exception;
DROP SEQUENCE access_event_id_seq;
DROP TABLE    access_event;

CREATE SEQUENCE access_event_id_seq MINVALUE 1 START 1;

CREATE TABLE access_event
 (
   timestmp         BIGINT NOT NULL,
   requestURI       VARCHAR(254),
   requestURL       VARCHAR(254),
   remoteHost       VARCHAR(254),
   remoteUser       VARCHAR(254),
   remoteAddr       VARCHAR(254),
   protocol         VARCHAR(254),
   method           VARCHAR(254),
   serverName       VARCHAR(254),
   postContent      VARCHAR(254),
   event_id         BIGINT DEFAULT
 nextval('access_event_id_seq') PRIMARY KEY
 );

CREATE TABLE access_event_header
(
   event_id       BIGINT NOT NULL,
   header_key       VARCHAR(254) NOT NULL,
   header_value     VARCHAR(1024),
   PRIMARY KEY(event_id, header_key),
   FOREIGN KEY (event_id) REFERENCES access_event(event_id)
 );
```

Found in path(s):
* /opt/cola/permits/1337070156_1654208172.7145326/0/logback-access-1-2-11-

jar/ch/qos/logback/access/db/script/postgresql.sql
No license file was found, but licenses were detected in source scan.

```
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-- See http://logback.qos.ch/license.html for the applicable licensing
-- conditions.

-- This SQL script creates the required tables by ch.qos.logback.access.db.DBAppender
--

DROP TABLE access_event_header
DROP TABLE access_event

CREATE TABLE access_event
(
  timestmp         BIGINT NOT NULL,
  requestURI       VARCHAR(254),
  requestURL       VARCHAR(254),
  remoteHost       VARCHAR(254),
  remoteUser       VARCHAR(254),
  remoteAddr       VARCHAR(254),
  protocol         VARCHAR(254),
  method           VARCHAR(254),
  serverName       VARCHAR(254),
  postContent      VARCHAR(254),
  event_id         INT NOT NULL identity,
  PRIMARY KEY(event_id)
)

CREATE TABLE access_event_header
(
  event_id         INT NOT NULL,
  header_key
      VARCHAR(254) NOT NULL,
  header_value     VARCHAR(1024),
  PRIMARY KEY(event_id, header_key),
  FOREIGN KEY (event_id) REFERENCES access_event(event_id)
)
```

Found in path(s):
* /opt/cola/permits/1337070156_1654208172.7145326/0/logback-access-1-2-11-jar/ch/qos/logback/access/db/script/msSQLServer.sql

1.133 metrics-jetty 4.1.31

1.133.1 Available under license :

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.jetty9
Build-Jdk-Spec: 1.8
Bundle-Description: A set of extensions for Jetty 9.3 and higher which
 provide instrumentation of thread pools, connector metrics, a
nd application latency and utilization.
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: Metrics Integration for Jetty 9.3 and higher
Bundle-SymbolicName: io.dropwizard.metrics.jetty9
Bundle-Version: 4.1.31
Created-By: Apache Maven Bundle Plugin 5.1.4
Export-Package: com.codahale.metrics.jetty9;uses:="com.codahale.metric
s,javax.servlet,javax.servlet.http,org.eclipse.jetty.io,org.eclipse.j
etty.server,org.eclipse.jetty.server.handler,org.eclipse.jetty.util.a
nnotation,org.eclipse.jetty.util.component,org.eclipse.jetty.util.thr
ead";version="4.1.31"
Implementation-Title: Metrics Integration for Jetty 9.3 and higher
Implementation-Version:
 4.1.31
Import-Package: javax.servlet;version="[2.5.0,4.0.0)",javax.servlet.ht
tp;version="[2.5.0,4.0.0)",com.codahale.metrics;version="[4.1,5)",org
.eclipse.jetty.http;version="[9.4,10)",org.eclipse.jetty.io;version="
[9.4,10)",org.eclipse.jetty.server;version="[9.4,10)",org.eclipse.jet
ty.server.handler;version="[9.4,10)",org.eclipse.jetty.util.annotatio
n;version="[9.4,10)",org.eclipse.jetty.util.component;version="[9.4,1
0)",org.eclipse.jetty.util.thread;version="[9.4,10)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-5.1.1.202006162103

Found in path(s):
* /opt/cola/permits/1337069560_1654119423.5832577/0/metrics-jetty9-4-1-31-1-jar/META-INF/MANIFEST.MF

1.134 jul-to-slf4j-bridge 1.7.36

1.134.1 Available under license :

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*
*/

Found in path(s):
* /opt/cola/permits/1337069837_1654208675.2587817/0/jul-to-slf4j-1-7-36-sources-jar/org/slf4j/bridge/SLF4JBridgeHandler.java

1.135 metrics-integration-for-logback 4.1.31

1.135.1 Available under license :

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

Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.logback
Build-Jdk-Spec: 1.8
Bundle-Description: An instrumented appender for Logback.
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: Metrics Integration for Logback
Bundle-SymbolicName: io.dropwizard.metrics.logback
Bundle-Version: 4.1.31
Created-By: Apache Maven Bundle Plugin 5.1.4
Export-Package: com.codahale.metrics.logback;uses:="ch.qos.logback.classic.spi,ch.qos.logback.core,com.codahale.metrics";version="4.1.31"
Implementation-Title: Metrics Integration for Logback
Implementation-Version: 4.1.31
Import-Package: ch.qos.logback.classic;version="[1.2,2)",ch.qos.logbac

k.classic.spi;version="[1.2,2)",ch.qos.logback.core;version="[1.2,2)"
,com.codahale.metrics;version="[4.1,5)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-5.1.1.202006162103

Found in path(s):
*
/opt/cola/permits/1337069338_1654206079.885904/0/metrics-logback-4-1-31-jar/META-INF/MANIFEST.MF

1.136 jackson-integration-for-metrics 4.1.31

1.136.1 Available under license :

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.logback
Build-Jdk-Spec: 1.8
Bundle-Description: An instrumented appender for Logback.
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: Metrics Integration for Logback
Bundle-SymbolicName: io.dropwizard.metrics.logback
Bundle-Version: 4.1.31
Created-By: Apache Maven Bundle Plugin 5.1.4
Export-Package: com.codahale.metrics.logback;uses:="ch.qos.logback.cla
ssic.spi,ch.qos.logback.core,com.codahale.metrics";version="4.1.31"
Implementation-Title: Metrics Integration for Logback
Implementation-Version: 4.1.31
Import-Package: ch.qos.logback.classic;version="[1.2,2)",ch.qos.logbac
k.classic.spi;version="[1.2,2)",ch.qos.logback.core;version="[1.2,2)"
,com.codahale.metrics;version="[4.1,5)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-5.1.1.202006162103

Found in path(s):
*
/opt/cola/permits/1337070396_1654214338.9270978/0/metrics-logback-4-1-31-jar/META-INF/MANIFEST.MF

1.137 annotations-for-metrics 4.1.31

1.137.1 Available under license :

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

Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.annotation
Build-Jdk-Spec: 1.8

Bundle-Description: A dependency-less package of just the annotations
used by other Metrics modules.
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: Annotations for Metrics
Bundle-SymbolicName: io.dropwizard.metrics.annotation
Bundle-Version: 4.1.17
Created-By: Apache Maven Bundle Plugin
Export-Package: com.codahale.metrics.annotation;version="4.1.17"
Implementation-Title: Annotations for Metrics
Implementation-Version: 4.1.17
Private-Package: com.codahale.metrics.annotation
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-5.1.1.202006162103

Found in path(s):
* /opt/cola/permits/1337069873_1654215265.519441/0/metrics-annotation-4-1-17-jar/META-INF/MANIFEST.MF

1.138 metrics-utility-servlets 4.1.31

1.138.1 Available under license :

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.logback
Build-Jdk-Spec: 1.8
Bundle-Description: An instrumented appender for Logback.
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: Metrics Integration for Logback
Bundle-SymbolicName: io.dropwizard.metrics.logback
Bundle-Version: 4.1.31
Created-By: Apache Maven Bundle Plugin 5.1.4
Export-Package: com.codahale.metrics.logback;uses:="ch.qos.logback.cla
ssic.spi,ch.qos.logback.core,com.codahale.metrics";version="4.1.31"
Implementation-Title: Metrics Integration for Logback
Implementation-Version: 4.1.31
Import-Package: ch.qos.logback.classic;version="[1.2,2)",ch.qos.logbac
k.classic.spi;version="[1.2,2)",ch.qos.logback.core;version="[1.2,2)"
,com.codahale.metrics;version="[4.1,5)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-5.1.1.202006162103

Found in path(s):
*
/opt/cola/permits/1337069981_1654205986.5498152/0/metrics-logback-4-1-31-jar/META-INF/MANIFEST.MF

1.139 metrics-integration-with-jmx 4.1.31

1.139.1 Available under license :

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.logback
Build-Jdk-Spec: 1.8
Bundle-Description: An instrumented appender for Logback.
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: Metrics Integration for Logback
Bundle-SymbolicName: io.dropwizard.metrics.logback
Bundle-Version: 4.1.31
Created-By: Apache Maven Bundle Plugin 5.1.4
Export-Package: com.codahale.metrics.logback;uses:="ch.qos.logback.cla
ssic.spi,ch.qos.logback.core,com.codahale.metrics";version="4.1.31"
Implementation-Title: Metrics Integration for Logback
Implementation-Version: 4.1.31
Import-Package: ch.qos.logback.classic;version="[1.2,2)",ch.qos.logbac
k.classic.spi;version="[1.2,2)",ch.qos.logback.core;version="[1.2,2)"
,com.codahale.metrics;version="[4.1,5)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-5.1.1.202006162103

Found in path(s):
*
/opt/cola/permits/1337069951_1654206102.3804739/0/metrics-logback-4-1-31-jar/META-INF/MANIFEST.MF

1.140 logback-core 1.2.11

1.140.1 Available under license :

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*
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Found in path(s):
* /opt/cola/permits/1337069885_1654119262.0130525/0/logback-core-1-2-11-sources-3-jar/ch/qos/logback/core/spi/ContextAwareImpl.java
* /opt/cola/permits/1337069885_1654119262.0130525/0/logback-core-1-2-11-sources-3-jar/ch/qos/logback/core/ConsoleAppender.java
* /opt/cola/permits/1337069885_1654119262.0130525/0/logback-core-1-2-11-sources-3-jar/ch/qos/logback/core/joran/spi/InterpretationContext.java
* /opt/cola/permits/1337069885_1654119262.0130525/0/logback-core-1-2-11-sources-3-jar/ch/qos/logback/core/pattern/color/BoldBlueCompositeConverter.java
*
 /opt/cola/permits/1337069885_1654119262.0130525/0/logback-core-1-2-11-sources-3-jar/ch/qos/logback/core/pattern/ConverterUtil.java
* /opt/cola/permits/1337069885_1654119262.0130525/0/logback-core-1-2-11-sources-3-jar/ch/qos/logback/core/rolling/helper/FileNamePattern.java
* /opt/cola/permits/1337069885_1654119262.0130525/0/logback-core-1-2-11-sources-3-jar/ch/qos/logback/core/status/InfoStatus.java
* /opt/cola/permits/1337069885_1654119262.0130525/0/logback-core-1-2-11-sources-3-jar/ch/qos/logback/core/joran/action/ParamAction.java
* /opt/cola/permits/1337069885_1654119262.0130525/0/logback-core-1-2-11-sources-3-jar/ch/qos/logback/core/net/SyslogAppenderBase.java
* /opt/cola/permits/1337069885_1654119262.0130525/0/logback-core-1-2-11-sources-3-jar/ch/qos/logback/core/joran/event/stax/EndEvent.java
* /opt/cola/permits/1337069885_1654119262.0130525/0/logback-core-1-2-11-sources-3-jar/ch/qos/logback/core/encoder/EchoEncoder.java
*
 /opt/cola/permits/1337069885_1654119262.0130525/0/logback-core-1-2-11-sources-3-jar/ch/qos/logback/core/rolling/helper/ArchiveRemover.java
* /opt/cola/permits/1337069885_1654119262.0130525/0/logback-core-1-2-11-sources-3-jar/ch/qos/logback/core/net/ssl/ConfigurableSSLServerSocketFactory.java
* /opt/cola/permits/1337069885_1654119262.0130525/0/logback-core-1-2-11-sources-3-jar/ch/qos/logback/core/joran/node/ComponentNode.java
* /opt/cola/permits/1337069885_1654119262.0130525/0/logback-core-1-2-11-sources-3-jar/ch/qos/logback/core/util/LocationUtil.java
* /opt/cola/permits/1337069885_1654119262.0130525/0/logback-core-1-2-11-sources-3-jar/ch/qos/logback/core/subst/Parser.java
* /opt/cola/permits/1337069885_1654119262.0130525/0/logback-core-1-2-11-sources-3-jar/ch/qos/logback/core/pattern/PatternLayoutBase.java
* /opt/cola/permits/1337069885_1654119262.0130525/0/logback-core-1-2-11-sources-3-jar/ch/qos/logback/core/pattern/parser/FormattingNode.java
*
 /opt/cola/permits/1337069885_1654119262.0130525/0/logback-core-1-2-11-sources-3-jar/ch/qos/logback/core/joran/action/TimestampAction.java
* /opt/cola/permits/1337069885_1654119262.0130525/0/logback-core-1-2-11-sources-3-jar/ch/qos/logback/core/encoder/NonClosableInputStream.java
* /opt/cola/permits/1337069885_1654119262.0130525/0/logback-core-1-2-11-sources-3-

jar/ch/qos/logback/core/subst/Tokenizer.java
* /opt/cola/permits/1337069885_1654119262.0130525/0/logback-core-1-2-11-sources-3-jar/ch/qos/logback/core/net/server/ServerSocketListener.java
* /opt/cola/permits/1337069885_1654119262.0130525/0/logback-core-1-2-11-sources-3-jar/ch/qos/logback/core/net/AutoFlushingObjectWriter.java
* /opt/cola/permits/1337069885_1654119262.0130525/0/logback-core-1-2-11-sources-3-jar/ch/qos/logback/core/joran/action/AbstractEventEvaluatorAction.java
* /opt/cola/permits/1337069885_1654119262.0130525/0/logback-core-1-2-11-sources-3-jar/ch/qos/logback/core/joran/event/EndEvent.java
* /opt/cola/permits/1337069885_1654119262.0130525/0/logback-core-1-2-11-sources-3-jar/ch/qos/logback/core/joran/action/AppenderAction.java
*
 /opt/cola/permits/1337069885_1654119262.0130525/0/logback-core-1-2-11-sources-3-jar/ch/qos/logback/core/net/ssl/SSLConfigurable.java
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 /opt/cola/permits/1337069885_1654119262.0130525/0/logback-core-1-2-11-sources-3-jar/ch/qos/logback/core/joran/conditional/ThenOrElseActionBase.java
* /opt/cola/permits/1337069885_1654119262.0130525/0/logback-core-1-2-11-sources-3-jar/ch/qos/logback/core/status/OnConsoleStatusListener.java
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* /opt/cola/permits/1337069885_1654119262.0130525/0/logback-core-1-2-11-sources-3-

jar/ch/qos/logback/core/pattern/parser/CompositeNode.java
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*
/opt/cola/permits/1337069885_1654119262.0130525/0/logback-core-1-2-11-sources-3-jar/ch/qos/logback/core/subst/NodeToStringTransformer.java
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1.142 metrics-integration-for-jersey-2.x 4.1.31

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.logback
Build-Jdk-Spec: 1.8
Bundle-Description: An instrumented appender for Logback.
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: Metrics Integration for Logback
Bundle-SymbolicName: io.dropwizard.metrics.logback
Bundle-Version: 4.1.31
Created-By: Apache Maven Bundle Plugin 5.1.4
Export-Package: com.codahale.metrics.logback;uses:="ch.qos.logback.cla
ssic.spi,ch.qos.logback.core,com.codahale.metrics";version="4.1.31"
Implementation-Title: Metrics Integration for Logback
Implementation-Version: 4.1.31
Import-Package: ch.qos.logback.classic;version="[1.2,2)",ch.qos.logbac
k.classic.spi;version="[1.2,2)",ch.qos.logback.core;version="[1.2,2)"
,com.codahale.metrics;version="[4.1,5)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-5.1.1.202006162103

Found in path(s):
*
/opt/cola/permits/1337069801_1654206120.7940183/0/metrics-logback-4-1-31-jar/META-INF/MANIFEST.MF

1.143 google-gson 2.9.0

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1.144 osgi-resource-locator-bundle 1.0.3

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Found in path(s):
* /opt/cola/permits/1340031775_1654680102.675777/0/osgi-resource-locator-1-0-3-sources-2-

jar/org/glassfish/hk2/osgiresourcelocator/ServiceLoader.java
* /opt/cola/permits/1340031775_1654680102.675777/0/osgi-resource-locator-1-0-3-sources-2-jar/org/glassfish/hk2/osgiresourcelocator/ResourceFinder.java
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/opt/cola/permits/1340031775_1654680102.675777/0/osgi-resource-locator-1-0-3-sources-2-jar/org/glassfish/hk2/osgiresourcelocator/Activator.java
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* /opt/cola/permits/1340031775_1654680102.675777/0/osgi-resource-locator-1-0-3-sources-2-jar/org/glassfish/hk2/osgiresourcelocator/ResourceFinderImpl.java

1.145 prometheus-java-simpleclient-common 0.15.0

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* /opt/cola/permits/1341561718_1654802874.19552/0/simpleclient-common-0-15-0-sources-jar/META-INF/maven/io.prometheus/simpleclient_common/pom.xml

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1.149 junit-platform-junit-platform-launcher 1.8.2

1.149.1 Available under license :

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1.150 jcl-1-2-implemented-over-slf4j 1.7.36

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1.151 archaius-core 0.7.1

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1.152 dropwizard-utility-classes 2.0.29

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1.153 zt-process 1.3

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* /opt/cola/permits/1343907395_1655169445.1266608/0/zt-process-1-3-sources-2-jar/org/zeroturnaround/process/win/W32API.java
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Found in path(s):
* /opt/cola/permits/1343907395_1655169445.1266608/0/zt-process-1-3-sources-2-jar/org/zeroturnaround/process/win/W32Errors.java

1.154 dropwizard 2.0.29

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1.155 dropwizard-request-logging-support 2.0.29

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1.156 jetbrains-kotlin-kotlin-stdlib-jdk8 1.2.71

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* /opt/cola/permits/1343907313_1655332498.241981/0/kotlin-stdlib-jdk8-1-2-71-sources-jar/kotlin/internal/jdk8/JDK8PlatformImplementations.kt
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1.157 args4j 2.32

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1.158 pact-jvm-pact-broker 3.5.25

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1.159 compiler-com-github-spullara-mustache-java-compiler 0.8.15

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1.160 prometheus-java-simpleclient-dropwizard 0.15.0

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Manifest-Version: 1.0

Bnd-LastModified: 1644098880357
Build-Jdk: 11.0.13
Built-By: fabian
Bundle-Description: Collector of data from Dropwizard metrics library.
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: Prometheus Java Simpleclient Dropwizard
Bundle-SymbolicName: io.prometheus.simpleclient_dropwizard
Bundle-Version: 0.15.0
Created-By: Apache Maven Bundle Plugin
Export-Package: io.prometheus.client.dropwizard.samplebuilder;uses:="io.
prometheus.client";version="0.15.0",io.prometheus.client.dropwizard;use
s:="com.codahale.metrics,io.prometheus.client,io.prometheus.client.drop
wizard.samplebuilder";version="0.15.0"
Import-Package: com.codahale.metrics;version="[4.2,5)",io.prometheus.cli
ent;version="[0.15,1)"
Tool: Bnd-2.1.0.20130426-122213

Found in path(s):
* /opt/cola/permits/1343907287_1655246815.1750922/0/simpleclient-dropwizard-0-15-0-jar/META-INF/MANIFEST.MF

1.161 dropwizard-validation-support 2.0.29

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* /opt/cola/permits/1343907443_1655332601.1413095/0/dropwizard-validation-2-0-29-sources-jar/io/dropwizard/validation/InterpolationHelper.java

1.162 pact-jvm-provider-junit_2.12 3.5.25

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1.171 jetbrains-kotlin-kotlin-stdlib-jdk7 1.2.71

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1.172 dropwizard-lifecycle-support 2.0.29

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1.173 pact-jvm-consumer-junit 3.5.25

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1.174 jvm-integration-for-metrics 4.1.31

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Manifest-Version: 1.0
Bnd-LastModified: 1515178493049
Build-Jdk: 1.8.0_151
Built-By: artem
Bundle-Description: An Apache HttpClient wrapper providing Metrics ins
trumentation of connection pools, request durations and rates,
and other useful information.
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: Metrics Integration for Apache HttpClient
Bundle-SymbolicName: io.dropwizard.metrics.httpclient
Bundle-Version: 4.0.2
Created-By: Apache Maven Bundle Plugin
Export-Package: com.codahale.metrics.httpclient;uses:="com.codahale.me
trics,org.apache.http,org.apache.http.config,org.apache.http.conn,org
.apache.http.conn.routing,org.apache.http.conn.socket,org.apache.http
.impl.client,org.apache.http.impl.conn,org.apache.http.protocol";vers
ion="4.0.2"
Implementation-Title: Metrics Integration for Apache HttpClient
Implementation-URL: http://metrics.dropwizard.io/metrics-httpclient
Implementation-Vendor-Id:
io.dropwizard.metrics
Implementation-Version: 4.0.2
Import-Package: com.codahale.metrics;version="[4.0,5)",org.apache.http
,org.apache.http.client,org.apache.http.client.methods,org.apache.htt
p.client.utils,org.apache.http.config,org.apache.http.conn,org.apache
.http.conn.routing,org.apache.http.conn.socket,org.apache.http.conn.s
sl,org.apache.http.impl.client,org.apache.http.impl.conn,org.apache.h
ttp.pool,org.apache.http.protocol
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-3.3.0.201609221906

Found in path(s):
* /opt/cola/permits/1343907431_1655257384.7181604/0/metrics-httpclient-4-0-2-jar/META-INF/MANIFEST.MF

1.175 pact-jvm-consumer-java8_2.12 3.5.25

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1.176 pact-jvm-matchers_2.12 3.5.25

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1.180 dropwizard-logging-support 2.0.29

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1.181 ant-antlr 1.10.12

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1.182 apache-groovy 3.0.11

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Eclipse

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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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

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

Oracle

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

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

Oracle OpenJDK

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

* java.sun.security.ssl

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

OW2

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

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

Apache

The following artifacts are ASL2 licensed.

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

MortBay

The following artifacts are ASL2 licensed. Based on selected classes from
following Apache Tomcat jars, all ASL2
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org.mortbay.jasper:apache-jsp
 org.apache.tomcat:tomcat-jasper
 org.apache.tomcat:tomcat-juli
 org.apache.tomcat:tomcat-jsp-api
 org.apache.tomcat:tomcat-el-api
 org.apache.tomcat:tomcat-jasper-el
 org.apache.tomcat:tomcat-api
 org.apache.tomcat:tomcat-util-scan
 org.apache.tomcat:tomcat-util

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

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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1.188 kotlin 1.2.51

1.188.1 Available under license :

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{"version":3,"file":"kotlin.js","sources":["wrapper.js","arrayUtils.js","callableReferenceUtils.js","conversions.js","core.js","long.js","markerFunctions.js","misc.js","polyfills.js","rtti.js","runtime/arrayUtils.kt","runtime/Enum.kt","runtime/primitiveCompanionObjects.kt","generated/_Arrays.kt","generated/_Ranges.kt","Ranges.kt","collections/Collections.kt","collections/Maps.kt","collections/Sets.kt","text/StringNumberConversions.kt","util/Preconditions.kt","generated/_ArraysJs.kt","comparisons/Comparisons.kt","kotlin/Comparator.kt","util/Standard.kt","generated/_ComparisonsJs.kt","collections/Iterables.kt","collections/Sequences.kt","generated/_Collections.kt","kotlin/collections.kt","collections/Iterators.kt","generated/_Comparisons.kt","generated/_Maps.kt","kotlin/ranges.kt","generated/_Sequences.kt","generated/_Sets.kt","generated/_Strings.kt","text/Strings.kt","kotlin/string.kt","Collections.kt","Iterators.kt","ProgressionIterators.kt","Progressions.kt","Range.kt","Unit.kt","annotation/Annotations.kt","internal/InternalAnnotations.kt","internal/progressionUtil.kt","reflect/KParameter.kt","reflect/KType.kt","reflect/KVariance.kt","reflect/KVisibility.kt","kotlin/builtins.kt","generated/_CollectionsJs.kt","jquery/ui.kt","kotlin/annotations.kt","kotlin/annotationsJVM.kt","kotlin/jsTypeOf.kt","kotlin/kotlin.kt","kotlin/char.kt","kotlin/math.kt","kotlin/collections/AbstractMutableCollection.kt","kotlin/collections/AbstractMutableList.kt","kotlin/collections/AbstractMutableMap.kt","kotlin/collections/AbstractMutableSet.kt","kotlin/collections/ArrayList.kt","kotlin/collections/EqualityComparator.kt","kotlin/collections/HashMap.kt","kotlin/collections/HashSet.kt","kotlin/collections/InternalHashCodeMap.kt","kotlin/collections/utils.kt","kotlin/collections/InternalMap.kt","kotlin/collections/InternalStringMap.kt","kotlin/collections/LinkedHashMap.kt","kotlin/collections/LinkedHashSet.kt","kotlin/concurrent.kt","kotlin/console.kt","kotlin/coroutines.kt","coroutines/experimental/CoroutinesLibrary.kt","kotlin/coroutinesIntrinsics.kt","kotlin/date.kt","kotlin/dom/Builders.kt","kotlin/dom/Classes.kt","text/regex/RegexExtensions.kt","text/StringBuilder.kt","kotlin/dom/Dom.kt","kotlin/dom/EventListener.kt","kotlin/dom/ItemArrayLike.kt","kotlin/dom/Mutations.kt","kotlin/dynamic.kt","kotlin/exceptionUtils.kt","kotlin/exceptions.kt","collections/Grouping.kt","kotlin/grouping.kt","kotlin/js.math.kt","kotlin/json.kt","kotlin/numbers.kt","kotlin/numberConversions.kt","kotlin/promise.kt","kotlin/reflect/JsClass.kt","kotlin/reflect/KClassImpl.kt","kotlin/reflect/primitives.kt","kotlin/reflect/reflection.kt","kotlin/regex.kt","kotlin/TextH.kt","kotlin/reg

exp.kt","kotlin/sequence.kt","kotlin/stringsCode.kt","kotlin/text.kt","org.w3c/org.khronos.webgl.kt","org.w3c/org.w3c.dom.css.kt","org.w3c/org.w3c.dom.events.kt","org.w3c/org.w3c.dom.kt","org.w3c/org.w3c.fetch.kt","org.w3c/org.w3c.dom.svg.kt","org.w3c/org.w3c.files.kt","org.w3c/org.w3c.notifications.kt","org.w3c/org.w3c.workers.kt","org.w3c/org.w3c.xhr.kt","annotations/Experimental.kt","collections/AbstractCollection.kt","collections/AbstractIterator.kt","collections/AbstractList.kt","collections/AbstractMap.kt","collections/AbstractSet.kt","collections/Arrays.kt","collections/IndexedValue.kt","collections/MapAccessors.kt","collections/MapWithDefault.kt","collections/MutableCollections.kt","collections/ReversedViews.kt","collections/SlidingWindow.kt","coroutines/experimental/ContinuationInterceptor.kt","coroutines/experimental/CoroutineContext.kt","coroutines/experimental/CoroutineContextImpl.kt","coroutines/experimental/Coroutines.kt","coroutines/experimental/SequenceBuilder.kt","coroutines/experimental/intrinsics/Intrinsics.kt","experimental/bitwiseOperations.kt","internal/Annotations.kt","internal/contracts/ContractBuilder.kt","properties/Delegates.kt","properties/ObservableProperty.kt","ranges/Ranges.kt","text/Char.kt","text/Indent.kt","dummy.kt","text/Typography.kt","text/regex/MatchResult.kt","util/KotlinVersion.kt","util/Lateinit.kt","util/Lazy.kt","util/Suspend.kt","util/Tuples.kt","kotlin/MathH.kt"],"sourcesContent":["(function (root, factory) {\n if (typeof define === 'function' && define.amd) {\n define('kotlin', ['exports'], factory);\n }\n else if (typeof exports === 'object') {\n factory(module.exports);\n }\n else {\n root.kotlin = {};\n factory(root.kotlin);\n }\n}(this, function (Kotlin) {\n var _ = Kotlin;\n\n insertContent();\n}));\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\nKotlin.isBooleanArray = function (a) {\n return (Array.isArray(a) || a instanceof Int8Array) && a.$type$ === \"BooleanArray\"\n};\n\nKotlin.isByteArray = function (a) {\n return a instanceof Int8Array && a.$type$!== \"BooleanArray\"\n};\n\nKotlin.isShortArray = function (a) {\n return a instanceof Int16Array\n};\n\nKotlin.isCharArray = function (a) {\n return a instanceof Uint16Array && a.$type$ === \"CharArray\"\n};\n\nKotlin.isIntArray = function (a) {\n return a instanceof Int32Array\n};\n\nKotlin.isFloatArray = function (a) {\n return a instanceof Float32Array\n};\n\nKotlin.isDoubleArray = function (a) {\n return a instanceof Float64Array\n};\n\nKotlin.isLongArray = function (a) {\n return Array.isArray(a) && a.$type$ === \"LongArray\"\n};\n\nKotlin.isArray = function (a) {\n return Array.isArray(a) && !a.$type$;\n};\n\nKotlin.isArrayish = function (a) {\n return Array.isArray(a) || ArrayBuffer.isView(a)\n};\n\nKotlin.arrayToString = function (a) {\n var toString = Kotlin.isCharArray(a) ? String.fromCharCode : Kotlin.toString;\n return \"[\" + Array.prototype.map.call(a, function(e) { return toString(e); }).join(\", \") + \"]\";\n};\n\nKotlin.arrayDeepToString = function (a, visited) {\n visited = visited || [a];\n var toString = Kotlin.isCharArray(a) ? String.fromCharCode : Kotlin.toString;\n return \"[\" + Array.prototype.map.call(a, function (e) {\n if (Kotlin.isArrayish(e) && visited.indexOf(e) < 0) {\n visited.push(e);\n var result = Kotlin.arrayDeepToString(e, visited);\n visited.pop();\n return result;\n }\n else {\n return toString(e);\n }\n }).join(\", \") + \"]\";\n};\n\nKotlin.arrayEquals = function (a, b) {\n if (a === b) {\n return true;\n }\n if (!Kotlin.isArrayish(b) || a.length !== b.length) {\n return false;\n }\n\n for (var i = 0, n = a.length; i < n; i++) {\n if (!Kotlin.equals(a[i], b[i])) {\n return false;\n }\n }\n return true;\n};\n\nKotlin.arrayDeepEquals = function (a, b) {\n if (a === b) {\n return true;\n }\n if (!Kotlin.isArrayish(b) || a.length !== b.length) {\n return false;\n }\n\n for (var i = 0, n = a.length; i < n; i++) {\n if (Kotlin.isArrayish(a[i])) {\n if (!Kotlin.arrayDeepEquals(a[i], b[i])) {\n return false;\n }\n }\n else if (!Kotlin.equals(a[i], b[i])) {\n return false;\n }\n }\n return true;\n};\n\nKotlin.arrayHashCode = function (arr) {\n var result = 1;\n for (var i = 0, n = arr.length; i < n; i++) {\n result = ((31 * result | 0) + Kotlin.hashCode(arr[i])) | 0;\n }\n return result;\n};\n\nKotlin.arrayDeepHashCode = function (arr) {\n var result = 1;\n for (var i = 0, n = arr.length; i < n; i++) {\n var e = arr[i];\n result = ((31 * result | 0) + (Kotlin.isArrayish(e) ? Kotlin.arrayDeepHashCode(e) : Kotlin.hashCode(e))) | 0;\n }\n return result;\n};\n\nKotlin.primitiveArraySort = function (array) {\n array.sort(Kotlin.doubleCompareTo)\n};\n","/*\n * Copyright

2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\nKotlin.getCallableRef = function(name, f) {\n f.callableName = name;\n return f;\n};\n\nKotlin.getPropertyCallableRef = function(name, paramCount, getter, setter) {\n getter.get = getter;\n getter.set = setter;\n getter.callableName = name;\n return getPropertyRefClass(getter, setter, propertyRefClassMetadataCache[paramCount]);\n};\n\nfunction getPropertyRefClass(obj, setter, cache) {\n obj.$metadata$ = getPropertyRefMetadata(typeof setter === \"function\" ? cache.mutable : cache.immutable);\n obj.constructor = obj;\n return obj;\n}\n\nvar propertyRefClassMetadataCache = [\n {\n mutable: { value: null, implementedInterface: function () {\n return Kotlin.kotlin.reflect.KMutableProperty0 }\n },\n immutable: { value: null, implementedInterface: function () {\n return Kotlin.kotlin.reflect.KProperty0 }\n }\n },\n {\n mutable: { value: null, implementedInterface: function () {\n return Kotlin.kotlin.reflect.KMutableProperty1 }\n },\n immutable: { value: null, implementedInterface: function () {\n return Kotlin.kotlin.reflect.KProperty1 }\n }\n }\n];\n\nfunction getPropertyRefMetadata(cache) {\n if (cache.value === null) {\n cache.value = {\n interfaces: [cache.implementedInterface()],\n baseClass: null,\n functions: {},\n properties: {},\n types: {},\n staticMembers: {}\n };\n }\n return cache.value;\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\nKotlin.toShort = function (a) {\n return (a & 0xFFFF) << 16 >> 16;\n};\n\nKotlin.toByte = function (a) {\n return (a & 0xFF) << 24 >> 24;\n};\n\nKotlin.toChar = function (a) {\n return a & 0xFFFF;\n};\n\nKotlin.numberToLong = function (a) {\n return a instanceof Kotlin.Long ? a : Kotlin.Long.fromNumber(a);\n};\n\nKotlin.numberToInt = function (a) {\n return a instanceof Kotlin.Long ? a.toInt() : Kotlin.doubleToInt(a);\n};\n\nKotlin.numberToShort = function (a) {\n return Kotlin.toShort(Kotlin.numberToInt(a));\n};\n\nKotlin.numberToByte = function (a) {\n return Kotlin.toByte(Kotlin.numberToInt(a));\n};\n\nKotlin.numberToDouble = function (a) {\n return +a;\n};\n\nKotlin.numberToChar = function (a) {\n return Kotlin.toChar(Kotlin.numberToInt(a));\n};\n\nKotlin.doubleToInt = function(a) {\n if (a > 2147483647) return 2147483647;\n if (a < -2147483648) return -2147483648;\n return a | 0;\n};\n\nKotlin.toBoxedChar = function (a) {\n if (a == null) return a;\n if (a instanceof Kotlin.BoxedChar) return a;\n return new Kotlin.BoxedChar(a);\n};\n\nKotlin.unboxChar = function(a) {\n if (a == null) return a;\n return Kotlin.toChar(a);\n};\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\nKotlin.equals = function (obj1, obj2) {\n if (obj1 == null) {\n return obj2 == null;\n }\n\n if (obj2 == null) {\n return false;\n }\n\n if (obj1 !== obj1) {\n return obj2 !== obj2;\n }\n\n if (typeof obj1 === \"object\" && typeof obj1.equals === \"function\") {\n return obj1.equals(obj2);\n }\n\n if (typeof obj1 === \"number\" && typeof obj2 === \"number\") {\n return obj1 === obj2 && (obj1 !== 0 || 1 / obj1 === 1 / obj2)\n }\n\n return obj1 === obj2;\n};\n\nKotlin.hashCode = function (obj) {\n if (obj == null) {\n return 0;\n }\n var objType = typeof obj;\n if (\"object\" === objType) {\n return \"function\" === typeof obj.hashCode ? obj.hashCode()\n : getObjectHashCode(obj);\n }\n if (\"function\" === objType) {\n return getObjectHashCode(obj);\n }\n if (\"number\" === objType) {\n return Kotlin.numberHashCode(obj);\n }\n if (\"boolean\" === objType) {\n return Number(obj)\n }\n\n var str = String(obj);\n return getStringHashCode(str);\n};\n\n\nKotlin.toString = function (o) {\n if (o == null) {\n return \"null\";\n }\n else if (Kotlin.isArrayish(o)) {\n return \"[...]\";\n }\n else {\n return o.toString();\n }\n};\n\n/**\n @const */\nvar POW_2_32 = 4294967296;\n// TODO: consider switching to Symbol type once we are on ES6.\n/**\n @const */\nvar OBJECT_HASH_CODE_PROPERTY_NAME = \"kotlinHashCodeValue$\";\n\nfunction getObjectHashCode(obj) {\n if (!(OBJECT_HASH_CODE_PROPERTY_NAME in obj)) {\n var hash = (Math.random() * POW_2_32) | 0; // Make 32-bit singed integer.\n Object.defineProperty(obj, OBJECT_HASH_CODE_PROPERTY_NAME, { value:

hash, enumerable: false });\n }\n return obj[OBJECT_HASH_CODE_PROPERTY_NAME];\n}\n\nfunction getStringHashCode(str) {\n var hash = 0;\n for (var i = 0; i < str.length; i++) {\n   var code = str.charCodeAt(i);\n   hash = (hash * 31 + code) | 0; // Keep it 32-bit.\n }\n return hash;\n}\n\nKotlin.identityHashCode = getObjectHashCode;\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\n// Copyright 2009 The Closure Library Authors. All Rights Reserved.\n//\n// Licensed under the Apache License, Version 2.0 (the \"License\");\n// you may not use this file except in compliance with the License.\n// You may obtain a copy of the License at\n//\n//   http://www.apache.org/licenses/LICENSE-2.0\n//\n// Unless required by applicable law or agreed to in writing, software\n// distributed under the License is distributed on an \"AS-IS\" BASIS,\n//
 WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.\n\n/**\n * Constructs a 64-bit two's-complement integer, given its low and high 32-bit\n * values as *signed* integers. See the from*\n functions below for more\n * convenient ways of constructing Longs.\n *\n * The internal representation of a long is the two given signed, 32-bit values.\n * We use 32-bit pieces because these are the size of integers on which\n * Javascript performs bit-operations. For operations like addition and\n * multiplication, we split each number into 16-bit pieces, which can easily be\n * multiplied within Javascript's floating-point representation without overflow\n * or change in sign.\n *\n * In the algorithms below, we frequently reduce the negative case to the\n * positive case by negating the input(s) and then post-processing the result.\n * Note that we must ALWAYS check specially whether those values are MIN_VALUE\n * (-2^63) because -MIN_VALUE == MIN_VALUE (since 2^63 cannot
 be represented as\n * a positive number, it overflows back into a negative). Not handling this\n * case would often result in infinite recursion.\n *\n * @param {number} low The low (signed) 32 bits of the long.\n * @param {number} high The high (signed) 32 bits of the long.\n * @constructor\n * @final\n */\nKotlin.Long = function(low, high) {\n /**\n   * @type {number}\n   * @private\n   */\n this.low_ = low | 0; // force into 32 signed bits.\n\n /**\n   * @type {number}\n   * @private\n   */\n this.high_ = high | 0; // force into 32 signed bits.\n};\n\nKotlin.Long.$metadata$ = {\n kind: \"class\",\n simpleName: \"Long\",\n interfaces:[]\n};\n\n\n// NOTE: Common constant values ZERO, ONE, NEG_ONE, etc. are defined below the\n// from* methods on which they depend.\n\n\n/**\n * A cache of the Long representations of small integer values.\n * @type {!Object}\n * @private\n */\nKotlin.Long.IntCache_ = {};\n\n\n/**\n * Returns a Long representing the given (32-bit) integer
 value.\n * @param {number} value The 32-bit integer in question.\n * @return {!Kotlin.Long} The corresponding Long value.\n */\nKotlin.Long.fromInt = function(value) {\n if (-128 <= value && value < 128) {\n   var cachedObj = Kotlin.Long.IntCache_[value];\n   if (cachedObj) {\n   return cachedObj;\n   }\n }\n\n var obj = new Kotlin.Long(value | 0, value < 0 ? -1 : 0);\n if (-128 <= value && value < 128) {\n   Kotlin.Long.IntCache_[value] = obj;\n }\n return obj;\n};\n\n\n/**\n * Returns a Long representing the given value, provided that it is a finite\n * number. Otherwise, zero is returned.\n * @param {number} value The number in question.\n * @return {!Kotlin.Long} The corresponding Long value.\n */\nKotlin.Long.fromNumber = function(value) {\n if (isNaN(value) || !isFinite(value)) {\n   return Kotlin.Long.ZERO;\n } else if (value <= -Kotlin.Long.TWO_PWR_63_DBL_) {\n   return Kotlin.Long.MIN_VALUE;\n } else if (value + 1 >= Kotlin.Long.TWO_PWR_63_DBL_) {\n
 return Kotlin.Long.MAX_VALUE;\n } else if (value < 0) {\n   return Kotlin.Long.fromNumber(-value).negate();\n } else {\n   return new Kotlin.Long(\n   (value % Kotlin.Long.TWO_PWR_32_DBL_) | 0,\n
  (value / Kotlin.Long.TWO_PWR_32_DBL_) | 0);\n }\n};\n\n\n/**\n * Returns a Long representing the 64-bit integer that comes by concatenating\n * the given high and low bits. Each is assumed to use 32 bits.\n * @param {number} lowBits The low 32-bits.\n * @param {number} highBits The high 32-bits.\n * @return {!Kotlin.Long} The corresponding Long value.\n */\nKotlin.Long.fromBits = function(lowBits, highBits) {\n return new Kotlin.Long(lowBits, highBits);\n};\n\n\n/**\n * Returns a Long representation of the given string, written using the given\n * radix.\n * @param {string} str The textual representation of the Long.\n * @param {number=} opt_radix The radix in which the text is written.\n * @return {!Kotlin.Long} The corresponding Long value.\n */\nKotlin.Long.fromString = function(str,

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 opt_radix) {\n  if (str.length == 0) {\n    throw Error('number format error: empty string');\n  }\n\n  var radix =
opt_radix || 10;\n  if (radix < 2 || 36 < radix) {\n    throw Error('radix out of range: ' + radix);\n  }\n\n  if
(str.charAt(0) == '-') {\n    return Kotlin.Long.fromString(str.substring(1), radix).negate();\n  } else if (str.indexOf('-
') >= 0) {\n    throw Error('number format error: interior \"-\" character: ' + str);\n  }\n\n  // Do several (8) digits each
time through the loop, so as to\n  // minimize the calls to the very expensive emulated div.\n  var radixToPower =
Kotlin.Long.fromNumber(Math.pow(radix, 8));\n\n  var result = Kotlin.Long.ZERO;\n  for (var i = 0; i < str.length;
i += 8) {\n    var size = Math.min(8, str.length - i);\n    var value = parseInt(str.substring(i, i + size), radix);\n    if
(size < 8) {\n      var power = Kotlin.Long.fromNumber(Math.pow(radix, size));\n      result =
result.multiply(power).add(Kotlin.Long.fromNumber(value));\n
    } else {\n      result = result.multiply(radixToPower);\n      result = result.add(Kotlin.Long.fromNumber(value));\n
  }\n  }\n  return result;\n};\n\n\n// NOTE: the compiler should inline these constant values below and then
remove\n// these variables, so there should be no runtime penalty for these.\n\n\n/**\n * Number used repeated
below in calculations.  This must appear before the\n * first call to any from* function below.\n * @type
{number}\n * @private\n */\nKotlin.Long.TWO_PWR_16_DBL_ = 1 << 16;\n\n\n/**\n * @type {number}\n *
@private\n */\nKotlin.Long.TWO_PWR_24_DBL_ = 1 << 24;\n\n\n/**\n * @type {number}\n * @private\n
*/\nKotlin.Long.TWO_PWR_32_DBL_ =\n    Kotlin.Long.TWO_PWR_16_DBL_ *
Kotlin.Long.TWO_PWR_16_DBL_;\n\n\n/**\n * @type {number}\n * @private\n
*/\nKotlin.Long.TWO_PWR_31_DBL_ =\n    Kotlin.Long.TWO_PWR_32_DBL_ / 2;\n\n\n/**\n * @type
{number}\n * @private\n */\nKotlin.Long.TWO_PWR_48_DBL_ =\n    Kotlin.Long.TWO_PWR_32_DBL_ *
Kotlin.Long.TWO_PWR_16_DBL_;\n\n\n/**\n
 * @type {number}\n * @private\n */\nKotlin.Long.TWO_PWR_64_DBL_ =\n
Kotlin.Long.TWO_PWR_32_DBL_ * Kotlin.Long.TWO_PWR_32_DBL_;\n\n\n/**\n * @type {number}\n *
@private\n */\nKotlin.Long.TWO_PWR_63_DBL_ =\n    Kotlin.Long.TWO_PWR_64_DBL_ / 2;\n\n\n/** @type
{!Kotlin.Long} */\nKotlin.Long.ZERO = Kotlin.Long.fromInt(0);\n\n\n/** @type {!Kotlin.Long}
*/\nKotlin.Long.ONE = Kotlin.Long.fromInt(1);\n\n\n/** @type {!Kotlin.Long} */\nKotlin.Long.NEG_ONE =
Kotlin.Long.fromInt(-1);\n\n\n/** @type {!Kotlin.Long} */\nKotlin.Long.MAX_VALUE =\n
Kotlin.Long.fromBits(0xFFFFFFFF | 0, 0x7FFFFFFF | 0);\n\n\n/** @type {!Kotlin.Long}
*/\nKotlin.Long.MIN_VALUE = Kotlin.Long.fromBits(0, 0x80000000 | 0);\n\n\n/**\n * @type {!Kotlin.Long}\n *
@private\n */\nKotlin.Long.TWO_PWR_24_ = Kotlin.Long.fromInt(1 << 24);\n\n\n/** @return {number} The
value, assuming it is a 32-bit integer. */\nKotlin.Long.prototype.toInt = function() {\n  return this.low_;\n};\n\n\n/**
@return {number} The closest floating-point
 representation to this value. */\nKotlin.Long.prototype.toNumber = function() {\n  return this.high_ *
Kotlin.Long.TWO_PWR_32_DBL_ +\n        this.getLowBitsUnsigned();\n};\n\n/** @return {number} The 32-bit
hashCode of this value. */\nKotlin.Long.prototype.hashCode = function() {\n  return this.high_ ^
this.low_;\n};\n\n/**\n * @param {number=} opt_radix The radix in which the text should be written.\n * @return
{string} The textual representation of this value.\n * @override\n */\nKotlin.Long.prototype.toString =
function(opt_radix) {\n  var radix = opt_radix || 10;\n  if (radix < 2 || 36 < radix) {\n    throw Error('radix out of
range: ' + radix);\n  }\n\n  if (this.isZero()) {\n    return '0';\n  }\n\n  if (this.isNegative()) {\n    if
(this.equalsLong(Kotlin.Long.MIN_VALUE)) {\n      // We need to change the Long value before it can be negated,
so we remove\n      // the bottom-most digit in this base and then recurse to do the rest.\n      var radixLong =
Kotlin.Long.fromNumber(radix);\n
    var div = this.div(radixLong);\n      var rem = div.multiply(radixLong).subtract(this);\n      return
div.toString(radix) + rem.toInt().toString(radix);\n    } else {\n      return '-' + this.negate().toString(radix);\n    }\n
}\n\n  // Do several (6) digits each time through the loop, so as to\n  // minimize the calls to the very expensive
emulated div.\n  var radixToPower = Kotlin.Long.fromNumber(Math.pow(radix, 6));\n\n  var rem = this;\n  var
result = '';\n  while (true) {\n    var remDiv = rem.div(radixToPower);\n    var intval =
rem.subtract(remDiv.multiply(radixToPower)).toInt();\n    var digits = intval.toString(radix);\n\n    rem = remDiv;\n
  if (rem.isZero()) {\n      return digits + result;\n    } else {\n      while (digits.length < 6) {\n        digits = '0' +
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digits;\n      }\n      result = '' + digits + result;\n    }\n  }\n};\n\n\n/** @return {number} The high 32-bits as a signed value. */\nKotlin.Long.prototype.getHighBits = function() {\n  return this.high_;\n};\n\n\n/** @return {number} The low 32-bits as a signed value. */\nKotlin.Long.prototype.getLowBits = function() {\n  return this.low_;\n};\n\n\n/** @return {number} The low 32-bits as an unsigned value. */\nKotlin.Long.prototype.getLowBitsUnsigned = function() {\n  return (this.low_ >= 0) ?\n      this.low_ : Kotlin.Long.TWO_PWR_32_DBL_ + this.low_;\n};\n\n\n/**\n * @return {number} Returns the number of bits needed to represent the absolute\n *     value of this Long.\n */\nKotlin.Long.prototype.getNumBitsAbs = function() {\n  if (this.isNegative()) {\n    if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {\n      return 64;\n    } else {\n      return this.negate().getNumBitsAbs();\n    }\n  } else {\n    var val = this.high_ != 0 ? this.high_ : this.low_;\n    for (var bit = 31; bit > 0; bit--) {\n      if ((val & (1 << bit)) != 0) {\n        break;\n      }\n    }\n    return this.high_ != 0 ? bit + 33 : bit + 1;\n  }\n};\n\n\n/** @return {boolean} Whether this value is zero. */\nKotlin.Long.prototype.isZero = function() {\n  return this.high_ == 0 && this.low_ == 0;\n};\n\n\n/** @return {boolean} Whether this value is negative. */\nKotlin.Long.prototype.isNegative = function() {\n  return this.high_ < 0;\n};\n\n\n/** @return {boolean} Whether this value is odd. */\nKotlin.Long.prototype.isOdd = function() {\n  return (this.low_ & 1) == 1;\n};\n\n\n/**\n * @param {Kotlin.Long} other Long to compare against.\n * @return {boolean} Whether this Long equals the other.\n */\nKotlin.Long.prototype.equalsLong = function(other) {\n  return (this.high_ == other.high_) && (this.low_ == other.low_);\n};\n\n\n/**\n * @param {Kotlin.Long} other Long to compare against.\n * @return {boolean} Whether this Long does not equal the other.\n */\nKotlin.Long.prototype.notEqualsLong = function(other) {\n  return (this.high_ != other.high_) || (this.low_ != other.low_);\n};\n\n\n/**\n * @param {Kotlin.Long} other Long to compare against.\n * @return {boolean} Whether this Long is less than the other.\n */\nKotlin.Long.prototype.lessThan = function(other) {\n  return this.compare(other) < 0;\n};\n\n\n/**\n * @param {Kotlin.Long} other Long to compare against.\n * @return {boolean} Whether this Long is less than or equal to the other.\n */\nKotlin.Long.prototype.lessThanOrEqual = function(other) {\n  return this.compare(other) <= 0;\n};\n\n\n/**\n * @param {Kotlin.Long} other Long to compare against.\n * @return {boolean} Whether this Long is greater than the other.\n */\nKotlin.Long.prototype.greaterThan = function(other) {\n  return this.compare(other) > 0;\n};\n\n\n/**\n * @param {Kotlin.Long} other Long to compare against.\n * @return {boolean} Whether this Long is greater than or equal to the other.\n */\nKotlin.Long.prototype.greaterThanOrEqual = function(other) {\n  return this.compare(other) >= 0;\n};\n\n\n/**\n * Compares this Long with the given one.\n * @param {Kotlin.Long} other Long to compare against.\n * @return {number} 0 if they are the same, 1 if the this is greater, and -1\n *     if the given one is greater.\n */\nKotlin.Long.prototype.compare = function(other) {\n  if (this.equalsLong(other)) {\n    return 0;\n  }\n\n  var thisNeg = this.isNegative();\n  var otherNeg = other.isNegative();\n  if (thisNeg && !otherNeg) {\n    return -1;\n  }\n  if (!thisNeg && otherNeg) {\n    return 1;\n  }\n\n  // at this point, the signs are the same, so subtraction will not overflow\n  if (this.subtract(other).isNegative()) {\n    return -1;\n  } else {\n    return 1;\n  }\n};\n\n\n/** @return {!Kotlin.Long} The negation of this value. */\nKotlin.Long.prototype.negate = function() {\n  if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {\n    return Kotlin.Long.MIN_VALUE;\n  } else {\n    return this.not().add(Kotlin.Long.ONE);\n  }\n};\n\n\n/**\n * Returns the sum of this and the given Long.\n * @param {Kotlin.Long} other Long to add to this one.\n * @return {!Kotlin.Long} The sum of this and the given Long.\n */\nKotlin.Long.prototype.add = function(other) {\n  // Divide each number into 4 chunks of 16 bits, and then sum the chunks.\n\n  var a48 = this.high_ >>> 16;\n  var a32 = this.high_ & 0xFFFF;\n  var a16 = this.low_ >>> 16;\n  var a00 = this.low_ & 0xFFFF;\n\n  var b48 = other.high_ >>> 16;\n  var b32 = other.high_ & 0xFFFF;\n  var b16 = other.low_ >>> 16;\n  var b00 = other.low_ & 0xFFFF;\n\n  var c48 = 0, c32 = 0, c16 = 0, c00 = 0;\n  c00 += a00 + b00;\n  c16 += c00 >>> 16;\n  c00 &= 0xFFFF;\n  c16 += a16 + b16;\n  c32 += c16 >>> 16;\n  c16 &= 0xFFFF;\n  c32 += a32 + b32;\n  c48 += c32 >>> 16;\n  c32 &= 0xFFFF;\n  c48 += a48 + b48;\n  c48 &= 0xFFFF;\n  return
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Kotlin.Long.fromBits((c16 << 16) | c00, (c48 << 16) | c32);\n};\n\n\n/**\n * Returns the difference of this and the given Long.\n * @param {Kotlin.Long} other Long to subtract from this.\n * @return {!Kotlin.Long} The difference of this and the given Long.\n */\nKotlin.Long.prototype.subtract = function(other) {\n  return this.add(other.negate());\n};\n\n\n/**\n
 * Returns the product of this and the given long.\n * @param {Kotlin.Long} other Long to multiply with this.\n * @return {!Kotlin.Long} The product of this and the other.\n */\nKotlin.Long.prototype.multiply = function(other) {\n  if (this.isZero()) {\n    return Kotlin.Long.ZERO;\n  } else if (other.isZero()) {\n    return Kotlin.Long.ZERO;\n  }\n\n  if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {\n    return other.isOdd() ? Kotlin.Long.MIN_VALUE :
Kotlin.Long.ZERO;\n  } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {\n    return this.isOdd() ?
Kotlin.Long.MIN_VALUE : Kotlin.Long.ZERO;\n  }\n\n  if (this.isNegative()) {\n    if (other.isNegative()) {\n
return this.negate().multiply(other.negate());\n    } else {\n      return this.negate().multiply(other).negate();\n    }\n  }
else if (other.isNegative()) {\n    return this.multiply(other.negate()).negate();\n  }\n\n  // If both longs are small, use
float multiplication\n  if (this.lessThan(Kotlin.Long.TWO_PWR_24_)
 &&\n      other.lessThan(Kotlin.Long.TWO_PWR_24_)) {\n    return Kotlin.Long.fromNumber(this.toNumber() *
other.toNumber());\n  }\n\n  // Divide each long into 4 chunks of 16 bits, and then add up 4x4 products.\n  // We can
skip products that would overflow.\n\n  var a48 = this.high_ >>> 16;\n  var a32 = this.high_ & 0xFFFF;\n  var a16 =
this.low_ >>> 16;\n  var a00 = this.low_ & 0xFFFF;\n\n  var b48 = other.high_ >>> 16;\n  var b32 = other.high_ &
0xFFFF;\n  var b16 = other.low_ >>> 16;\n  var b00 = other.low_ & 0xFFFF;\n\n  var c48 = 0, c32 = 0, c16 = 0, c00
= 0;\n  c00 += a00 * b00;\n  c16 += c00 >>> 16;\n  c00 &= 0xFFFF;\n  c16 += a16 * b00;\n  c32 += c16 >>> 16;\n
c16 &= 0xFFFF;\n  c16 += a00 * b16;\n  c32 += c16 >>> 16;\n  c16 &= 0xFFFF;\n  c32 += a32 * b00;\n  c48 +=
c32 >>> 16;\n  c32 &= 0xFFFF;\n  c32 += a16 * b16;\n  c48 += c32 >>> 16;\n  c32 &= 0xFFFF;\n  c32 += a00 *
b32;\n  c48 += c32 >>> 16;\n  c32 &= 0xFFFF;\n  c48 += a48 * b00 + a32 * b16 + a16 * b32 + a00 * b48;\n
  c48 &= 0xFFFF;\n  return Kotlin.Long.fromBits((c16 << 16) | c00, (c48 << 16) | c32);\n};\n\n\n/**\n * Returns
this Long divided by the given one.\n * @param {Kotlin.Long} other Long by which to divide.\n * @return
{!Kotlin.Long} This Long divided by the given one.\n */\nKotlin.Long.prototype.div = function(other) {\n  if
(other.isZero()) {\n    throw Error('division by zero');\n  } else if (this.isZero()) {\n    return Kotlin.Long.ZERO;\n
}\n\n  if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {\n    if (other.equalsLong(Kotlin.Long.ONE) ||\n
other.equalsLong(Kotlin.Long.NEG_ONE)) {\n      return Kotlin.Long.MIN_VALUE;  // recall that -MIN_VALUE
== MIN_VALUE\n    } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {\n      return Kotlin.Long.ONE;\n
} else {\n      // At this point, we have |other| >= 2, so |this/other| < |MIN_VALUE|.\n      var halfThis =
this.shiftRight(1);\n      var approx = halfThis.div(other).shiftLeft(1);\n      if
(approx.equalsLong(Kotlin.Long.ZERO)) {\n
        return other.isNegative() ? Kotlin.Long.ONE : Kotlin.Long.NEG_ONE;\n      } else {\n        var rem =
this.subtract(other.multiply(approx));\n        var result = approx.add(rem.div(other));\n        return result;\n      }\n
}\n  } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {\n    return Kotlin.Long.ZERO;\n  }\n\n  if
(this.isNegative()) {\n    if (other.isNegative()) {\n      return this.negate().div(other.negate());\n    } else {\n      return
this.negate().div(other).negate();\n    }\n  } else if (other.isNegative()) {\n    return
this.div(other.negate()).negate();\n  }\n\n  // Repeat the following until the remainder is less than other:  find a\n  //
floating-point that approximates remainder / other *from below*, add this\n  // into the result, and subtract it from
the remainder.  It is critical that\n  // the approximate value is less than or equal to the real value so that the\n  //
remainder never becomes negative.\n  var res = Kotlin.Long.ZERO;\n  var rem
 = this;\n  while (rem.greaterThanOrEqual(other)) {\n    // Approximate the result of division. This may be a little
greater or\n    // smaller than the actual value.\n    var approx = Math.max(1, Math.floor(rem.toNumber() /
other.toNumber()));\n\n    // We will tweak the approximate result by changing it in the 48-th digit or\n    // the
smallest non-fractional digit, whichever is larger.\n    var log2 = Math.ceil(Math.log(approx) / Math.LN2);\n    var
delta = (log2 <= 48) ? 1 : Math.pow(2, log2 - 48);\n\n    // Decrease the approximation until it is smaller than the
remainder.  Note\n    // that if it is too large, the product overflows and is negative.\n    var approxRes =
Kotlin.Long.fromNumber(approx);\n    var approxRem = approxRes.multiply(other);\n    while
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(approxRem.isNegative() || approxRem.greaterThan(rem)) {\n approx -= delta;\n approxRes = Kotlin.Long.fromNumber(approx);\n approxRem = approxRes.multiply(other);\n }\n\n // We know the answer can't be zero...
and actually, zero would cause\n // infinite recursion since we would make no progress.\n if (approxRes.isZero()) {\n approxRes = Kotlin.Long.ONE;\n }\n\n res = res.add(approxRes);\n rem = rem.subtract(approxRem);\n }\n return res;\n};\n\n\n/**\n * Returns this Long modulo the given one.\n * @param {Kotlin.Long} other Long by which to mod.\n * @return {!Kotlin.Long} This Long modulo the given one.\n */\nKotlin.Long.prototype.modulo = function(other) {\n return this.subtract(this.div(other).multiply(other));\n};\n\n\n/** @return {!Kotlin.Long} The bitwise-NOT of this value.
*/\nKotlin.Long.prototype.not = function() {\n return Kotlin.Long.fromBits(~this.low_, ~this.high_);\n};\n\n\n/**\n * Returns the bitwise-AND of this Long and the given one.\n * @param {Kotlin.Long} other The Long with which to AND.\n * @return {!Kotlin.Long} The bitwise-AND of this and the other.\n */\nKotlin.Long.prototype.and = function(other) {\n return Kotlin.Long.fromBits(this.low_
& other.low_,\n this.high_ & other.high_);\n};\n\n\n/**\n * Returns the bitwise-OR of this Long and the given one.\n * @param {Kotlin.Long} other The Long with which to OR.\n * @return {!Kotlin.Long} The bitwise-OR of this and the other.\n */\nKotlin.Long.prototype.or = function(other) {\n return Kotlin.Long.fromBits(this.low_ | other.low_,\n this.high_ | other.high_);\n};\n\n\n/**\n * Returns the bitwise-XOR of this Long and the given one.\n * @param {Kotlin.Long} other The Long with which to XOR.\n * @return {!Kotlin.Long} The bitwise-XOR of this and the other.\n */\nKotlin.Long.prototype.xor = function(other) {\n return Kotlin.Long.fromBits(this.low_ ^ other.low_,\n this.high_ ^ other.high_);\n};\n\n\n/**\n * Returns this Long with bits shifted to the left by the given amount.\n * @param {number} numBits The number of bits by which to shift.\n * @return {!Kotlin.Long} This shifted to
the left by the given amount.\n */\nKotlin.Long.prototype.shiftLeft = function(numBits) {\n numBits &= 63;\n if (numBits == 0) {\n return this;\n } else {\n var low = this.low_;\n if (numBits < 32) {\n var high = this.high_;\n return Kotlin.Long.fromBits(\n low << numBits,\n (high << numBits) | (low >>> (32 - numBits)));\n } else {\n return Kotlin.Long.fromBits(0, low << (numBits - 32));\n }\n }\n};\n\n\n/**\n * Returns this Long with bits shifted to the right by the given amount.\n * @param {number} numBits The number of bits by which to shift.\n * @return {!Kotlin.Long} This shifted to the right by the given amount.\n */\nKotlin.Long.prototype.shiftRight = function(numBits) {\n numBits &= 63;\n if (numBits == 0) {\n return this;\n } else {\n var high = this.high_;\n if (numBits < 32) {\n var low = this.low_;\n return Kotlin.Long.fromBits(\n (low >>> numBits) | (high << (32 - numBits)),\n high
>> numBits);\n } else {\n return Kotlin.Long.fromBits(\n high >> (numBits - 32),\n high >= 0 ? 0 : -1);\n }\n }\n};\n\n\n/**\n * Returns this Long with bits shifted to the right by the given amount, with\n * zeros placed into the new leading bits.\n * @param {number} numBits The number of bits by which to shift.\n * @return {!Kotlin.Long} This shifted to the right by the given amount, with\n * zeros placed into the new leading bits.\n */\nKotlin.Long.prototype.shiftRightUnsigned = function(numBits) {\n numBits &= 63;\n if (numBits == 0) {\n return this;\n } else {\n var high = this.high_;\n if (numBits < 32) {\n var low = this.low_;\n return Kotlin.Long.fromBits(\n (low >>> numBits) | (high << (32 - numBits)),\n high >>> numBits);\n } else if (numBits == 32) {\n return Kotlin.Long.fromBits(high, 0);\n } else {\n return Kotlin.Long.fromBits(high >>> (numBits - 32), 0);\n }\n }\n};\n\n\n// Support
for Kotlin\nKotlin.Long.prototype.equals = function (other) {\n return other instanceof Kotlin.Long && this.equalsLong(other);\n};\n\nKotlin.Long.prototype.compareTo_11rb$ = Kotlin.Long.prototype.compare;\n\nKotlin.Long.prototype.inc = function() {\n return this.add(Kotlin.Long.ONE);\n};\n\nKotlin.Long.prototype.dec = function() {\n return this.add(Kotlin.Long.NEG_ONE);\n};\n\nKotlin.Long.prototype.valueOf = function() {\n return this.toNumber();\n};\n\nKotlin.Long.prototype.unaryPlus = function() {\n return this;\n};\n\nKotlin.Long.prototype.unaryMinus = Kotlin.Long.prototype.negate;\nKotlin.Long.prototype.inv = Kotlin.Long.prototype.not;\n\nKotlin.Long.prototype.rangeTo = function (other) {\n return new

Kotlin.kotlin.ranges.LongRange(this, other);\n};","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\n/**\n * @param {string} id\n * @param {Object}
declaration\n */\nKotlin.defineModule = function (id, declaration) {\n};\n\nKotlin.defineInlineFunction = function(tag, fun) {\n return fun;\n};\n\nKotlin.wrapFunction = function(fun) {\n var f = function() {\n f = fun();\n return f.apply(this, arguments);\n };\n return function() {\n return f.apply(this, arguments);\n };\n};\n\nKotlin.isTypeOf = function(type) {\n return function (object) {\n return typeof object === type;\n }\n};\n\nKotlin.isInstanceOf = function (klass) {\n return function (object) {\n return Kotlin.isType(object, klass);\n }\n};\n\nKotlin.orNull = function (fn) {\n return function (object) {\n return object == null || fn(object);\n }\n};\n\nKotlin.andPredicate = function (a, b) {\n return function (object) {\n return a(object) && b(object);\n }\n};\n\nKotlin.kotlinModuleMetadata = function (abiVersion, moduleName, data) {\n};\n\nKotlin.suspendCall = function(value) {\n return
value;\n};\n\nKotlin.coroutineResult = function(qualifier) {\n
throwMarkerError();\n};\n\nKotlin.coroutineController = function(qualifier) {\n
throwMarkerError();\n};\n\nKotlin.coroutineReceiver = function(qualifier) {\n
throwMarkerError();\n};\n\nKotlin.setCoroutineResult = function(value, qualifier) {\n
throwMarkerError();\n};\n\nfunction throwMarkerError() {\n throw new Error(\n \"This marker function should never been called. \" +\n \"Looks like compiler did not eliminate it properly. \" +\n \"Please, report an issue if you caught this exception.\");\n}\n\nKotlin.getFunctionById = function(id, defaultValue) {\n return function() {\n return defaultValue;\n }\n};","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\nKotlin.compareTo = function (a, b) {\n var typeA = typeof a;\n if (typeA === \"number\") {\n if (typeof b === \"number\") {\n return Kotlin.doubleCompareTo(a, b);\n }\n return Kotlin.primitiveCompareTo(a, b);\n }\n if (typeA === \"string\" || typeA === \"boolean\") {\n return Kotlin.primitiveCompareTo(a, b);\n }\n return a.compareTo_11rb$(b);\n};\n\nKotlin.primitiveCompareTo = function (a, b) {\n return a < b ? -1 : a > b ? 1 : 0;\n};\n\nKotlin.doubleCompareTo = function (a, b) {\n if (a < b) return -1;\n if (a > b) return 1;\n\n if (a === b) {\n if (a !== 0) return 0;\n\n var ia = 1 / a;\n return ia === 1 / b ? 0 : (ia < 0 ? -1 : 1);\n }\n\n return a !== a ? (b !== b ? 0 : 1) : -1\n};\n\nKotlin.charInc = function (value) {\n return Kotlin.toChar(value+1);\n};\n\nKotlin.charDec = function (value) {\n return Kotlin.toChar(value-1);\n};\n\nKotlin.imul = Math.imul || imul;\n\nKotlin.imulEmulated = imul;\n\nfunction imul(a, b) {\n return ((a & 0xffff0000) * (b & 0xffff) + (a & 0xffff) * (b
| 0)) | 0;\n}\n\n(function() {\n var buf = new ArrayBuffer(8);\n var bufFloat64 = new Float64Array(buf);\n var bufFloat32 = new Float32Array(buf);\n var bufInt32 = new Int32Array(buf);\n var lowIndex = 0;\n var highIndex = 1;\n\n bufFloat64[0] = -1; // bff00000_00000000\n if (bufInt32[lowIndex] !== 0) {\n lowIndex = 1;\n highIndex = 0;\n }\n\n Kotlin.doubleToBits = function(value) {\n return Kotlin.doubleToRawBits(isNaN(value) ? NaN : value);\n };\n\n Kotlin.doubleToRawBits = function(value) {\n bufFloat64[0] = value;\n return Kotlin.Long.fromBits(bufInt32[lowIndex], bufInt32[highIndex]);\n };\n\n Kotlin.doubleFromBits = function(value) {\n bufInt32[lowIndex] = value.low_;\n bufInt32[highIndex] = value.high_;\n return bufFloat64[0];\n };\n\n Kotlin.floatToBits = function(value) {\n return Kotlin.floatToRawBits(isNaN(value) ? NaN : value);\n };\n\n Kotlin.floatToRawBits
= function(value) {\n bufFloat32[0] = value;\n return bufInt32[0];\n };\n\n Kotlin.floatFromBits = function(value) {\n bufInt32[0] = value;\n return bufFloat32[0];\n };\n\n // returns zero value for number with positive sign bit and non-zero value for number with negative sign bit.\n Kotlin.doubleSignBit = function(value) {\n bufFloat64[0] = value;\n return bufInt32[highIndex] & 0x80000000;\n };\n\n Kotlin.numberHashCode = function(obj) {\n if ((obj | 0) === obj) {\n return obj | 0;\n }\n else {\n bufFloat64[0] = obj;\n return (bufInt32[highIndex] * 31 | 0) + bufInt32[lowIndex] | 0;\n }\n}\n})();\n\nKotlin.ensureNotNull = function(x) {\n return x != null ? x : Kotlin.throwNPE();\n};\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be

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found in the license/LICENSE.txt file.\n */\n\nif
 (typeof String.prototype.startsWith === \"undefined\") {\n    String.prototype.startsWith = function(searchString,
position) {\n        position = position || 0;\n        return this.lastIndexOf(searchString, position) === position;\n
};\n}\nif (typeof String.prototype.endsWith === \"undefined\") {\n    String.prototype.endsWith =
function(searchString, position) {\n        var subjectString = this.toString();\n        if (position === undefined ||
position > subjectString.length) {\n            position = subjectString.length;\n        }\n        position -=
searchString.length;\n        var lastIndex = subjectString.indexOf(searchString, position);\n        return lastIndex !==
-1 && lastIndex === position;\n    };\n}\n// ES6 Math polyfills\nif (typeof Math.sign === \"undefined\") {\n
Math.sign = function(x) {\n        x = +x; // convert to a number\n        if (x === 0 || isNaN(x)) {\n            return
Number(x);\n        }\n        return x > 0 ? 1 : -1;\n    };\n}\nif (typeof
 Math.trunc === \"undefined\") {\n    Math.trunc = function(x) {\n        if (isNaN(x)) {\n            return NaN;\n
}\n        if (x > 0) {\n            return Math.floor(x);\n        }\n        return Math.ceil(x);\n    };\n}\n\n(function() {\n
var epsilon = 2.220446049250313E-16;\n    var taylor_2_bound = Math.sqrt(epsilon);\n    var taylor_n_bound =
Math.sqrt(taylor_2_bound);\n    var upper_taylor_2_bound = 1/taylor_2_bound;\n    var upper_taylor_n_bound =
1/taylor_n_bound;\n\n    if (typeof Math.sinh === \"undefined\") {\n        Math.sinh = function(x) {\n            if
(Math.abs(x) < taylor_n_bound) {\n                var result = x;\n                if (Math.abs(x) > taylor_2_bound) {\n
        result += (x * x * x) / 6;\n                }\n                return result;\n            } else {\n                var y =
Math.exp(x);\n                var y1 = 1 / y;\n                if (!isFinite(y)) return Math.exp(x - Math.LN2);\n                if
(!isFinite(y1))
 return -Math.exp(-x - Math.LN2);\n                return (y - y1) / 2;\n            }\n        };\n    }\n    if (typeof Math.cosh
=== \"undefined\") {\n        Math.cosh = function(x) {\n            var y = Math.exp(x);\n            var y1 = 1 / y;\n
if (!isFinite(y) || !isFinite(y1)) return Math.exp(Math.abs(x) - Math.LN2);\n            return (y + y1) / 2;\n        };\n
}\n\n    if (typeof Math.tanh === \"undefined\") {\n        Math.tanh = function(x){\n            if (Math.abs(x) <
taylor_n_bound) {\n                var result = x;\n                if (Math.abs(x) > taylor_2_bound) {\n                    result -=
(x * x * x) / 3;\n                }\n                return result;\n            }\n            else {\n                var a = Math.exp(+x), b =
Math.exp(-x);\n                return a === Infinity ? 1 : b === Infinity ? -1 : (a - b) / (a + b);\n            }\n        };\n
}\n\n    // Inverse hyperbolic function implementations derived from boost
 special math functions,\n    // Copyright Eric Ford & Hubert Holin 2001.\n\n    if (typeof Math.asinh ===
\"undefined\") {\n        var asinh = function(x) {\n            if (x >= +taylor_n_bound)\n            {\n                if (x >
upper_taylor_n_bound)\n                {\n                    if (x > upper_taylor_2_bound)\n                    {\n                        //
approximation by laurent series in 1/x at 0+ order from -1 to 0\n                        return Math.log(x) + Math.LN2;\n
            }\n                    else\n                    {\n                        // approximation by laurent series in 1/x at 0+ order
from -1 to 1\n                        return Math.log(x * 2 + (1 / (x * 2)));\n                    }\n                }\n                else\n
        {\n                    return Math.log(x + Math.sqrt(x * x + 1));\n                }\n            }\n            else if (x <= -
taylor_n_bound)\n            {\n                return -asinh(-x);\n
            }\n            else\n            {\n                // approximation by taylor series in x at 0 up to order 2\n                var
result = x;\n                if (Math.abs(x) >= taylor_2_bound)\n                {\n                    var x3 = x * x * x;\n
 // approximation by taylor series in x at 0 up to order 4\n                    result -= x3 / 6;\n                }\n                return
result;\n            }\n        };\n        Math.asinh = asinh;\n    }\n    if (typeof Math.acosh === \"undefined\") {\n
Math.acosh = function(x) {\n            if (x < 1)\n            {\n                return NaN;\n            }\n            else if (x - 1 >=
taylor_n_bound)\n            {\n                if (x > upper_taylor_2_bound)\n                {\n                    // approximation
by laurent series in 1/x at 0+ order from -1 to 0\n                    return Math.log(x) + Math.LN2;\n                }\n
  else\n
 {\n                    return Math.log(x + Math.sqrt(x * x - 1));\n                }\n            }\n            else\n            {\n
var y = Math.sqrt(x - 1);\n                // approximation by taylor series in y at 0 up to order 2\n                var result =
y;\n                if (y >= taylor_2_bound)\n                {\n                    var y3 = y * y * y;\n                    // approximation
by taylor series in y at 0 up to order 4\n                    result -= y3 / 12;\n                }\n\n                return Math.sqrt(2) *
result;\n            }\n        };\n    }\n    if (typeof Math.atanh === \"undefined\") {\n        Math.atanh = function(x) {\n
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    if (Math.abs(x) < taylor_n_bound) {\n        var result = x;\n        if (Math.abs(x) > taylor_2_bound) {\n            result += (x * x * x) / 3;\n        }\n        return result;\n    }\n    return Math.log((1 + x) / (1 - x)) / 2;\n
  };\n  }\n  if (typeof Math.log1p === \"undefined\") {\n    Math.log1p = function(x) {\n      if (Math.abs(x) < taylor_n_bound) {\n        var x2 = x * x;\n        var x3 = x2 * x;\n        var x4 = x3 * x;\n        // approximation by taylor series in x at 0 up to order 4\n        return (-x4 / 4 + x3 / 3 - x2 / 2 + x);\n      }\n      return Math.log(x + 1);\n    };\n  }\n  if (typeof Math.expm1 === \"undefined\") {\n    Math.expm1 = function(x) {\n      if (Math.abs(x) < taylor_n_bound) {\n        var x2 = x * x;\n        var x3 = x2 * x;\n        var x4 = x3 * x;\n        // approximation by taylor series in x at 0 up to order 4\n        return (x4 / 24 + x3 / 6 + x2 / 2 + x);\n      }\n      return Math.exp(x) - 1;\n    };\n  }\n})();\nif (typeof Math.hypot === \"undefined\") {\n  Math.hypot = function() {\n    var y = 0;\n    var length = arguments.length;\n\n    for (var i = 0; i < length; i++) {\n      if (arguments[i] === Infinity || arguments[i] === -Infinity) {\n        return Infinity;\n      }\n      y += arguments[i] * arguments[i];\n    }\n    return Math.sqrt(y);\n  };\n}\nif (typeof Math.log10 === \"undefined\") {\n  Math.log10 = function(x) {\n    return Math.log(x) * Math.LOG10E;\n  };\n}\nif (typeof Math.log2 === \"undefined\") {\n  Math.log2 = function(x) {\n    return Math.log(x) * Math.LOG2E;\n  };\n}\n\n// For HtmlUnit and PhantomJs\nif (typeof ArrayBuffer.isView === \"undefined\") {\n  ArrayBuffer.isView = function(a) {\n    return a != null && a.__proto__ != null && a.__proto__.__proto__ === Int8Array.prototype.__proto__;\n  };\n}\n\n(function() {\n  function normalizeOffset(offset, length) {\n    if (offset < 0) return Math.max(0, offset + length);\n    return Math.min(offset, length);\n  }\n  function typedArraySlice(begin, end) {\n    if (typeof end === \"undefined\") {\n      end = this.length;\n    }\n    begin = normalizeOffset(begin || 0, this.length);\n    end = Math.max(begin, normalizeOffset(end, this.length));\n    return new this.constructor(this.subarray(begin, end));\n  }\n\n  var arrays = [Int8Array, Int16Array, Uint16Array, Int32Array, Float32Array, Float64Array];\n  for (var i = 0; i < arrays.length; ++i) {\n    var TypedArray = arrays[i];\n    if (typeof TypedArray.prototype.slice === \"undefined\") {\n      Object.defineProperty(TypedArray.prototype, 'slice', {\n        value: typedArraySlice\n      });\n    }\n  }\n\n  // Patch apply to work with TypedArrays if needed.\n  try {\n    (function() {}).apply(null, new Int32Array(0))\n  } catch (e) {\n    var apply = Function.prototype.apply;\n    Object.defineProperty(Function.prototype, 'apply', {\n      value: function(self, array) {\n        return apply.call(this, self, [].slice.call(array));\n      }\n    });\n  }\n\n\n  // Patch map to work with TypedArrays if needed.\n  for (var i = 0; i < arrays.length; ++i) {\n    var TypedArray = arrays[i];\n    if (typeof TypedArray.prototype.map === \"undefined\") {\n      Object.defineProperty(TypedArray.prototype, 'map', {\n        value: function(callback, self) {\n          return [].slice.call(this).map(callback, self);\n        }\n      });\n    }\n  }\n\n  // Patch sort to work with TypedArrays if needed.\n  for (var i = 0; i < arrays.length; ++i) {\n    var TypedArray = arrays[i];\n    if (typeof TypedArray.prototype.sort === \"undefined\") {\n      Object.defineProperty(TypedArray.prototype, 'sort', {\n        value: function(compareFunction) {\n          return Array.prototype.sort.call(this, compareFunction);\n        }\n      });\n    }\n
  }\n})();\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\nKotlin.Kind = {\n  CLASS: \"class\",\n  INTERFACE: \"interface\",\n  OBJECT: \"object\"\n};\n\nKotlin.callGetter = function (thisObject, klass, propertyName) {\n  var propertyDescriptor = Object.getOwnPropertyDescriptor(klass, propertyName);\n  if (propertyDescriptor != null && propertyDescriptor.get != null) {\n    return propertyDescriptor.get.call(thisObject);\n  }\n\n  propertyDescriptor = Object.getOwnPropertyDescriptor(thisObject, propertyName);\n  if (propertyDescriptor != null && \"value\" in propertyDescriptor) {\n    return thisObject[propertyName];\n  }\n\n  return Kotlin.callGetter(thisObject, Object.getPrototypeOf(klass), propertyName);\n};\n\nKotlin.callSetter = function (thisObject, klass, propertyName, value) {\n  var propertyDescriptor = Object.getOwnPropertyDescriptor(klass,
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propertyName);\n    if (propertyDescriptor != null && propertyDescriptor.set != null) {\n
propertyDescriptor.set.call(thisObject, value);\n        return;\n    }\n\n    propertyDescriptor =
Object.getOwnPropertyDescriptor(thisObject, propertyName);\n    if (propertyDescriptor != null && \"value\" in
propertyDescriptor) {\n        thisObject[propertyName] = value;\n        return\n    }\n\n    Kotlin.callSetter(thisObject,
Object.getPrototypeOf(klass), propertyName, value);\n};\n\nfunction isInheritanceFromInterface(ctor, iface) {\n    if
(ctor === iface) return true;\n\n    var metadata = ctor.$metadata$;\n    if (metadata != null) {\n        var interfaces =
metadata.interfaces;\n        for (var i = 0; i < interfaces.length; i++) {\n            if
(isInheritanceFromInterface(interfaces[i], iface)) {\n                return true;\n            }\n        }\n    }\n\n    var
superPrototype = ctor.prototype != null ? Object.getPrototypeOf(ctor.prototype) : null;\n
    var superConstructor = superPrototype != null ? superPrototype.constructor : null;\n    return superConstructor !=
null && isInheritanceFromInterface(superConstructor, iface);\n}\n\n/**\n *\n * @param {*} object\n * @param
{Function|Object} klass\n * @returns {Boolean}\n */\nKotlin.isType = function (object, klass) {\n    if (klass ===
Object) {\n        switch (typeof object) {\n            case \"string\":\n            case \"number\":\n            case
\"boolean\":\n            case \"function\":\n                return true;\n            default:\n                return object instanceof
Object;\n        }\n    }\n\n    if (object == null || klass == null || (typeof object !== 'object' && typeof object !==
'function')) {\n        return false;\n    }\n\n    if (typeof klass === \"function\" && object instanceof klass) {\n
return true;\n    }\n\n    var proto = Object.getPrototypeOf(klass);\n    var constructor = proto != null ?
proto.constructor : null;\n    if (constructor
 != null && \"$metadata$\" in constructor) {\n        var metadata = constructor.$metadata$;\n        if (metadata.kind
=== Kotlin.Kind.OBJECT) {\n            return object === klass;\n        }\n    }\n\n    var klassMetadata =
klass.$metadata$;\n\n    // In WebKit (JavaScriptCore) for some interfaces from DOM typeof returns \"object\",
nevertheless they can be used in RHS of instanceof\n    if (klassMetadata == null) {\n        return object instanceof
klass;\n    }\n\n    if (klassMetadata.kind === Kotlin.Kind.INTERFACE && object.constructor != null) {\n
return isInheritanceFromInterface(object.constructor, klass);\n    }\n\n    return false;\n};\n\nKotlin.isNumber =
function (a) {\n    return typeof a == \"number\" || a instanceof Kotlin.Long;\n};\n\nKotlin.isChar = function (value)
{\n    return value instanceof Kotlin.BoxedChar\n};\n\nKotlin.isComparable = function (value) {\n    var type =
typeof value;\n\n    return type === \"string\" ||\n           type === \"boolean\"
 ||\n           Kotlin.isNumber(value) ||\n           Kotlin.isType(value,
Kotlin.kotlin.Comparable);\n};\n\nKotlin.isCharSequence = function (value) {\n    return typeof value === \"string\"
|| Kotlin.isType(value, Kotlin.kotlin.CharSequence);\n};","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this
source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\n// a
package is omitted to get declarations directly under the module\n\n@PublishedApi\nexternal internal fun <T>
Array(size: Int): Array<T>\n\n@JsName(\"newArray\")\nfun <T> newArray(size: Int, initValue: T) =
fillArrayVal(Array<T>(size), initValue)\n\n@JsName(\"newArrayF\")\ninline fun <T> arrayWithFun(size: Int, init:
(Int) -> T) = fillArrayFun(Array<T>(size), init)\n\n@JsName(\"fillArray\")\ninline fun <T> fillArrayFun(array:
Array<T>, init: (Int) -> T): Array<T> {\n    for (i in 0..array.size - 1) {\n        array[i] = init(i)\n    }\n    return
array\n}\n\n@JsName(\"booleanArray\")\nfun
 booleanArray(size: Int, init: dynamic): Array<Boolean> {\n    val result: dynamic = Array<Boolean>(size)\n
result.`$type$` = \"BooleanArray\"\n    return when (init) {\n        null, true -> fillArrayVal(result, false)\n        false -
> result\n        else -> fillArrayFun<Boolean>(result, init)\n    }\n}\n\n@JsName(\"booleanArrayF\")\ninline fun
booleanArrayWithFun(size: Int, init: (Int) -> Boolean): Array<Boolean> = fillArrayFun(booleanArray(size, false),
init)\n\n@JsName(\"charArray\")\n@Suppress(\"UNUSED_PARAMETER\")\nfun charArray(size: Int, init:
dynamic): Array<Char> {\n    val result = js(\"new Uint16Array(size)\")\n    result.`$type$` = \"CharArray\"\n
return when (init) {\n        null, true, false -> result // For consistency\n        else -> fillArrayFun<Char>(result,
init)\n    }\n}\n\n@JsName(\"charArrayF\")\ninline fun charArrayWithFun(size: Int, init: (Int) -> Char):
Array<Char> {\n    val array = charArray(size, null)\n    for (i in 0..array.size
 - 1) {\n        val value = init(i)\n        js(\"array[i] = value;\")\n    }\n    return
array\n}\n\n@JsName(\"untypedCharArrayF\")\ninline fun untypedCharArrayWithFun(size: Int, init: (Int) -> Char):
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Array<Char> {\n   val array = Array<Char>(size)\n   for (i in 0..array.size - 1) {\n   val value = init(i)\n   js(\"array[i] = value;\")\n   }\n   return array\n}\n\n@JsName(\"longArray\")\nfun longArray(size: Int, init: dynamic): Array<Long> {\n   val result: dynamic = Array<Long>(size)\n   result.`$type$` = \"LongArray\"\n   return when (init) {\n   null, true -> fillArrayVal(result, 0L)\n   false -> result\n   else -> fillArrayFun<Long>(result, init)\n   }\n}\n\n@JsName(\"longArrayF\")\ninline fun longArrayWithFun(size: Int, init: (Int) -> Long): Array<Long> = fillArrayFun(longArray(size, false), init)\n\nprivate fun <T> fillArrayVal(array: Array<T>, initValue: T): Array<T> {\n   for (i in 0..array.size - 1) {\n   array[i] = initValue\n   }\n   return array\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\npublic class Enum<T : Enum<T>> : Comparable<Enum<T>> {\n   @JsName(\"name$\") private var _name: String = \"\"\n   @JsName(\"ordinal$\") private var _ordinal: Int = 0\n\n   val name: String\n   get() = _name\n\n   val ordinal: Int\n   get() = _ordinal\n\n   override fun compareTo(other: Enum<T>) = ordinal.compareTo(other.ordinal)\n\n   override fun equals(other: Any?) = this === other\n\n   override fun hashCode(): Int = js(\"Kotlin.identityHashCode\")(this)\n\n   override fun toString() = name\n\n   companion object\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.js.internal\n\n@JsName(\"DoubleCompanionObject\")\nprivate object DoubleCompanionObject {\n   @JsName(\"MIN_VALUE\")\n   val MIN_VALUE: Double = js(\"Number.MIN_VALUE\")\n\n   @JsName(\"MAX_VALUE\")\n   val MAX_VALUE: Double = js(\"Number.MAX_VALUE\")\n\n   @JsName(\"POSITIVE_INFINITY\")\n   val POSITIVE_INFINITY: Double = js(\"Number.POSITIVE_INFINITY\")\n\n   @JsName(\"NEGATIVE_INFINITY\")\n   val NEGATIVE_INFINITY: Double = js(\"Number.NEGATIVE_INFINITY\")\n\n   @JsName(\"NaN\")\n   val NaN: Double = js(\"Number.NaN\")\n}\n\n@JsName(\"FloatCompanionObject\")\nprivate object FloatCompanionObject {\n   @JsName(\"MIN_VALUE\")\n   val MIN_VALUE: Float = js(\"Number.MIN_VALUE\")\n\n   @JsName(\"MAX_VALUE\")\n   val MAX_VALUE: Float = js(\"Number.MAX_VALUE\")\n\n   @JsName(\"POSITIVE_INFINITY\")\n   val POSITIVE_INFINITY: Float = js(\"Number.POSITIVE_INFINITY\")\n\n   @JsName(\"NEGATIVE_INFINITY\")\n   val NEGATIVE_INFINITY: Float = js(\"Number.NEGATIVE_INFINITY\")\n\n   @JsName(\"NaN\")\n   val NaN: Float = js(\"Number.NaN\")\n}\n\n@JsName(\"IntCompanionObject\")\nprivate object IntCompanionObject {\n   @JsName(\"MIN_VALUE\")\n   val MIN_VALUE: Int = -2147483647 - 1\n\n   @JsName(\"MAX_VALUE\")\n   val MAX_VALUE: Int = 2147483647\n}\n\n@JsName(\"LongCompanionObject\")\nprivate object LongCompanionObject {\n   @JsName(\"MIN_VALUE\")\n   val MIN_VALUE: Long = js(\"Kotlin.Long.MIN_VALUE\")\n\n   @JsName(\"MAX_VALUE\")\n   val MAX_VALUE: Long = js(\"Kotlin.Long.MAX_VALUE\")\n}\n\n@JsName(\"ShortCompanionObject\")\nprivate object ShortCompanionObject {\n   @JsName(\"MIN_VALUE\")\n   val MIN_VALUE: Short = -32768\n\n   @JsName(\"MAX_VALUE\")\n   val MAX_VALUE: Short = 32767\n}\n\n@JsName(\"ByteCompanionObject\")\nprivate object ByteCompanionObject {\n   @JsName(\"MIN_VALUE\")\n   val MIN_VALUE: Byte = -128\n\n   @JsName(\"MAX_VALUE\")\n   val MAX_VALUE: Byte = 127\n}\n\n@JsName(\"CharCompanionObject\")\nprivate object CharCompanionObject {\n   @JsName(\"MIN_HIGH_SURROGATE\")\n   public const val MIN_HIGH_SURROGATE: Char = '\\uD800'\n\n   @JsName(\"MAX_HIGH_SURROGATE\")\n   public const val MAX_HIGH_SURROGATE: Char = '\\uDBFF'\n\n   @JsName(\"MIN_LOW_SURROGATE\")\n   public const val MIN_LOW_SURROGATE: Char = '\\uDC00'\n\n   @JsName(\"MAX_LOW_SURROGATE\")\n   public const val MAX_LOW_SURROGATE: Char = '\\uDFFF'\n\n   @JsName(\"MIN_SURROGATE\")\n   public const val MIN_SURROGATE: Char = MIN_HIGH_SURROGATE\n\n   @JsName(\"MAX_SURROGATE\")\n   public const val MAX_SURROGATE: Char = MAX_LOW_SURROGATE\n}\n\nprivate object StringCompanionObject {}\n\n","/*\n * Copyright 2010-2018

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/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"ArraysKt\")\n\npackage kotlin.collections\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\nimport kotlin.\nimport kotlin.text.*\nimport kotlin.comparisons.*\n\n/**\n * Returns 1st *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> Array<out T>.component1(): T {\n return get(0)\n}\n\n/**\n * Returns 1st *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun ByteArray.component1(): Byte {\n return get(0)\n}\n\n/**\n * Returns 1st *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component1(): Short {\n return get(0)\n}\n\n/**\n * Returns 1st *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component1(): Int {\n return get(0)\n}\n\n/**\n * Returns 1st *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component1(): Long {\n return get(0)\n}\n\n/**\n * Returns 1st *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun FloatArray.component1(): Float {\n return get(0)\n}\n\n/**\n * Returns 1st *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun DoubleArray.component1(): Double {\n return get(0)\n}\n\n/**\n * Returns 1st *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun BooleanArray.component1(): Boolean {\n return get(0)\n}\n\n/**\n * Returns 1st *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun CharArray.component1(): Char {\n return get(0)\n}\n\n/**\n * Returns 2nd *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> Array<out T>.component2(): T {\n return get(1)\n}\n\n/**\n * Returns 2nd *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun ByteArray.component2(): Byte {\n return get(1)\n}\n\n/**\n * Returns 2nd *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component2(): Short {\n return get(1)\n}\n\n/**\n * Returns 2nd *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component2(): Int {\n return get(1)\n}\n\n/**\n * Returns 2nd *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component2(): Long {\n return get(1)\n}\n\n/**\n * Returns 2nd *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun FloatArray.component2(): Float {\n return get(1)\n}\n\n/**\n * Returns 2nd *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun DoubleArray.component2(): Double {\n return get(1)\n}\n\n/**\n * Returns 2nd *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun BooleanArray.component2(): Boolean {\n return get(1)\n}\n\n/**\n * Returns 2nd *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun CharArray.component2(): Char {\n return get(1)\n}\n\n/**\n * Returns 3rd *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> Array<out T>.component3(): T {\n return get(2)\n}\n\n/**\n * Returns 3rd *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun ByteArray.component3(): Byte {\n return get(2)\n}\n\n/**\n * Returns 3rd *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component3(): Short {\n return get(2)\n}\n\n/**\n * Returns 3rd *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component3(): Int {\n return get(2)\n}\n\n/**\n * Returns 3rd *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component3(): Long {\n return get(2)\n}\n\n/**\n * Returns 3rd *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun FloatArray.component3(): Float {\n return get(2)\n}\n\n/**\n * Returns 3rd *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun DoubleArray.component3(): Double {\n return get(2)\n}\n\n/**\n * Returns 3rd *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun BooleanArray.component3(): Boolean {\n return get(2)\n}\n\n/**\n * Returns 3rd *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun CharArray.component3(): Char {\n return

get(2)\n}\n\n/**\n * Returns 4th *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> Array<out T>.component4(): T {\n return get(3)\n}\n\n/**\n * Returns 4th *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun ByteArray.component4(): Byte {\n return get(3)\n}\n\n/**\n * Returns 4th *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component4(): Short {\n return get(3)\n}\n\n/**\n * Returns 4th *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component4(): Int {\n return get(3)\n}\n\n/**\n * Returns 4th *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component4(): Long {\n return get(3)\n}\n\n/**\n * Returns 4th *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun FloatArray.component4(): Float {\n return get(3)\n}\n\n/**\n * Returns 4th *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun DoubleArray.component4(): Double {\n return get(3)\n}\n\n/**\n * Returns 4th *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun BooleanArray.component4(): Boolean {\n return get(3)\n}\n\n/**\n * Returns 4th *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun CharArray.component4(): Char {\n return get(3)\n}\n\n/**\n * Returns 5th *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> Array<out T>.component5(): T {\n return get(4)\n}\n\n/**\n * Returns 5th *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun ByteArray.component5(): Byte {\n return get(4)\n}\n\n/**\n * Returns 5th *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component5(): Short {\n return get(4)\n}\n\n/**\n * Returns 5th *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component5(): Int {\n return get(4)\n}\n\n/**\n * Returns 5th *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component5(): Long {\n return get(4)\n}\n\n/**\n * Returns 5th *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun FloatArray.component5(): Float {\n return get(4)\n}\n\n/**\n * Returns 5th *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun DoubleArray.component5(): Double {\n return get(4)\n}\n\n/**\n * Returns 5th *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun BooleanArray.component5(): Boolean {\n return get(4)\n}\n\n/**\n * Returns 5th *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun CharArray.component5(): Char {\n return get(4)\n}\n\n/**\n * Returns `true` if [element] is found in the array.\n */\npublic operator fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.contains(element: T): Boolean {\n return indexOf(element) >= 0\n}\n\n/**\n * Returns `true` if [element] is found in the array.\n */\npublic operator fun ByteArray.contains(element: Byte): Boolean {\n return indexOf(element) >= 0\n}\n\n/**\n * Returns `true` if [element] is found in the array.\n */\npublic operator fun ShortArray.contains(element: Short): Boolean {\n return indexOf(element) >= 0\n}\n\n/**\n * Returns `true` if [element] is found in the array.\n */\npublic operator fun IntArray.contains(element: Int): Boolean {\n return indexOf(element) >= 0\n}\n\n/**\n * Returns `true` if [element] is found in the array.\n */\npublic operator fun LongArray.contains(element: Long): Boolean {\n return indexOf(element) >= 0\n}\n\n/**\n * Returns `true` if [element] is found in the array.\n */\npublic operator fun FloatArray.contains(element: Float): Boolean {\n return indexOf(element) >= 0\n}\n\n/**\n * Returns `true` if [element] is found in the array.\n */\npublic operator fun DoubleArray.contains(element: Double): Boolean {\n return indexOf(element) >= 0\n}\n\n/**\n * Returns `true` if [element] is found in the array.\n */\npublic operator fun BooleanArray.contains(element: Boolean): Boolean {\n return indexOf(element) >= 0\n}\n\n/**\n * Returns `true` if [element] is found in the array.\n */\npublic operator fun CharArray.contains(element: Char): Boolean {\n return indexOf(element) >= 0\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.elementAt(index: Int): T {\n return get(index)\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n

*/\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.elementAt(index: Int): Byte {\n   return get(index)\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.elementAt(index: Int): Short {\n   return get(index)\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.elementAt(index: Int): Int {\n   return get(index)\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.elementAt(index: Int): Long {\n   return get(index)\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.elementAt(index: Int): Float {\n   return get(index)\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index]
is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.elementAt(index: Int): Double {\n   return get(index)\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.elementAt(index: Int): Boolean {\n   return get(index)\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.elementAt(index: Int): Char {\n   return get(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {\n   return if (index >= 0 && index <= lastIndex)
get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Byte): Byte {\n   return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Short): Short {\n   return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.elementAtOrElse(index:
Int, defaultValue: (Int) -> Int): Int {\n   return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Long): Long {\n   return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Float): Float {\n   return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the
[index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Double): Double {\n   return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {\n   return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue]

function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Char): Char {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.elementAtOrNull(index: Int): T? {\n return this.getOrNull(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.elementAtOrNull(index: Int): Byte? {\n return this.getOrNull(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.elementAtOrNull(index: Int): Short? {\n return this.getOrNull(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.elementAtOrNull(index: Int): Int? {\n return this.getOrNull(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.elementAtOrNull(index: Int): Long? {\n return this.getOrNull(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.elementAtOrNull(index: Int): Float? {\n return this.getOrNull(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.elementAtOrNull(index: Int): Double? {\n return this.getOrNull(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.elementAtOrNull(index: Int): Boolean? {\n return this.getOrNull(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.elementAtOrNull(index: Int): Char? {\n return this.getOrNull(index)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such element was found.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.find(predicate: (T) -> Boolean): T? {\n return firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such element was found.\n */\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.find(predicate: (Byte) -> Boolean): Byte? {\n return firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such element was found.\n */\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.find(predicate: (Short) -> Boolean): Short? {\n return firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such element was found.\n */\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.find(predicate: (Int) -> Boolean): Int? {\n return firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such element was found.\n */\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.find(predicate: (Long) -> Boolean): Long? {\n return firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such element was found.\n */\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.find(predicate: (Float) -> Boolean): Float? {\n return firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such element was found.\n */\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.find(predicate: (Double) -> Boolean): Double? {\n return firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such element was found.\n */\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.find(predicate: (Boolean) -> Boolean): Boolean? {\n return firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such element was found.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.find(predicate: (Char) -> Boolean): Char? {\n return firstOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.findLast(predicate: (T) -> Boolean): T? {\n return lastOrNull(predicate)\n}\n\n/**\n * Returns the

last element matching the given [predicate], or `null` if no such element was found.\n */\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.findLast(predicate: (Byte) -> Boolean): Byte? {\n return lastOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n */\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.findLast(predicate: (Short) -> Boolean): Short? {\n return lastOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n */\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.findLast(predicate: (Int) -> Boolean): Int? {\n return lastOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n */\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.findLast(predicate: (Long) -> Boolean): Long? {\n return lastOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n */\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.findLast(predicate: (Float) -> Boolean): Float? {\n return lastOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n */\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.findLast(predicate: (Double) -> Boolean): Double? {\n return lastOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n */\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.findLast(predicate: (Boolean) -> Boolean): Boolean? {\n return lastOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.findLast(predicate: (Char) -> Boolean): Char? {\n return lastOrNull(predicate)\n}\n\n/**\n * Returns first element.\n * @throws [NoSuchElementException] if the array is empty.\n */\npublic fun <T> Array<out T>.first(): T {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return this[0]\n}\n\n/**\n * Returns first element.\n * @throws [NoSuchElementException] if the array is empty.\n */\npublic fun ByteArray.first(): Byte {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return this[0]\n}\n\n/**\n * Returns first element.\n * @throws [NoSuchElementException] if the array is empty.\n */\npublic fun ShortArray.first(): Short {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return this[0]\n}\n\n/**\n * Returns first element.\n * @throws [NoSuchElementException] if the array is empty.\n */\npublic fun IntArray.first(): Int {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return this[0]\n}\n\n/**\n * Returns first element.\n * @throws [NoSuchElementException] if the array is empty.\n */\npublic fun LongArray.first(): Long {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return this[0]\n}\n\n/**\n * Returns first element.\n * @throws [NoSuchElementException] if the array is empty.\n */\npublic fun FloatArray.first(): Float {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return this[0]\n}\n\n/**\n * Returns first element.\n * @throws [NoSuchElementException] if the array is empty.\n */\npublic fun DoubleArray.first(): Double {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return this[0]\n}\n\n/**\n * Returns first element.\n * @throws [NoSuchElementException] if the array is empty.\n */\npublic fun BooleanArray.first(): Boolean {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return this[0]\n}\n\n/**\n * Returns first element.\n * @throws [NoSuchElementException] if the array is empty.\n */\npublic fun CharArray.first(): Char {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return this[0]\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun <T> Array<out T>.first(predicate: (T) -> Boolean): T {\n for (element in this) if (predicate(element)) return element\n throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun ByteArray.first(predicate: (Byte) -> Boolean): Byte {\n for (element in this) if (predicate(element)) return element\n throw NoSuchElementException(\"Array contains no element matching the

predicate.\")\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun ShortArray.first(predicate: (Short) -> Boolean): Short {\n for (element in this) if (predicate(element)) return element\n throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun IntArray.first(predicate: (Int) -> Boolean): Int {\n for (element in this) if (predicate(element)) return element\n throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun LongArray.first(predicate: (Long) -> Boolean): Long {\n for (element in this) if (predicate(element)) return element\n throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun FloatArray.first(predicate: (Float) -> Boolean): Float {\n for (element in this) if (predicate(element)) return element\n throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun DoubleArray.first(predicate: (Double) -> Boolean): Double {\n for (element in this) if (predicate(element)) return element\n throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun BooleanArray.first(predicate: (Boolean) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return element\n throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun CharArray.first(predicate: (Char) -> Boolean): Char {\n for (element in this) if (predicate(element)) return element\n throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n */\npublic fun <T> Array<out T>.firstOrNull(): T? {\n return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n */\npublic fun ByteArray.firstOrNull(): Byte? {\n return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n */\npublic fun ShortArray.firstOrNull(): Short? {\n return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n */\npublic fun IntArray.firstOrNull(): Int? {\n return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n */\npublic fun LongArray.firstOrNull(): Long? {\n return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n */\npublic fun FloatArray.firstOrNull(): Float? {\n return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n */\npublic fun DoubleArray.firstOrNull(): Double? {\n return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n */\npublic fun BooleanArray.firstOrNull(): Boolean? {\n return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n */\npublic fun CharArray.firstOrNull(): Char? {\n return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun <T> Array<out T>.firstOrNull(predicate: (T) -> Boolean): T? {\n for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun ByteArray.firstOrNull(predicate: (Byte) -> Boolean): Byte? {\n for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun ShortArray.firstOrNull(predicate: (Short) -> Boolean): Short? {\n for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns the first element

matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun IntArray.firstOrNull(predicate: (Int) -> Boolean): Int? {\n for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun LongArray.firstOrNull(predicate: (Long) -> Boolean): Long? {\n for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun FloatArray.firstOrNull(predicate: (Float) -> Boolean): Float? {\n for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun DoubleArray.firstOrNull(predicate: (Double) -> Boolean): Double? {\n for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun BooleanArray.firstOrNull(predicate: (Boolean) -> Boolean): Boolean? {\n for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun CharArray.firstOrNull(predicate: (Char) -> Boolean): Char? {\n for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.getOrElse(index: Int, defaultValue: (Int) -> T): T {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.getOrElse(index: Int, defaultValue: (Int) -> Byte): Byte {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.getOrElse(index: Int, defaultValue: (Int) -> Short): Short {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.getOrElse(index: Int, defaultValue: (Int) -> Int): Int {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.getOrElse(index: Int, defaultValue: (Int) -> Long): Long {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.getOrElse(index: Int, defaultValue: (Int) -> Float): Float {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.getOrElse(index: Int, defaultValue: (Int) -> Double): Double {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.getOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.getOrElse(index: Int, defaultValue: (Int) -> Char): Char {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n */\npublic fun <T> Array<out T>.getOrNull(index: Int): T? {\n return if

(index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n */\npublic fun ByteArray.getOrNull(index: Int): Byte? {\n return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n */\npublic fun ShortArray.getOrNull(index: Int): Short? {\n return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n */\npublic fun IntArray.getOrNull(index: Int): Int? {\n return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n */\npublic fun LongArray.getOrNull(index: Int): Long? {\n return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of
this array.\n */\npublic fun FloatArray.getOrNull(index: Int): Float? {\n return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n */\npublic fun DoubleArray.getOrNull(index: Int): Double? {\n return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n */\npublic fun BooleanArray.getOrNull(index: Int): Boolean? {\n return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n */\npublic fun CharArray.getOrNull(index: Int): Char? {\n return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns first index of [element], or -1 if the array does not contain element.\n */\npublic fun <@kotlin.internal.OnlyInputTypes
T> Array<out T>.indexOf(element: T): Int {\n if (element == null) {\n for (index in indices) {\n if (this[index] == null) {\n return index\n }\n }\n } else {\n for (index in indices) {\n if (element == this[index]) {\n return index\n }\n }\n }\n return -1\n}\n\n/**\n * Returns first index of [element], or -1 if the array does not contain element.\n */\npublic fun ByteArray.indexOf(element: Byte): Int {\n for (index in indices) {\n if (element == this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns first index of [element], or -1 if the array does not contain element.\n */\npublic fun ShortArray.indexOf(element: Short): Int {\n for (index in indices) {\n if (element == this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns first index of [element], or -1
if the array does not contain element.\n */\npublic fun IntArray.indexOf(element: Int): Int {\n for (index in indices) {\n if (element == this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns first index of [element], or -1 if the array does not contain element.\n */\npublic fun LongArray.indexOf(element: Long): Int {\n for (index in indices) {\n if (element == this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns first index of [element], or -1 if the array does not contain element.\n */\npublic fun FloatArray.indexOf(element: Float): Int {\n for (index in indices) {\n if (element == this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns first index of [element], or -1 if the array does not contain element.\n */\npublic fun DoubleArray.indexOf(element: Double): Int {\n for (index in indices) {\n if (element == this[index])
{\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns first index of [element], or -1 if the array does not contain element.\n */\npublic fun BooleanArray.indexOf(element: Boolean): Int {\n for (index in indices) {\n if (element == this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns first index of [element], or -1 if the array does not contain element.\n */\npublic fun CharArray.indexOf(element: Char): Int {\n for (index in indices) {\n if (element == this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun <T> Array<out T>.indexOfFirst(predicate: (T) -> Boolean): Int {\n for (index in indices) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of
the first element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun ByteArray.indexOfFirst(predicate: (Byte) -> Boolean): Int {\n for (index in indices) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the first

element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun ShortArray.indexOfFirst(predicate: (Short) -> Boolean): Int {\n for (index in indices) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun IntArray.indexOfFirst(predicate: (Int) -> Boolean): Int {\n for (index in indices) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun LongArray.indexOfFirst(predicate: (Long) -> Boolean): Int {\n for (index in indices) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun FloatArray.indexOfFirst(predicate: (Float) -> Boolean): Int {\n for (index in indices) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun DoubleArray.indexOfFirst(predicate: (Double) -> Boolean): Int {\n for (index in indices) {\n if (predicate(this[index])) {\n return index\n

}\n }\n return -1\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun BooleanArray.indexOfFirst(predicate: (Boolean) -> Boolean): Int {\n for (index in indices) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun CharArray.indexOfFirst(predicate: (Char) -> Boolean): Int {\n for (index in indices) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {\n for (index in indices.reversed()) {\n if (predicate(this[index]))

{\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun ByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int {\n for (index in indices.reversed()) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun ShortArray.indexOfLast(predicate: (Short) -> Boolean): Int {\n for (index in indices.reversed()) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun IntArray.indexOfLast(predicate: (Int) -> Boolean): Int {\n

for (index in indices.reversed()) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun LongArray.indexOfLast(predicate: (Long) -> Boolean): Int {\n for (index in indices.reversed()) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun FloatArray.indexOfLast(predicate: (Float) -> Boolean): Int {\n for (index in indices.reversed()) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun DoubleArray.indexOfLast(predicate:

(Double) -> Boolean): Int {\n for (index in indices.reversed()) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun BooleanArray.indexOfLast(predicate: (Boolean) -> Boolean): Int {\n for (index in indices.reversed()) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun CharArray.indexOfLast(predicate: (Char) -> Boolean):

Int {\n for (index in indices.reversed()) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns the last element.\n * @throws [NoSuchElementException] if the array is empty.\n */\npublic fun <T> Array<out T>.last(): T {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return this[lastIndex]\n}\n\n/**\n * Returns the last element.\n * @throws [NoSuchElementException] if the array is empty.\n */\npublic fun ByteArray.last(): Byte {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return this[lastIndex]\n}\n\n/**\n * Returns the last element.\n * @throws [NoSuchElementException] if the array is empty.\n */\npublic fun ShortArray.last(): Short {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return this[lastIndex]\n}\n\n/**\n * Returns the last element.\n * @throws [NoSuchElementException] if the array is empty.\n */\npublic fun IntArray.last(): Int {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return this[lastIndex]\n}\n\n/**\n * Returns the last element.\n * @throws [NoSuchElementException] if the array is empty.\n */\npublic fun LongArray.last(): Long {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return this[lastIndex]\n}\n\n/**\n * Returns the last element.\n * @throws [NoSuchElementException] if the array is empty.\n */\npublic fun FloatArray.last(): Float {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return this[lastIndex]\n}\n\n/**\n * Returns the last element.\n * @throws [NoSuchElementException] if the array is empty.\n */\npublic fun DoubleArray.last(): Double {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return this[lastIndex]\n}\n\n/**\n * Returns the last element.\n * @throws [NoSuchElementException] if the array is empty.\n */\npublic fun BooleanArray.last(): Boolean {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return this[lastIndex]\n}\n\n/**\n * Returns the last element.\n * @throws [NoSuchElementException] if the array is empty.\n */\npublic fun CharArray.last(): Char {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return this[lastIndex]\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun <T> Array<out T>.last(predicate: (T) -> Boolean): T {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun ByteArray.last(predicate: (Byte) -> Boolean): Byte {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun ShortArray.last(predicate: (Short) -> Boolean): Short {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun IntArray.last(predicate: (Int) -> Boolean): Int {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun LongArray.last(predicate: (Long) -> Boolean): Long {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun FloatArray.last(predicate: (Float) -> Boolean): Float {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n throw NoSuchElementException(\"Array contains no element

matching the predicate.\")\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun DoubleArray.last(predicate: (Double)
-> Boolean): Double {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun BooleanArray.last(predicate: (Boolean) -> Boolean): Boolean {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun CharArray.last(predicate: (Char) -> Boolean): Char {\n for (index in this.indices.reversed()) {\n val element = this[index]\n
if (predicate(element)) return element\n }\n throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns last index of [element], or -1 if the array does not contain element.\n */\npublic fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.lastIndexOf(element: T): Int {\n if (element == null) {\n for (index in indices.reversed()) {\n if (this[index] == null) {\n return index\n }\n }\n } else {\n for (index in indices.reversed()) {\n if (element == this[index]) {\n return index\n }\n }\n }\n return -1\n}\n\n/**\n * Returns last index of [element], or -1 if the array does not contain element.\n */\npublic fun ByteArray.lastIndexOf(element: Byte): Int {\n for (index in indices.reversed()) {\n if (element == this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns last index
of [element], or -1 if the array does not contain element.\n */\npublic fun ShortArray.lastIndexOf(element: Short): Int {\n for (index in indices.reversed()) {\n if (element == this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns last index of [element], or -1 if the array does not contain element.\n */\npublic fun IntArray.lastIndexOf(element: Int): Int {\n for (index in indices.reversed()) {\n if (element == this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns last index of [element], or -1 if the array does not contain element.\n */\npublic fun LongArray.lastIndexOf(element: Long): Int {\n for (index in indices.reversed()) {\n if (element == this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns last index of [element], or -1 if the array does not contain element.\n */\npublic fun FloatArray.lastIndexOf(element: Float): Int {\n
for (index in indices.reversed()) {\n if (element == this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns last index of [element], or -1 if the array does not contain element.\n */\npublic fun DoubleArray.lastIndexOf(element: Double): Int {\n for (index in indices.reversed()) {\n if (element == this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns last index of [element], or -1 if the array does not contain element.\n */\npublic fun BooleanArray.lastIndexOf(element: Boolean): Int {\n for (index in indices.reversed()) {\n if (element == this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns last index of [element], or -1 if the array does not contain element.\n */\npublic fun CharArray.lastIndexOf(element: Char): Int {\n for (index in indices.reversed()) {\n if (element == this[index]) {\n return index\n
}\n }\n return -1\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n */\npublic fun <T> Array<out T>.lastOrNull(): T? {\n return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n */\npublic fun ByteArray.lastOrNull(): Byte? {\n return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n */\npublic fun ShortArray.lastOrNull(): Short? {\n return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n */\npublic fun IntArray.lastOrNull(): Int? {\n return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n */\npublic fun LongArray.lastOrNull(): Long? {\n return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n */\npublic fun FloatArray.lastOrNull():

Float? {\n return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n */\npublic fun DoubleArray.lastOrNull(): Double? {\n return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n */\npublic fun BooleanArray.lastOrNull(): Boolean? {\n return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n */\npublic fun CharArray.lastOrNull(): Char? {\n return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n */\npublic inline fun <T> Array<out T>.lastOrNull(predicate: (T) -> Boolean): T? {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n return null\n}\n\n/**\n * Returns the last element matching
the given [predicate], or `null` if no such element was found.\n */\npublic inline fun ByteArray.lastOrNull(predicate: (Byte) -> Boolean): Byte? {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n return null\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n */\npublic inline fun ShortArray.lastOrNull(predicate: (Short) -> Boolean): Short? {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n return null\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n */\npublic inline fun IntArray.lastOrNull(predicate: (Int) -> Boolean): Int? {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n return null\n}\n\n/**\n
* Returns the last element matching the given [predicate], or `null` if no such element was found.\n */\npublic inline fun LongArray.lastOrNull(predicate: (Long) -> Boolean): Long? {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n return null\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n */\npublic inline fun FloatArray.lastOrNull(predicate: (Float) -> Boolean): Float? {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n return null\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n */\npublic inline fun DoubleArray.lastOrNull(predicate: (Double) -> Boolean): Double? {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element))
return element\n }\n return null\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n */\npublic inline fun BooleanArray.lastOrNull(predicate: (Boolean) -> Boolean): Boolean? {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n return null\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n */\npublic inline fun CharArray.lastOrNull(predicate: (Char) -> Boolean): Char? {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n return null\n}\n\n/**\n * Returns the single element, or throws an exception if the array is empty or has more than one element.\n */\npublic fun <T> Array<out T>.single(): T {\n return when (size) {\n 0 -> throw NoSuchElementException(\"Array is
empty.\")\n 1 -> this[0]\n else -> throw IllegalArgumentException(\"Array has more than one element.\")\n }\n}\n\n/**\n * Returns the single element, or throws an exception if the array is empty or has more than one element.\n */\npublic fun ByteArray.single(): Byte {\n return when (size) {\n 0 -> throw NoSuchElementException(\"Array is empty.\")\n 1 -> this[0]\n else -> throw IllegalArgumentException(\"Array has more than one element.\")\n }\n}\n\n/**\n * Returns the single element, or throws an exception if the array is empty or has more than one element.\n */\npublic fun ShortArray.single(): Short {\n return when (size) {\n 0 -> throw NoSuchElementException(\"Array is empty.\")\n 1 -> this[0]\n else -> throw IllegalArgumentException(\"Array has more than one element.\")\n }\n}\n\n/**\n * Returns the single element, or throws an exception if the array is empty or has more than one element.\n */\npublic fun IntArray.single():
Int {\n return when (size) {\n 0 -> throw NoSuchElementException(\"Array is empty.\")\n 1 -> this[0]\n else -> throw IllegalArgumentException(\"Array has more than one element.\")\n }\n}\n\n/**\n * Returns the

single element, or throws an exception if the array is empty or has more than one element.\n */\npublic fun LongArray.single(): Long {\n return when (size) {\n 0 -> throw NoSuchElementException(\"Array is empty.\")\n 1 -> this[0]\n else -> throw IllegalArgumentException(\"Array has more than one element.\")\n }\n}\n\n/**\n * Returns the single element, or throws an exception if the array is empty or has more than one element.\n */\npublic fun FloatArray.single(): Float {\n return when (size) {\n 0 -> throw NoSuchElementException(\"Array is empty.\")\n 1 -> this[0]\n else -> throw IllegalArgumentException(\"Array has more than one element.\")\n }\n}\n\n/**\n * Returns the single element, or throws an exception if the array is empty or has more than one element.\n */\npublic fun DoubleArray.single(): Double {\n return when (size) {\n 0 -> throw NoSuchElementException(\"Array is empty.\")\n 1 -> this[0]\n else -> throw IllegalArgumentException(\"Array has more than one element.\")\n }\n}\n\n/**\n * Returns the single element, or throws an exception if the array is empty or has more than one element.\n */\npublic fun BooleanArray.single(): Boolean {\n return when (size) {\n 0 -> throw NoSuchElementException(\"Array is empty.\")\n 1 -> this[0]\n else -> throw IllegalArgumentException(\"Array has more than one element.\")\n }\n}\n\n/**\n * Returns the single element, or throws an exception if the array is empty or has more than one element.\n */\npublic fun CharArray.single(): Char {\n return when (size) {\n 0 -> throw NoSuchElementException(\"Array is empty.\")\n 1 -> this[0]\n else -> throw IllegalArgumentException(\"Array has more than one element.\")\n }\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */\npublic inline fun <T> Array<out T>.single(predicate: (T) -> Boolean): T {\n var single: T? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) throw IllegalArgumentException(\"Array contains more than one matching element.\")\n single = element\n found = true\n }\n }\n if (!found) throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n @Suppress(\"UNCHECKED_CAST\")\n return single as T\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */\npublic inline fun ByteArray.single(predicate: (Byte) -> Boolean): Byte {\n var single: Byte? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) throw IllegalArgumentException(\"Array contains more than one matching element.\")\n single = element\n found = true\n }\n }\n if (!found) throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n @Suppress(\"UNCHECKED_CAST\")\n return single as Byte\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */\npublic inline fun ShortArray.single(predicate: (Short) -> Boolean): Short {\n var single: Short? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) throw IllegalArgumentException(\"Array contains more than one matching element.\")\n single = element\n found = true\n }\n }\n if (!found) throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n @Suppress(\"UNCHECKED_CAST\")\n return single as Short\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */\npublic inline fun IntArray.single(predicate: (Int) -> Boolean): Int {\n var single: Int? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) throw IllegalArgumentException(\"Array contains more than one matching element.\")\n single = element\n found = true\n }\n }\n if (!found) throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n @Suppress(\"UNCHECKED_CAST\")\n return single as Int\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */\npublic inline fun LongArray.single(predicate: (Long) -> Boolean): Long {\n var single: Long? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) throw IllegalArgumentException(\"Array contains more than one matching element.\")\n single = element\n found = true\n }\n }\n if (!found) throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n @Suppress(\"UNCHECKED_CAST\")\n return single as

Long\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */\npublic inline fun FloatArray.single(predicate: (Float) -> Boolean): Float {\n var single: Float? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) throw IllegalArgumentException(\"Array contains more than one matching element.\")\n single = element\n found = true\n }\n }\n if (!found) throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n @Suppress(\"UNCHECKED_CAST\")\n return single as Float\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */\npublic inline fun DoubleArray.single(predicate: (Double) -> Boolean): Double {\n var single: Double? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) throw IllegalArgumentException(\"Array contains more than one matching element.\")\n single = element\n found = true\n }\n }\n if (!found) throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n @Suppress(\"UNCHECKED_CAST\")\n return single as Double\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n
*/\npublic inline fun BooleanArray.single(predicate: (Boolean) -> Boolean): Boolean {\n var single: Boolean? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) throw IllegalArgumentException(\"Array contains more than one matching element.\")\n single = element\n found = true\n }\n }\n if (!found) throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n @Suppress(\"UNCHECKED_CAST\")\n return single as Boolean\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */\npublic inline fun CharArray.single(predicate: (Char) -> Boolean): Char {\n var single: Char? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) throw IllegalArgumentException(\"Array contains more than one matching element.\")\n
single = element\n found = true\n }\n }\n if (!found) throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n @Suppress(\"UNCHECKED_CAST\")\n return single as Char\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one element.\n */\npublic fun <T> Array<out T>.singleOrNull(): T? {\n return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one element.\n */\npublic fun ByteArray.singleOrNull(): Byte? {\n return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one element.\n */\npublic fun ShortArray.singleOrNull(): Short? {\n return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one element.\n */\npublic fun IntArray.singleOrNull(): Int? {\n return if (size
== 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one element.\n */\npublic fun LongArray.singleOrNull(): Long? {\n return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one element.\n */\npublic fun FloatArray.singleOrNull(): Float? {\n return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one element.\n */\npublic fun DoubleArray.singleOrNull(): Double? {\n return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one element.\n */\npublic fun BooleanArray.singleOrNull(): Boolean? {\n return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one element.\n */\npublic fun CharArray.singleOrNull(): Char? {\n return if (size == 1)
this[0] else null\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\npublic inline fun <T> Array<out T>.singleOrNull(predicate: (T) -> Boolean): T? {\n var single: T? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) return null\n single = element\n found = true\n }\n }\n if (!found) return null\n return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\npublic inline fun

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ByteArray.singleOrNull(predicate: (Byte) -> Boolean): Byte? {\n    var single: Byte? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n            single = element\n            found = true\n        }\n    }\n    if (!found) return null\n    return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\npublic inline fun ShortArray.singleOrNull(predicate: (Short) -> Boolean): Short? {\n    var single: Short? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n            single = element\n            found = true\n        }\n    }\n    if (!found) return null\n    return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\npublic inline fun IntArray.singleOrNull(predicate: (Int) -> Boolean): Int? {\n    var single: Int? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n            single = element\n            found = true\n        }\n    }\n    if (!found) return null\n    return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\npublic inline fun LongArray.singleOrNull(predicate: (Long) -> Boolean): Long? {\n    var single: Long? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n            single = element\n            found = true\n        }\n    }\n    if (!found) return null\n    return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\npublic inline fun FloatArray.singleOrNull(predicate: (Float) -> Boolean): Float? {\n    var single: Float? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n            single = element\n            found = true\n        }\n    }\n    if (!found) return null\n    return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\npublic inline fun DoubleArray.singleOrNull(predicate: (Double) -> Boolean): Double? {\n    var single: Double? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n            single = element\n            found = true\n        }\n    }\n    if (!found) return null\n    return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\npublic inline fun BooleanArray.singleOrNull(predicate: (Boolean) -> Boolean): Boolean? {\n    var single: Boolean? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n            single = element\n            found = true\n        }\n    }\n    if (!found) return null\n    return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\npublic inline fun CharArray.singleOrNull(predicate: (Char) -> Boolean): Char? {\n    var single: Char? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n            single = element\n            found = true\n        }\n    }\n    if (!found) return null\n    return single\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun <T> Array<out T>.drop(n: Int): List<T> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    return takeLast((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun ByteArray.drop(n: Int): List<Byte> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    return takeLast((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun ShortArray.drop(n: Int): List<Short> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    return takeLast((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun IntArray.drop(n: Int): List<Int> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    return takeLast((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @sample
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samples.collections.Collections.Transformations.drop\n */\npublic fun LongArray.drop(n: Int): List<Long> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return takeLast((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun FloatArray.drop(n: Int): List<Float> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return takeLast((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun DoubleArray.drop(n: Int): List<Double> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return takeLast((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun BooleanArray.drop(n: Int): List<Boolean> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return takeLast((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun CharArray.drop(n: Int): List<Char> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return takeLast((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun <T> Array<out T>.dropLast(n: Int): List<T> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun ByteArray.dropLast(n: Int): List<Byte> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun ShortArray.dropLast(n: Int): List<Short> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun IntArray.dropLast(n: Int): List<Int> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun LongArray.dropLast(n: Int): List<Long> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun FloatArray.dropLast(n: Int): List<Float> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun DoubleArray.dropLast(n: Int): List<Double> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun BooleanArray.dropLast(n: Int): List<Boolean> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun CharArray.dropLast(n: Int): List<Char> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun <T> Array<out T>.dropLastWhile(predicate: (T) -> Boolean): List<T> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return take(index + 1)\n }\n }\n return emptyList()\n}\n\n/**\n * Returns a list containing
all elements except last elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun ByteArray.dropLastWhile(predicate:

(Byte) -> Boolean): List<Byte> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return take(index + 1)\n }\n }\n return emptyList()\n}\n\n/**\n * Returns a list containing all elements except last elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun ShortArray.dropLastWhile(predicate: (Short) -> Boolean): List<Short> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return take(index + 1)\n }\n }\n return emptyList()\n}\n\n/**\n * Returns a list containing all elements except last elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun IntArray.dropLastWhile(predicate: (Int) -> Boolean): List<Int> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return take(index + 1)\n }\n }\n return emptyList()\n}\n\n/**\n * Returns a list containing all elements except last elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun LongArray.dropLastWhile(predicate: (Long) -> Boolean): List<Long> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return take(index + 1)\n }\n }\n return emptyList()\n}\n\n/**\n * Returns a list containing all elements except last elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun FloatArray.dropLastWhile(predicate: (Float) -> Boolean): List<Float> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return take(index + 1)\n }\n }\n return emptyList()\n}\n\n/**\n * Returns a list containing all elements except last elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun DoubleArray.dropLastWhile(predicate: (Double) -> Boolean): List<Double> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return take(index + 1)\n }\n }\n return emptyList()\n}\n\n/**\n * Returns a list containing all elements except last elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun BooleanArray.dropLastWhile(predicate: (Boolean) -> Boolean): List<Boolean> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return take(index + 1)\n }\n }\n return emptyList()\n}\n\n/**\n * Returns a list containing all elements except last elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun CharArray.dropLastWhile(predicate: (Char) -> Boolean): List<Char> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return take(index + 1)\n }\n }\n return emptyList()\n}\n\n/**\n * Returns a list containing all elements except first elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun <T> Array<out T>.dropWhile(predicate: (T) -> Boolean): List<T> {\n var yielding = false\n val list = ArrayList<T>()\n for (item in this)\n if (yielding)\n list.add(item)\n else if (!predicate(item)) {\n list.add(item)\n yielding = true\n }\n return list\n}\n\n/**\n * Returns a list containing all elements except first elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun ByteArray.dropWhile(predicate: (Byte) -> Boolean): List<Byte> {\n var yielding = false\n val list = ArrayList<Byte>()\n for (item in this)\n if (yielding)\n list.add(item)\n else if (!predicate(item)) {\n list.add(item)\n yielding = true\n }\n return list\n}\n\n/**\n * Returns a list containing all elements except first elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun ShortArray.dropWhile(predicate: (Short) -> Boolean): List<Short> {\n var yielding = false\n val list = ArrayList<Short>()\n for (item in this)\n if (yielding)\n list.add(item)\n else if (!predicate(item)) {\n list.add(item)\n yielding = true\n }\n return list\n}\n\n/**\n * Returns a list containing all elements except first elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun IntArray.dropWhile(predicate: (Int) -> Boolean): List<Int> {\n var yielding = false\n val list =

ArrayList<Int>()\n for (item in this)\n if (yielding)\n list.add(item)\n else if (!predicate(item)) {\n list.add(item)\n yielding = true\n }\n return list\n}\n\n/**\n * Returns a list containing all elements except first elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun LongArray.dropWhile(predicate: (Long) -> Boolean): List<Long> {\n var yielding = false\n val list = ArrayList<Long>()\n for (item in this)\n if (yielding)\n list.add(item)\n else if (!predicate(item)) {\n list.add(item)\n yielding = true\n }\n return list\n}\n\n/**\n * Returns a list containing all elements except first elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun FloatArray.dropWhile(predicate: (Float) -> Boolean): List<Float> {\n var yielding = false\n val list = ArrayList<Float>()\n for (item in this)\n if (yielding)\n list.add(item)\n else if (!predicate(item)) {\n list.add(item)\n yielding = true\n }\n return list\n}\n\n/**\n * Returns a list containing all elements except first elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun DoubleArray.dropWhile(predicate: (Double) -> Boolean): List<Double> {\n var yielding = false\n val list = ArrayList<Double>()\n for (item in this)\n if (yielding)\n list.add(item)\n else if (!predicate(item)) {\n list.add(item)\n yielding = true\n }\n return list\n}\n\n/**\n * Returns a list containing all elements except first elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun BooleanArray.dropWhile(predicate: (Boolean) -> Boolean): List<Boolean> {\n var yielding = false\n val list = ArrayList<Boolean>()\n for (item in this)\n if (yielding)\n list.add(item)\n else if (!predicate(item)) {\n list.add(item)\n yielding = true\n }\n return list\n}\n\n/**\n * Returns a list containing all elements except first elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun CharArray.dropWhile(predicate: (Char) -> Boolean): List<Char> {\n var yielding = false\n val list = ArrayList<Char>()\n for (item in this)\n if (yielding)\n list.add(item)\n else if (!predicate(item)) {\n list.add(item)\n yielding = true\n }\n return list\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n */\npublic inline fun <T> Array<out T>.filter(predicate: (T) -> Boolean): List<T> {\n return filterTo(ArrayList<T>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n */\npublic inline fun ByteArray.filter(predicate: (Byte) -> Boolean): List<Byte> {\n return filterTo(ArrayList<Byte>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n */\npublic inline fun ShortArray.filter(predicate: (Short) -> Boolean): List<Short> {\n return filterTo(ArrayList<Short>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n */\npublic inline fun IntArray.filter(predicate: (Int)
-> Boolean): List<Int> {\n return filterTo(ArrayList<Int>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n */\npublic inline fun LongArray.filter(predicate: (Long) -> Boolean): List<Long> {\n return filterTo(ArrayList<Long>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n */\npublic inline fun FloatArray.filter(predicate: (Float) -> Boolean): List<Float> {\n return filterTo(ArrayList<Float>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n */\npublic inline fun DoubleArray.filter(predicate: (Double) -> Boolean): List<Double> {\n return filterTo(ArrayList<Double>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n */\npublic inline fun BooleanArray.filter(predicate: (Boolean) -> Boolean): List<Boolean> {\n return filterTo(ArrayList<Boolean>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n */\npublic inline fun CharArray.filter(predicate: (Char) -> Boolean): List<Char> {\n return filterTo(ArrayList<Char>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n */\npublic inline fun <T> Array<out T>.filterIndexed(predicate: (index: Int, T) -> Boolean): List<T> {\n return filterIndexedTo(ArrayList<T>(), predicate)\n}\n\n/**\n * Returns a list containing

only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n */\npublic inline fun ByteArray.filterIndexed(predicate: (index: Int, Byte) -> Boolean): List<Byte> {\n return filterIndexedTo(ArrayList<Byte>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n */\npublic inline fun ShortArray.filterIndexed(predicate: (index: Int, Short) -> Boolean): List<Short> {\n return filterIndexedTo(ArrayList<Short>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n */\npublic inline fun IntArray.filterIndexed(predicate: (index: Int, Int) -> Boolean): List<Int> {\n return filterIndexedTo(ArrayList<Int>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n */\npublic inline fun LongArray.filterIndexed(predicate: (index: Int, Long) -> Boolean): List<Long> {\n return filterIndexedTo(ArrayList<Long>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n */\npublic inline fun FloatArray.filterIndexed(predicate: (index: Int, Float) -> Boolean): List<Float> {\n return filterIndexedTo(ArrayList<Float>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n */\npublic inline fun DoubleArray.filterIndexed(predicate: (index: Int, Double) -> Boolean): List<Double> {\n return filterIndexedTo(ArrayList<Double>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n */\npublic inline fun BooleanArray.filterIndexed(predicate: (index: Int, Boolean) -> Boolean): List<Boolean> {\n return filterIndexedTo(ArrayList<Boolean>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n */\npublic inline fun CharArray.filterIndexed(predicate: (index: Int, Char) -> Boolean): List<Char> {\n return filterIndexedTo(ArrayList<Char>(), predicate)\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n */\npublic inline fun <T, C : MutableCollection<in T>> Array<out T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C {\n forEachIndexed { index, element ->\n if (predicate(index, element)) destination.add(element)\n }\n return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n */\npublic inline fun <C : MutableCollection<in Byte>> ByteArray.filterIndexedTo(destination: C, predicate: (index: Int, Byte) -> Boolean): C {\n forEachIndexed { index, element ->\n if (predicate(index, element)) destination.add(element)\n }\n return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n */\npublic inline fun <C : MutableCollection<in Short>> ShortArray.filterIndexedTo(destination: C, predicate: (index: Int, Short) -> Boolean): C {\n forEachIndexed { index, element ->\n if (predicate(index, element)) destination.add(element)\n }\n return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n */\npublic inline fun <C :

MutableCollection<in Int>> IntArray.filterIndexedTo(destination: C, predicate: (index: Int, Int) -> Boolean): C {\n forEachIndexed { index, element ->\n if (predicate(index, element)) destination.add(element)\n }\n return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n */\npublic inline fun <C : MutableCollection<in Long>> LongArray.filterIndexedTo(destination: C, predicate: (index: Int, Long) -> Boolean): C {\n forEachIndexed { index, element ->\n if (predicate(index, element)) destination.add(element)\n }\n return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n */\npublic inline fun <C : MutableCollection<in Float>> FloatArray.filterIndexedTo(destination: C, predicate: (index: Int, Float) -> Boolean): C {\n forEachIndexed { index, element ->\n if (predicate(index, element)) destination.add(element)\n }\n return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n */\npublic inline fun <C : MutableCollection<in Double>> DoubleArray.filterIndexedTo(destination: C, predicate: (index: Int, Double) -> Boolean): C {\n forEachIndexed { index, element ->\n if (predicate(index, element)) destination.add(element)\n }\n return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n */\npublic inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterIndexedTo(destination: C, predicate: (index: Int, Boolean) -> Boolean): C {\n forEachIndexed { index, element ->\n if (predicate(index, element)) destination.add(element)\n }\n return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n */\npublic inline fun <C : MutableCollection<in Char>> CharArray.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {\n forEachIndexed { index, element ->\n if (predicate(index, element)) destination.add(element)\n }\n return destination\n}\n\n/**\n * Returns a list containing all elements that are instances of specified type parameter R.\n */\npublic inline fun <reified R> Array<*>.filterIsInstance(): List<@kotlin.internal.NoInfer R> {\n return filterIsInstanceTo(ArrayList<R>())\n}\n\n/**\n * Appends all elements that are instances of specified type parameter R to the given [destination].\n */\npublic inline fun <reified R, C : MutableCollection<in R>> Array<*>.filterIsInstanceTo(destination: C): C {\n for (element in this) if (element is R) destination.add(element)\n return destination\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n */\npublic inline fun <T> Array<out T>.filterNot(predicate: (T) -> Boolean): List<T> {\n return filterNotTo(ArrayList<T>(), predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n */\npublic inline fun ByteArray.filterNot(predicate: (Byte) -> Boolean): List<Byte> {\n return filterNotTo(ArrayList<Byte>(), predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n */\npublic inline fun ShortArray.filterNot(predicate: (Short) -> Boolean): List<Short> {\n return filterNotTo(ArrayList<Short>(), predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n */\npublic inline fun IntArray.filterNot(predicate: (Int) -> Boolean): List<Int> {\n return filterNotTo(ArrayList<Int>(), predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n */\npublic inline fun LongArray.filterNot(predicate: (Long) -> Boolean): List<Long> {\n return filterNotTo(ArrayList<Long>(), predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n */\npublic inline fun FloatArray.filterNot(predicate: (Float) -> Boolean): List<Float> {\n return filterNotTo(ArrayList<Float>(), predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n */\npublic inline fun DoubleArray.filterNot(predicate: (Double) -> Boolean): List<Double> {\n return filterNotTo(ArrayList<Double>(), predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n */\npublic inline

fun BooleanArray.filterNot(predicate: (Boolean) -> Boolean): List<Boolean> {\n return filterNotTo(ArrayList<Boolean>(), predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n */\npublic inline fun CharArray.filterNot(predicate: (Char) -> Boolean): List<Char> {\n return filterNotTo(ArrayList<Char>(), predicate)\n}\n\n/**\n * Returns a list containing all elements that are not `null`.\n */\npublic fun <T : Any> Array<out T?>.filterNotNull(): List<T> {\n return filterNotNullTo(ArrayList<T>())\n}\n\n/**\n * Appends all elements that are not `null` to the given [destination].\n */\npublic fun <C : MutableCollection<in T>, T : Any> Array<out T?>.filterNotNullTo(destination: C): C {\n for (element in this) if (element != null) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements not matching the given [predicate] to the given [destination].\n */\npublic inline fun <T, C : MutableCollection<in T>> Array<out T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {\n for (element in this) if (!predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements not matching the given [predicate] to the given [destination].\n */\npublic inline fun <C : MutableCollection<in Byte>> ByteArray.filterNotTo(destination: C, predicate: (Byte) -> Boolean): C {\n for (element in this) if (!predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements not matching the given [predicate] to the given [destination].\n */\npublic inline fun <C : MutableCollection<in Short>> ShortArray.filterNotTo(destination: C, predicate: (Short) -> Boolean): C {\n for (element in this) if (!predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements not matching the given [predicate] to the given [destination].\n */\npublic inline fun <C : MutableCollection<in Int>> IntArray.filterNotTo(destination: C, predicate: (Int) -> Boolean): C {\n for (element in this) if (!predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements not matching the given [predicate] to the given [destination].\n */\npublic inline fun <C : MutableCollection<in Long>> LongArray.filterNotTo(destination: C, predicate: (Long) -> Boolean): C {\n for (element in this) if (!predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements not matching the given [predicate] to the given [destination].\n */\npublic inline fun <C : MutableCollection<in Float>> FloatArray.filterNotTo(destination: C, predicate: (Float) -> Boolean): C {\n for (element in this) if (!predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements not matching the given [predicate] to the given [destination].\n */\npublic inline fun <C : MutableCollection<in Double>> DoubleArray.filterNotTo(destination: C, predicate: (Double) -> Boolean): C {\n for (element in this) if (!predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements not matching the given [predicate] to the given [destination].\n */\npublic inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterNotTo(destination: C, predicate: (Boolean) -> Boolean): C {\n for (element in this) if (!predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements not matching the given [predicate] to the given [destination].\n */\npublic inline fun <C : MutableCollection<in Char>> CharArray.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {\n for (element in this) if (!predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n */\npublic inline fun <T, C : MutableCollection<in T>> Array<out T>.filterTo(destination: C, predicate: (T) -> Boolean): C {\n for (element in this) if (predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n */\npublic inline fun <C : MutableCollection<in Byte>> ByteArray.filterTo(destination: C, predicate: (Byte) -> Boolean): C {\n for (element in this) if (predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n */\npublic inline fun <C : MutableCollection<in Short>> ShortArray.filterTo(destination: C, predicate: (Short) -> Boolean): C {\n for (element in this) if (predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n */\npublic inline fun <C : MutableCollection<in Int>> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C

{\n for (element in this) if (predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n */\npublic inline fun <C : MutableCollection<in Long>> LongArray.filterTo(destination: C, predicate: (Long) -> Boolean): C {\n for (element in this) if (predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n */\npublic inline fun <C : MutableCollection<in Float>> FloatArray.filterTo(destination: C, predicate: (Float) -> Boolean): C {\n for (element in this) if (predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n */\npublic inline fun <C : MutableCollection<in Double>> DoubleArray.filterTo(destination: C, predicate: (Double) -> Boolean): C {\n for (element in this)
if (predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n */\npublic inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterTo(destination: C, predicate: (Boolean) -> Boolean): C {\n for (element in this) if (predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n */\npublic inline fun <C : MutableCollection<in Char>> CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {\n for (element in this) if (predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n */\npublic fun <T> Array<out T>.slice(indices: IntRange): List<T> {\n if (indices.isEmpty()) return listOf()\n return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n
* Returns a list containing elements at indices in the specified [indices] range.\n */\npublic fun ByteArray.slice(indices: IntRange): List<Byte> {\n if (indices.isEmpty()) return listOf()\n return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n */\npublic fun ShortArray.slice(indices: IntRange): List<Short> {\n if (indices.isEmpty()) return listOf()\n return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n */\npublic fun IntArray.slice(indices: IntRange): List<Int> {\n if (indices.isEmpty()) return listOf()\n return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n */\npublic fun LongArray.slice(indices: IntRange): List<Long>
{\n if (indices.isEmpty()) return listOf()\n return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n */\npublic fun FloatArray.slice(indices: IntRange): List<Float> {\n if (indices.isEmpty()) return listOf()\n return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n */\npublic fun DoubleArray.slice(indices: IntRange): List<Double> {\n if (indices.isEmpty()) return listOf()\n return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n */\npublic fun BooleanArray.slice(indices: IntRange): List<Boolean> {\n if (indices.isEmpty()) return listOf()\n return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list containing
elements at indices in the specified [indices] range.\n */\npublic fun CharArray.slice(indices: IntRange): List<Char> {\n if (indices.isEmpty()) return listOf()\n return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n */\npublic fun <T> Array<out T>.slice(indices: Iterable<Int>): List<T> {\n val size = indices.collectionSizeOrDefault(10)\n if (size == 0) return emptyList()\n val list = ArrayList<T>(size)\n for (index in indices) {\n list.add(get(index))\n }\n return list\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n */\npublic fun ByteArray.slice(indices: Iterable<Int>): List<Byte> {\n val size = indices.collectionSizeOrDefault(10)\n if (size == 0) return emptyList()\n val list = ArrayList<Byte>(size)\n for (index in indices) {\n list.add(get(index))\n }\n return list\n}\n\n/**\n * Returns a list containing elements

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 at specified [indices].\n */\npublic fun ShortArray.slice(indices: Iterable<Int>): List<Short> {\n    val size =
indices.collectionSizeOrDefault(10)\n    if (size == 0) return emptyList()\n    val list = ArrayList<Short>(size)\n
for (index in indices) {\n        list.add(get(index))\n    }\n    return list\n}\n\n/**\n * Returns a list containing
elements at specified [indices].\n */\npublic fun IntArray.slice(indices: Iterable<Int>): List<Int> {\n    val size =
indices.collectionSizeOrDefault(10)\n    if (size == 0) return emptyList()\n    val list = ArrayList<Int>(size)\n    for
(index in indices) {\n        list.add(get(index))\n    }\n    return list\n}\n\n/**\n * Returns a list containing elements at
specified [indices].\n */\npublic fun LongArray.slice(indices: Iterable<Int>): List<Long> {\n    val size =
indices.collectionSizeOrDefault(10)\n    if (size == 0) return emptyList()\n    val list = ArrayList<Long>(size)\n
for (index in indices) {\n        list.add(get(index))\n
    }\n    return list\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n */\npublic fun
FloatArray.slice(indices: Iterable<Int>): List<Float> {\n    val size = indices.collectionSizeOrDefault(10)\n    if (size
== 0) return emptyList()\n    val list = ArrayList<Float>(size)\n    for (index in indices) {\n
list.add(get(index))\n    }\n    return list\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n
*/\npublic fun DoubleArray.slice(indices: Iterable<Int>): List<Double> {\n    val size =
indices.collectionSizeOrDefault(10)\n    if (size == 0) return emptyList()\n    val list = ArrayList<Double>(size)\n
for (index in indices) {\n        list.add(get(index))\n    }\n    return list\n}\n\n/**\n * Returns a list containing
elements at specified [indices].\n */\npublic fun BooleanArray.slice(indices: Iterable<Int>): List<Boolean> {\n    val
size = indices.collectionSizeOrDefault(10)\n    if (size == 0) return emptyList()\n    val
 list = ArrayList<Boolean>(size)\n    for (index in indices) {\n        list.add(get(index))\n    }\n    return
list\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n */\npublic fun CharArray.slice(indices:
Iterable<Int>): List<Char> {\n    val size = indices.collectionSizeOrDefault(10)\n    if (size == 0) return
emptyList()\n    val list = ArrayList<Char>(size)\n    for (index in indices) {\n        list.add(get(index))\n    }\n
return list\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n */\npublic fun
<T> Array<T>.sliceArray(indices: Collection<Int>): Array<T> {\n    val result = arrayOfNulls(this, indices.size)\n
var targetIndex = 0\n    for (sourceIndex in indices) {\n        result[targetIndex++] = this[sourceIndex]\n    }\n
return result\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n */\npublic fun
ByteArray.sliceArray(indices: Collection<Int>): ByteArray {\n
    val result = ByteArray(indices.size)\n    var targetIndex = 0\n    for (sourceIndex in indices) {\n
result[targetIndex++] = this[sourceIndex]\n    }\n    return result\n}\n\n/**\n * Returns an array containing elements
of this array at specified [indices].\n */\npublic fun ShortArray.sliceArray(indices: Collection<Int>): ShortArray {\n
 val result = ShortArray(indices.size)\n    var targetIndex = 0\n    for (sourceIndex in indices) {\n
result[targetIndex++] = this[sourceIndex]\n    }\n    return result\n}\n\n/**\n * Returns an array containing elements
of this array at specified [indices].\n */\npublic fun IntArray.sliceArray(indices: Collection<Int>): IntArray {\n    val
result = IntArray(indices.size)\n    var targetIndex = 0\n    for (sourceIndex in indices) {\n        result[targetIndex++]
= this[sourceIndex]\n    }\n    return result\n}\n\n/**\n * Returns an array containing elements of this array at
specified [indices].\n */\npublic fun LongArray.sliceArray(indices:
 Collection<Int>): LongArray {\n    val result = LongArray(indices.size)\n    var targetIndex = 0\n    for
(sourceIndex in indices) {\n        result[targetIndex++] = this[sourceIndex]\n    }\n    return result\n}\n\n/**\n *
Returns an array containing elements of this array at specified [indices].\n */\npublic fun
FloatArray.sliceArray(indices: Collection<Int>): FloatArray {\n    val result = FloatArray(indices.size)\n    var
targetIndex = 0\n    for (sourceIndex in indices) {\n        result[targetIndex++] = this[sourceIndex]\n    }\n    return
result\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n */\npublic fun
DoubleArray.sliceArray(indices: Collection<Int>): DoubleArray {\n    val result = DoubleArray(indices.size)\n
var targetIndex = 0\n    for (sourceIndex in indices) {\n        result[targetIndex++] = this[sourceIndex]\n    }\n
return result\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n
 */\npublic fun BooleanArray.sliceArray(indices: Collection<Int>): BooleanArray {\n    val result =
BooleanArray(indices.size)\n    var targetIndex = 0\n    for (sourceIndex in indices) {\n        result[targetIndex++] =
this[sourceIndex]\n    }\n    return result\n}\n\n/**\n * Returns an array containing elements of this array at specified
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[indices].\n */\npublic fun CharArray.sliceArray(indices: Collection<Int>): CharArray {\n    val result = CharArray(indices.size)\n    var targetIndex = 0\n    for (sourceIndex in indices) {\n        result[targetIndex++] = this[sourceIndex]\n    }\n    return result\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n */\npublic fun <T> Array<T>.sliceArray(indices: IntRange): Array<T> {\n    if (indices.isEmpty()) return copyOfRange(0, 0)\n    return copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n */\npublic fun ByteArray.sliceArray(indices: IntRange): ByteArray {\n    if (indices.isEmpty()) return ByteArray(0)\n    return copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n */\npublic fun ShortArray.sliceArray(indices: IntRange): ShortArray {\n    if (indices.isEmpty()) return ShortArray(0)\n    return copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n */\npublic fun IntArray.sliceArray(indices: IntRange): IntArray {\n    if (indices.isEmpty()) return IntArray(0)\n    return copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n */\npublic fun LongArray.sliceArray(indices: IntRange): LongArray {\n    if (indices.isEmpty()) return LongArray(0)\n    return copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n */\npublic fun FloatArray.sliceArray(indices: IntRange): FloatArray {\n    if (indices.isEmpty()) return FloatArray(0)\n    return copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n */\npublic fun DoubleArray.sliceArray(indices: IntRange): DoubleArray {\n    if (indices.isEmpty()) return DoubleArray(0)\n    return copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n */\npublic fun BooleanArray.sliceArray(indices: IntRange): BooleanArray {\n    if (indices.isEmpty()) return BooleanArray(0)\n    return copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n */\npublic fun CharArray.sliceArray(indices: IntRange): CharArray {\n    if (indices.isEmpty()) return CharArray(0)\n    return copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n * Returns a list containing first [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun <T> Array<out T>.take(n: Int): List<T> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    if (n == 0) return emptyList()\n    if (n >= size) return toList()\n    if (n == 1) return listOf(this[0])\n    var count = 0\n    val list = ArrayList<T>(n)\n    for (item in this) {\n        if (count++ == n)\n            break\n        list.add(item)\n    }\n    return list\n}\n\n/**\n * Returns a list containing first [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun ByteArray.take(n: Int): List<Byte> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    if (n == 0) return emptyList()\n    if (n >= size) return toList()\n    if (n == 1) return listOf(this[0])\n    var count = 0\n    val list = ArrayList<Byte>(n)\n    for (item in this) {\n        if (count++ == n)\n            break\n        list.add(item)\n    }\n    return list\n}\n\n/**\n * Returns a list containing first [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun ShortArray.take(n: Int): List<Short> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    if (n == 0) return emptyList()\n    if (n >= size) return toList()\n    if (n == 1) return listOf(this[0])\n    var count = 0\n    val list = ArrayList<Short>(n)\n    for (item in this) {\n        if (count++ == n)\n            break\n        list.add(item)\n    }\n    return list\n}\n\n/**\n * Returns a list containing first [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun IntArray.take(n: Int): List<Int> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    if (n == 0) return emptyList()\n    if (n >= size) return toList()\n    if (n == 1) return listOf(this[0])\n    var count = 0\n    val list = ArrayList<Int>(n)\n    for (item in this) {\n        if (count++ == n)\n            break\n        list.add(item)\n    }\n    return list\n}\n\n/**\n * Returns a list containing first [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun LongArray.take(n: Int): List<Long> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    if (n == 0) return emptyList()\n    if (n >= size) return toList()\n    if (n == 1) return listOf(this[0])\n    var count = 0\n    val list =
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ArrayList<Long>(n)\n    for (item in this) {\n        if (count++ == n)\n            break\n        list.add(item)\n    }\n    return list\n}\n\n/**\n * Returns a list containing first [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic
 fun FloatArray.take(n: Int): List<Float> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    if (n == 0) return emptyList()\n    if (n >= size) return toList()\n    if (n == 1) return listOf(this[0])\n    var count = 0\n    val list = ArrayList<Float>(n)\n    for (item in this) {\n        if (count++ == n)\n            break\n        list.add(item)\n    }\n    return list\n}\n\n/**\n * Returns a list containing first [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun DoubleArray.take(n: Int): List<Double> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    if (n == 0) return emptyList()\n    if (n >= size) return toList()\n    if (n == 1) return listOf(this[0])\n    var count = 0\n    val list = ArrayList<Double>(n)\n    for (item in this) {\n        if (count++ == n)\n            break\n        list.add(item)\n    }\n    return list\n}\n\n/**\n * Returns a list containing
 first [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun BooleanArray.take(n: Int): List<Boolean> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    if (n == 0) return emptyList()\n    if (n >= size) return toList()\n    if (n == 1) return listOf(this[0])\n    var count = 0\n    val list = ArrayList<Boolean>(n)\n    for (item in this) {\n        if (count++ == n)\n            break\n        list.add(item)\n    }\n    return list\n}\n\n/**\n * Returns a list containing first [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun CharArray.take(n: Int): List<Char> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    if (n == 0) return emptyList()\n    if (n >= size) return toList()\n    if (n == 1) return listOf(this[0])\n    var count = 0\n    val list = ArrayList<Char>(n)\n    for (item in this) {\n        if (count++ == n)\n            break\n        list.add(item)\n    }\n    return list\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun <T> Array<out T>.takeLast(n: Int): List<T> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    if (n == 0) return emptyList()\n    val size = size\n    if (n >= size) return toList()\n    if (n == 1) return listOf(this[size - 1])\n    val list = ArrayList<T>(n)\n    for (index in size - n until size)\n        list.add(this[index])\n    return list\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun ByteArray.takeLast(n: Int): List<Byte> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    if (n == 0) return emptyList()\n    val size = size\n    if (n >= size) return toList()\n    if (n == 1) return listOf(this[size - 1])\n    val list
 = ArrayList<Byte>(n)\n    for (index in size - n until size)\n        list.add(this[index])\n    return list\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun ShortArray.takeLast(n: Int): List<Short> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    if (n == 0) return emptyList()\n    val size = size\n    if (n >= size) return toList()\n    if (n == 1) return listOf(this[size - 1])\n    val list = ArrayList<Short>(n)\n    for (index in size - n until size)\n        list.add(this[index])\n    return list\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun IntArray.takeLast(n: Int): List<Int> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    if (n == 0) return emptyList()\n    val size = size\n    if (n >= size) return toList()\n    if
 (n == 1) return listOf(this[size - 1])\n    val list = ArrayList<Int>(n)\n    for (index in size - n until size)\n        list.add(this[index])\n    return list\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun LongArray.takeLast(n: Int): List<Long> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    if (n == 0) return emptyList()\n    val size = size\n    if (n >= size) return toList()\n    if (n == 1) return listOf(this[size - 1])\n    val list = ArrayList<Long>(n)\n    for (index in size - n until size)\n        list.add(this[index])\n    return list\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun FloatArray.takeLast(n: Int): List<Float> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    if (n == 0) return emptyList()\n    val size
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= size\n   if (n >= size) return toList()\n   if (n == 1) return listOf(this[size - 1])\n   val list = ArrayList<Float>(n)\n   for (index in size - n until size)\n   list.add(this[index])\n   return list\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun DoubleArray.takeLast(n: Int): List<Double> {\n   require(n >= 0) { \"Requested element count $n is less than zero.\" }\n   if (n == 0) return emptyList()\n   val size = size\n   if (n >= size) return toList()\n   if (n == 1) return listOf(this[size - 1])\n   val list = ArrayList<Double>(n)\n   for (index in size - n until size)\n   list.add(this[index])\n   return list\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun BooleanArray.takeLast(n: Int): List<Boolean> {\n   require(n >= 0) { \"Requested element count $n is less than zero.\" }\n   if (n == 0) return emptyList()\n   val size = size\n   if (n >= size) return toList()\n   if (n == 1) return listOf(this[size - 1])\n   val list = ArrayList<Boolean>(n)\n   for (index in size - n until size)\n   list.add(this[index])\n   return list\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun CharArray.takeLast(n: Int): List<Char> {\n   require(n >= 0) { \"Requested element count $n is less than zero.\" }\n   if (n == 0) return emptyList()\n   val size = size\n   if (n >= size) return toList()\n   if (n == 1) return listOf(this[size - 1])\n   val list = ArrayList<Char>(n)\n   for (index in size - n until size)\n   list.add(this[index])\n   return list\n}\n\n/**\n * Returns a list containing last elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun <T> Array<out T>.takeLastWhile(predicate: (T) -> Boolean): List<T> {\n   for (index in lastIndex downTo 0) {\n   if (!predicate(this[index])) {\n   return drop(index + 1)\n   }\n   }\n   return toList()\n}\n\n/**\n * Returns a list containing last elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun ByteArray.takeLastWhile(predicate: (Byte) -> Boolean): List<Byte> {\n   for (index in lastIndex downTo 0) {\n   if (!predicate(this[index])) {\n   return drop(index + 1)\n   }\n   }\n   return toList()\n}\n\n/**\n * Returns a list containing last elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun ShortArray.takeLastWhile(predicate: (Short) -> Boolean): List<Short> {\n   for (index in lastIndex downTo 0) {\n   if (!predicate(this[index])) {\n   return drop(index + 1)\n   }\n   }\n   return toList()\n}\n\n/**\n * Returns a list containing last elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun IntArray.takeLastWhile(predicate: (Int) -> Boolean): List<Int> {\n   for (index in lastIndex downTo 0) {\n   if (!predicate(this[index])) {\n   return drop(index + 1)\n   }\n   }\n   return toList()\n}\n\n/**\n * Returns a list containing last elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun LongArray.takeLastWhile(predicate: (Long) -> Boolean): List<Long> {\n   for (index in lastIndex downTo 0) {\n   if (!predicate(this[index])) {\n   return drop(index + 1)\n   }\n   }\n   return toList()\n}\n\n/**\n * Returns a list containing last elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun FloatArray.takeLastWhile(predicate: (Float) -> Boolean): List<Float> {\n   for (index in lastIndex downTo 0) {\n   if (!predicate(this[index])) {\n   return drop(index + 1)\n   }\n   }\n   return toList()\n}\n\n/**\n * Returns a list containing last elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun DoubleArray.takeLastWhile(predicate: (Double) -> Boolean): List<Double> {\n   for (index in lastIndex downTo 0) {\n   if (!predicate(this[index])) {\n   return drop(index + 1)\n   }\n   }\n   return toList()\n}\n\n/**\n * Returns a list containing last elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun BooleanArray.takeLastWhile(predicate: (Boolean) -> Boolean): List<Boolean> {\n   for (index in lastIndex downTo 0) {\n   if (!predicate(this[index])) {\n   return drop(index + 1)\n   }\n   }\n   return toList()\n}\n\n/**\n * Returns a list containing last elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun CharArray.takeLastWhile(predicate: (Char) -> Boolean): List<Char> {\n   for (index in lastIndex

downTo 0) {\n if (!predicate(this[index])) {\n return drop(index + 1)\n }\n }\n return toList()\n}\n\n/**\n * Returns a list containing first elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun <T> Array<out T>.takeWhile(predicate: (T) -> Boolean): List<T> {\n val list = ArrayList<T>()\n for (item in this) {\n if (!predicate(item))\n break\n list.add(item)\n }\n return list\n}\n\n/**\n * Returns a list containing first elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun ByteArray.takeWhile(predicate: (Byte) -> Boolean): List<Byte> {\n val list = ArrayList<Byte>()\n for (item in this) {\n if (!predicate(item))\n break\n list.add(item)\n }\n return list\n}\n\n/**\n * Returns a list containing first elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun ShortArray.takeWhile(predicate: (Short) -> Boolean): List<Short> {\n val list = ArrayList<Short>()\n for (item in this) {\n if (!predicate(item))\n break\n list.add(item)\n }\n return list\n}\n\n/**\n * Returns a list containing first elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun IntArray.takeWhile(predicate: (Int) -> Boolean): List<Int> {\n val list = ArrayList<Int>()\n for (item in this) {\n if (!predicate(item))\n break\n list.add(item)\n }\n return list\n}\n\n/**\n * Returns a list containing first elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun LongArray.takeWhile(predicate: (Long) -> Boolean): List<Long> {\n val list = ArrayList<Long>()\n for (item in this) {\n if (!predicate(item))\n break\n list.add(item)\n }\n return list\n}\n\n/**\n * Returns a list containing first elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun FloatArray.takeWhile(predicate: (Float) -> Boolean): List<Float> {\n val list = ArrayList<Float>()\n for (item in this) {\n if (!predicate(item))\n break\n list.add(item)\n }\n return list\n}\n\n/**\n * Returns a list containing first elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun DoubleArray.takeWhile(predicate: (Double) -> Boolean): List<Double> {\n val list = ArrayList<Double>()\n for (item in this) {\n if (!predicate(item))\n break\n list.add(item)\n }\n return list\n}\n\n/**\n * Returns a list containing first elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun BooleanArray.takeWhile(predicate: (Boolean) -> Boolean): List<Boolean> {\n val list = ArrayList<Boolean>()\n for (item in this) {\n if (!predicate(item))\n break\n list.add(item)\n }\n return list\n}\n\n/**\n * Returns a list containing first elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun CharArray.takeWhile(predicate: (Char) -> Boolean): List<Char> {\n val list = ArrayList<Char>()\n for (item in this) {\n if (!predicate(item))\n break\n list.add(item)\n }\n return list\n}\n\n/**\n * Reverses elements in the array in-place.\n */\npublic fun <T> Array<T>.reverse(): Unit {\n val midPoint = (size / 2) - 1\n if (midPoint < 0) return\n var reverseIndex = lastIndex\n for (index in 0..midPoint) {\n val tmp = this[index]\n this[index] = this[reverseIndex]\n this[reverseIndex] = tmp\n reverseIndex--\n }\n}\n\n/**\n * Reverses elements in the array in-place.\n */\npublic fun ByteArray.reverse(): Unit {\n val midPoint = (size / 2) - 1\n if (midPoint < 0) return\n var reverseIndex = lastIndex\n for (index in 0..midPoint) {\n val tmp = this[index]\n this[index] = this[reverseIndex]\n this[reverseIndex] = tmp\n reverseIndex--\n }\n}\n\n/**\n * Reverses elements in the array in-place.\n */\npublic fun ShortArray.reverse(): Unit {\n val midPoint = (size / 2) - 1\n if (midPoint < 0) return\n var reverseIndex = lastIndex\n for (index in 0..midPoint) {\n val tmp = this[index]\n this[index] = this[reverseIndex]\n this[reverseIndex] = tmp\n reverseIndex--\n }\n}\n\n/**\n * Reverses elements in the array in-place.\n */\npublic fun IntArray.reverse(): Unit {\n val midPoint = (size / 2) - 1\n if (midPoint < 0) return\n var reverseIndex = lastIndex\n for (index in 0..midPoint) {\n val tmp = this[index]\n this[index] = this[reverseIndex]\n this[reverseIndex] = tmp\n reverseIndex--\n }\n}\n\n/**\n * Reverses elements in the array in-place.\n */\npublic fun LongArray.reverse():

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Unit {\n    val midPoint = (size / 2) - 1\n    if (midPoint < 0) return\n    var reverseIndex = lastIndex\n    for (index in 0..midPoint) {\n        val tmp = this[index]\n        this[index] = this[reverseIndex]\n        this[reverseIndex] = tmp\n        reverseIndex--\n    }\n}\n\n/**\n * Reverses elements in the array in-place.\n */\npublic fun FloatArray.reverse(): Unit {\n    val midPoint = (size / 2) - 1\n    if (midPoint < 0) return\n    var reverseIndex = lastIndex\n    for (index in 0..midPoint) {\n        val tmp = this[index]\n        this[index] = this[reverseIndex]\n        this[reverseIndex] = tmp\n        reverseIndex--\n    }\n}\n\n/**\n * Reverses elements in the array in-place.\n */\npublic fun DoubleArray.reverse(): Unit {\n    val midPoint = (size / 2) - 1\n    if (midPoint < 0) return\n    var reverseIndex = lastIndex\n    for (index in 0..midPoint) {\n        val tmp = this[index]\n        this[index] = this[reverseIndex]\n        this[reverseIndex] = tmp\n        reverseIndex--\n    }\n}\n\n/**\n * Reverses elements in the array in-place.\n */\npublic fun BooleanArray.reverse(): Unit {\n    val midPoint = (size / 2) - 1\n    if (midPoint < 0) return\n    var reverseIndex = lastIndex\n    for (index in 0..midPoint) {\n        val tmp
    = this[index]\n        this[index] = this[reverseIndex]\n        this[reverseIndex] = tmp\n        reverseIndex--\n    }\n}\n\n/**\n * Reverses elements in the array in-place.\n */\npublic fun CharArray.reverse(): Unit {\n    val midPoint = (size / 2) - 1\n    if (midPoint < 0) return\n    var reverseIndex = lastIndex\n    for (index in 0..midPoint) {\n        val tmp = this[index]\n        this[index] = this[reverseIndex]\n        this[reverseIndex] = tmp\n        reverseIndex--\n    }\n}\n\n/**\n * Returns a list with elements in reversed order.\n */\npublic fun <T> Array<out T>.reversed(): List<T> {\n    if (isEmpty()) return emptyList()\n    val list = toMutableList()\n    list.reverse()\n    return list\n}\n\n/**\n * Returns a list with elements in reversed order.\n */\npublic fun ByteArray.reversed(): List<Byte> {\n    if (isEmpty()) return emptyList()\n    val list = toMutableList()\n    list.reverse()\n    return list\n}\n\n/**\n * Returns a list with elements in reversed order.\n
    */\npublic fun ShortArray.reversed(): List<Short> {\n    if (isEmpty()) return emptyList()\n    val list = toMutableList()\n    list.reverse()\n    return list\n}\n\n/**\n * Returns a list with elements in reversed order.\n */\npublic fun IntArray.reversed(): List<Int> {\n    if (isEmpty()) return emptyList()\n    val list = toMutableList()\n    list.reverse()\n    return list\n}\n\n/**\n * Returns a list with elements in reversed order.\n */\npublic fun LongArray.reversed(): List<Long> {\n    if (isEmpty()) return emptyList()\n    val list = toMutableList()\n    list.reverse()\n    return list\n}\n\n/**\n * Returns a list with elements in reversed order.\n */\npublic fun FloatArray.reversed(): List<Float> {\n    if (isEmpty()) return emptyList()\n    val list = toMutableList()\n    list.reverse()\n    return list\n}\n\n/**\n * Returns a list with elements in reversed order.\n */\npublic fun DoubleArray.reversed(): List<Double> {\n    if (isEmpty()) return emptyList()\n    val list
    = toMutableList()\n    list.reverse()\n    return list\n}\n\n/**\n * Returns a list with elements in reversed order.\n */\npublic fun BooleanArray.reversed(): List<Boolean> {\n    if (isEmpty()) return emptyList()\n    val list = toMutableList()\n    list.reverse()\n    return list\n}\n\n/**\n * Returns a list with elements in reversed order.\n */\npublic fun CharArray.reversed(): List<Char> {\n    if (isEmpty()) return emptyList()\n    val list = toMutableList()\n    list.reverse()\n    return list\n}\n\n/**\n * Returns an array with elements of this array in reversed order.\n */\npublic fun <T> Array<T>.reversedArray(): Array<T> {\n    if (isEmpty()) return this\n    val result = arrayOfNulls(this, size)\n    val lastIndex = lastIndex\n    for (i in 0..lastIndex)\n        result[lastIndex - i] = this[i]\n    return result\n}\n\n/**\n * Returns an array with elements of this array in reversed order.\n */\npublic fun ByteArray.reversedArray(): ByteArray {\n    if (isEmpty()) return this\n
    val result = ByteArray(size)\n    val lastIndex = lastIndex\n    for (i in 0..lastIndex)\n        result[lastIndex - i] = this[i]\n    return result\n}\n\n/**\n * Returns an array with elements of this array in reversed order.\n */\npublic fun ShortArray.reversedArray(): ShortArray {\n    if (isEmpty()) return this\n    val result = ShortArray(size)\n    val lastIndex = lastIndex\n    for (i in 0..lastIndex)\n        result[lastIndex - i] = this[i]\n    return result\n}\n\n/**\n * Returns an array with elements of this array in reversed order.\n */\npublic fun IntArray.reversedArray(): IntArray {\n    if (isEmpty()) return this\n    val result = IntArray(size)\n    val lastIndex = lastIndex\n    for (i in 0..lastIndex)\n        result[lastIndex - i] = this[i]\n    return result\n}\n\n/**\n * Returns an array with elements of this array in reversed order.\n */\npublic fun LongArray.reversedArray(): LongArray {\n    if (isEmpty()) return this\n    val result = LongArray(size)\n
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    val lastIndex = lastIndex\n    for (i in 0..lastIndex)\n        result[lastIndex - i] = this[i]\n    return result\n}\n\n/**\n * Returns an array with elements of this array in reversed order.\n */\npublic fun FloatArray.reversedArray(): FloatArray {\n    if (isEmpty()) return this\n    val result = FloatArray(size)\n    val lastIndex = lastIndex\n    for (i in 0..lastIndex)\n        result[lastIndex - i] = this[i]\n    return result\n}\n\n/**\n * Returns an array with elements of this array in reversed order.\n */\npublic fun DoubleArray.reversedArray(): DoubleArray {\n    if (isEmpty()) return this\n    val result = DoubleArray(size)\n    val lastIndex = lastIndex\n    for (i in 0..lastIndex)\n        result[lastIndex - i] = this[i]\n    return result\n}\n\n/**\n * Returns an array with elements of this array in reversed order.\n */\npublic fun BooleanArray.reversedArray(): BooleanArray {\n    if (isEmpty()) return this\n    val result = BooleanArray(size)\n    val lastIndex = lastIndex\n    for (i in 0..lastIndex)\n        result[lastIndex - i] = this[i]\n    return result\n}\n\n/**\n * Returns an array with elements of this array in reversed order.\n */\npublic fun CharArray.reversedArray(): CharArray {\n    if (isEmpty()) return this\n    val result = CharArray(size)\n    val lastIndex = lastIndex\n    for (i in 0..lastIndex)\n result[lastIndex - i] = this[i]\n    return result\n}\n\n/**\n * Sorts elements in the array in-place according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <T, R : Comparable<R>> Array<out T>.sortBy(crossinline selector: (T) -> R?): Unit {\n    if (size > 1) sortWith(compareBy(selector))\n}\n\n/**\n * Sorts elements in the array in-place descending according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <T, R : Comparable<R>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit {\n    if (size > 1) sortWith(compareByDescending(selector))\n}\n\n/**\n * Sorts elements in the array in-place descending according to their natural sort order.\n */\npublic fun <T : Comparable<T>> Array<out T>.sortDescending(): Unit {\n    sortWith(reverseOrder())\n}\n\n/**\n * Sorts elements in the array in-place descending according to their natural sort order.\n */\npublic fun ByteArray.sortDescending(): Unit {\n    if (size > 1) {\n        sort()\n        reverse()\n    }\n}\n\n/**\n * Sorts elements in the array in-place descending according to their natural sort order.\n */\npublic fun ShortArray.sortDescending(): Unit {\n    if (size > 1) {\n        sort()\n        reverse()\n    }\n}\n\n/**\n * Sorts elements in the array in-place descending according to their natural sort order.\n */\npublic fun IntArray.sortDescending(): Unit {\n    if (size > 1) {\n        sort()\n        reverse()\n    }\n}\n\n/**\n * Sorts elements in the array in-place descending according to their natural sort order.\n */\npublic
 fun LongArray.sortDescending(): Unit {\n    if (size > 1) {\n        sort()\n        reverse()\n    }\n}\n\n/**\n * Sorts elements in the array in-place descending according to their natural sort order.\n */\npublic fun FloatArray.sortDescending(): Unit {\n    if (size > 1) {\n        sort()\n        reverse()\n    }\n}\n\n/**\n * Sorts elements in the array in-place descending according to their natural sort order.\n */\npublic fun DoubleArray.sortDescending(): Unit {\n    if (size > 1) {\n        sort()\n        reverse()\n    }\n}\n\n/**\n * Sorts elements in the array in-place descending according to their natural sort order.\n */\npublic fun CharArray.sortDescending(): Unit {\n    if (size > 1) {\n        sort()\n        reverse()\n    }\n}\n\n/**\n * Returns a list of all elements sorted according to their natural sort order.\n */\npublic fun <T : Comparable<T>> Array<out T>.sorted(): List<T> {\n    return sortedArray().asList()\n}\n\n/**\n * Returns a list of all elements
 sorted according to their natural sort order.\n */\npublic fun ByteArray.sorted(): List<Byte> {\n    return toTypedArray().apply { sort() }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to their natural sort order.\n */\npublic fun ShortArray.sorted(): List<Short> {\n    return toTypedArray().apply { sort() }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to their natural sort order.\n */\npublic fun IntArray.sorted(): List<Int> {\n    return toTypedArray().apply { sort() }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to their natural sort order.\n */\npublic fun LongArray.sorted(): List<Long> {\n    return toTypedArray().apply { sort() }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to their natural sort order.\n */\npublic fun FloatArray.sorted(): List<Float> {\n    return toTypedArray().apply { sort() }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to their natural
 sort order.\n */\npublic fun DoubleArray.sorted(): List<Double> {\n    return toTypedArray().apply { sort() }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to their natural sort order.\n */\npublic fun
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CharArray.sorted(): List<Char> {\n   return toTypedArray().apply { sort() }.asList()\n}\n\n/**\n * Returns an array with all elements of this array sorted according to their natural sort order.\n */\npublic fun <T : Comparable<T>> Array<T>.sortedArray(): Array<T> {\n   if (isEmpty()) return this\n   return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all elements of this array sorted according to their natural sort order.\n */\npublic fun ByteArray.sortedArray(): ByteArray {\n   if (isEmpty()) return this\n   return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all elements of this array sorted according to their natural sort order.\n */\npublic fun ShortArray.sortedArray(): ShortArray {\n   if (isEmpty()) return this\n   return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all elements of this array sorted according to their natural sort order.\n */\npublic fun IntArray.sortedArray(): IntArray {\n   if (isEmpty()) return this\n   return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all elements of this array sorted according to their natural sort order.\n */\npublic fun LongArray.sortedArray(): LongArray {\n   if (isEmpty()) return this\n   return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all elements of this array sorted according to their natural sort order.\n */\npublic fun FloatArray.sortedArray(): FloatArray {\n   if (isEmpty()) return this\n   return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all elements of this array sorted according to their natural sort order.\n */\npublic fun DoubleArray.sortedArray(): DoubleArray {\n   if (isEmpty()) return this\n   return this.copyOf().apply {\n   sort() }\n}\n\n/**\n * Returns an array with all elements of this array sorted according to their natural sort order.\n */\npublic fun CharArray.sortedArray(): CharArray {\n   if (isEmpty()) return this\n   return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all elements of this array sorted descending according to their natural sort order.\n */\npublic fun <T : Comparable<T>> Array<T>.sortedArrayDescending(): Array<T> {\n   if (isEmpty()) return this\n   return this.copyOf().apply { sortWith(reverseOrder()) }\n}\n\n/**\n * Returns an array with all elements of this array sorted descending according to their natural sort order.\n */\npublic fun ByteArray.sortedArrayDescending(): ByteArray {\n   if (isEmpty()) return this\n   return this.copyOf().apply { sortDescending() }\n}\n\n/**\n * Returns an array with all elements of this array sorted descending according to their natural sort order.\n */\npublic fun ShortArray.sortedArrayDescending(): ShortArray {\n   if (isEmpty()) return this\n   return this.copyOf().apply { sortDescending() }\n}\n\n/**\n * Returns an array with all elements of this array sorted descending according to their natural sort order.\n */\npublic fun IntArray.sortedArrayDescending(): IntArray {\n   if (isEmpty()) return this\n   return this.copyOf().apply { sortDescending() }\n}\n\n/**\n * Returns an array with all elements of this array sorted descending according to their natural sort order.\n */\npublic fun LongArray.sortedArrayDescending(): LongArray {\n   if (isEmpty()) return this\n   return this.copyOf().apply { sortDescending() }\n}\n\n/**\n * Returns an array with all elements of this array sorted descending according to their natural sort order.\n */\npublic fun FloatArray.sortedArrayDescending(): FloatArray {\n   if (isEmpty()) return this\n   return this.copyOf().apply { sortDescending() }\n}\n\n/**\n * Returns an array with all elements of this array sorted descending according to their natural sort order.\n */\npublic fun DoubleArray.sortedArrayDescending(): DoubleArray {\n   if (isEmpty()) return this\n   return this.copyOf().apply { sortDescending() }\n}\n\n/**\n * Returns an array with all elements of this array sorted descending according to their natural sort order.\n */\npublic fun CharArray.sortedArrayDescending(): CharArray {\n   if (isEmpty()) return this\n   return this.copyOf().apply { sortDescending() }\n}\n\n/**\n * Returns an array with all elements of this array sorted according the specified [comparator].\n */\npublic fun <T> Array<out T>.sortedArrayWith(comparator: Comparator<in T>): Array<out T> {\n   if (isEmpty()) return this\n   return this.copyOf().apply { sortWith(comparator) }\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <T, R : Comparable<R>> Array<out T>.sortedBy(crossinline selector: (T) -> R?): List<T> {\n   return sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <R : Comparable<R>> ByteArray.sortedBy(crossinline selector: (Byte) -> R?): List<Byte> {\n   return sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <R :

Comparable<R>> ShortArray.sortedBy(crossinline selector: (Short) -> R?): List<Short> {\n   return sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <R : Comparable<R>> IntArray.sortedBy(crossinline selector: (Int) -> R?): List<Int> {\n   return sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order of
the value returned by specified [selector] function.\n */\npublic inline fun <R : Comparable<R>> LongArray.sortedBy(crossinline selector: (Long) -> R?): List<Long> {\n   return sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <R : Comparable<R>> FloatArray.sortedBy(crossinline selector: (Float) -> R?): List<Float> {\n   return sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <R : Comparable<R>> DoubleArray.sortedBy(crossinline selector: (Double) -> R?): List<Double> {\n   return sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <R : Comparable<R>> BooleanArray.sortedBy(crossinline
selector: (Boolean) -> R?): List<Boolean> {\n   return sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <R : Comparable<R>> CharArray.sortedBy(crossinline selector: (Char) -> R?): List<Char> {\n   return sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <T, R : Comparable<R>> Array<out T>.sortedByDescending(crossinline selector: (T) -> R?): List<T> {\n   return sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <R : Comparable<R>> ByteArray.sortedByDescending(crossinline selector: (Byte) ->
R?): List<Byte> {\n   return sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <R : Comparable<R>> ShortArray.sortedByDescending(crossinline selector: (Short) -> R?): List<Short> {\n   return sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <R : Comparable<R>> IntArray.sortedByDescending(crossinline selector: (Int) -> R?): List<Int> {\n   return sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <R : Comparable<R>> LongArray.sortedByDescending(crossinline selector: (Long) -> R?): List<Long>
{\n   return sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <R : Comparable<R>> FloatArray.sortedByDescending(crossinline selector: (Float) -> R?): List<Float> {\n   return sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <R : Comparable<R>> DoubleArray.sortedByDescending(crossinline selector: (Double) -> R?): List<Double> {\n   return sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <R : Comparable<R>> BooleanArray.sortedByDescending(crossinline selector: (Boolean) -> R?): List<Boolean>
{\n   return sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <R : Comparable<R>> CharArray.sortedByDescending(crossinline selector: (Char) -> R?): List<Char> {\n   return sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending

according to their natural sort order.\n */\npublic fun <T : Comparable<T>> Array<out T>.sortedDescending(): List<T> {\n return sortedWith(reverseOrder())\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n */\npublic fun ByteArray.sortedDescending(): List<Byte> {\n return copyOf().apply { sort() }.reversed()\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n */\npublic fun ShortArray.sortedDescending(): List<Short> {\n return copyOf().apply { sort() }.reversed()\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n */\npublic fun IntArray.sortedDescending(): List<Int> {\n return copyOf().apply { sort() }.reversed()\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n */\npublic fun LongArray.sortedDescending(): List<Long> {\n return copyOf().apply { sort() }.reversed()\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n */\npublic fun FloatArray.sortedDescending(): List<Float> {\n return copyOf().apply { sort() }.reversed()\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n */\npublic fun DoubleArray.sortedDescending(): List<Double> {\n return copyOf().apply { sort() }.reversed()\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n */\npublic fun CharArray.sortedDescending():
List<Char> {\n return copyOf().apply { sort() }.reversed()\n}\n\n/**\n * Returns a list of all elements sorted according to the specified [comparator].\n */\npublic fun <T> Array<out T>.sortedWith(comparator: Comparator<in T>): List<T> {\n return sortedArrayWith(comparator).asList()\n}\n\n/**\n * Returns a list of all elements sorted according to the specified [comparator].\n */\npublic fun ByteArray.sortedWith(comparator: Comparator<in Byte>): List<Byte> {\n return toTypedArray().apply { sortWith(comparator) }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to the specified [comparator].\n */\npublic fun ShortArray.sortedWith(comparator: Comparator<in Short>): List<Short> {\n return toTypedArray().apply { sortWith(comparator) }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to the specified [comparator].\n */\npublic fun IntArray.sortedWith(comparator: Comparator<in Int>): List<Int> {\n return toTypedArray().apply { sortWith(comparator) }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to the specified [comparator].\n */\npublic fun LongArray.sortedWith(comparator: Comparator<in Long>): List<Long> {\n return toTypedArray().apply { sortWith(comparator) }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to the specified [comparator].\n */\npublic fun FloatArray.sortedWith(comparator: Comparator<in Float>): List<Float> {\n return toTypedArray().apply { sortWith(comparator) }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to the specified [comparator].\n */\npublic fun DoubleArray.sortedWith(comparator: Comparator<in Double>): List<Double> {\n return toTypedArray().apply { sortWith(comparator) }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to the specified [comparator].\n */\npublic fun BooleanArray.sortedWith(comparator: Comparator<in Boolean>): List<Boolean> {\n return toTypedArray().apply
{ sortWith(comparator) }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to the specified [comparator].\n */\npublic fun CharArray.sortedWith(comparator: Comparator<in Char>): List<Char> {\n return toTypedArray().apply { sortWith(comparator) }.asList()\n}\n\n/**\n * Returns a [List] that wraps the original array.\n */\npublic expect fun <T> Array<out T>.asList(): List<T>\n\n/**\n * Returns a [List] that wraps the original array.\n */\npublic expect fun ByteArray.asList(): List<Byte>\n\n/**\n * Returns a [List] that wraps the original array.\n */\npublic expect fun ShortArray.asList(): List<Short>\n\n/**\n * Returns a [List] that wraps the original array.\n */\npublic expect fun IntArray.asList(): List<Int>\n\n/**\n * Returns a [List] that wraps the original array.\n */\npublic expect fun LongArray.asList(): List<Long>\n\n/**\n * Returns a [List] that wraps the original array.\n */\npublic expect fun FloatArray.asList(): List<Float>\n\n/**\n *
Returns a [List] that wraps the original array.\n */\npublic expect fun DoubleArray.asList(): List<Double>\n\n/**\n * Returns a [List] that wraps the original array.\n */\npublic expect fun BooleanArray.asList(): List<Boolean>\n\n/**\n * Returns a [List] that wraps the original array.\n */\npublic expect fun CharArray.asList(): List<Char>\n\n/**\n * Returns `true` if the two specified arrays are *deeply* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * If two corresponding elements are nested arrays,

they are also compared deeply.\n * If any of arrays contains itself on any nesting level the behavior is undefined.\n */\n@SinceKotlin(\"1.1\")\npublic expect infix fun <T> Array<out T>.contentDeepEquals(other: Array<out T>): Boolean\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n * Nested arrays are treated as lists too.\n * \n * If any of arrays contains itself on any nesting level the behavior is undefined.\n */\n@SinceKotlin(\"1.1\")\npublic expect fun <T> Array<out T>.contentDeepHashCode(): Int\n\n/**\n * Returns a string representation of the contents of this array as if it is a [List].\n * Nested arrays are treated as lists too.\n * \n * If any of arrays contains itself on any nesting level that reference\n * is rendered as `\"[...]\"` to prevent recursion.\n * \n * @sample samples.collections.Arrays.ContentOperations.contentDeepToString\n */\n@SinceKotlin(\"1.1\")\npublic expect fun <T> Array<out T>.contentDeepToString(): String\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n */\n@SinceKotlin(\"1.1\")\npublic expect infix fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n */\n@SinceKotlin(\"1.1\")\npublic expect infix fun ByteArray.contentEquals(other: ByteArray): Boolean\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n */\n@SinceKotlin(\"1.1\")\npublic expect infix fun ShortArray.contentEquals(other: ShortArray): Boolean\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n */\n@SinceKotlin(\"1.1\")\npublic expect infix fun IntArray.contentEquals(other: IntArray): Boolean\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n */\n@SinceKotlin(\"1.1\")\npublic expect infix fun LongArray.contentEquals(other: LongArray): Boolean\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n */\n@SinceKotlin(\"1.1\")\npublic expect infix fun FloatArray.contentEquals(other: FloatArray): Boolean\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n */\n@SinceKotlin(\"1.1\")\npublic expect infix fun DoubleArray.contentEquals(other: DoubleArray): Boolean\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n */\n@SinceKotlin(\"1.1\")\npublic expect infix fun BooleanArray.contentEquals(other: BooleanArray): Boolean\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n */\n@SinceKotlin(\"1.1\")\npublic expect infix fun CharArray.contentEquals(other: CharArray): Boolean\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@SinceKotlin(\"1.1\")\npublic expect fun <T> Array<out T>.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@SinceKotlin(\"1.1\")\npublic expect fun ByteArray.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@SinceKotlin(\"1.1\")\npublic expect fun ShortArray.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@SinceKotlin(\"1.1\")\npublic expect fun IntArray.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@SinceKotlin(\"1.1\")\npublic expect fun LongArray.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@SinceKotlin(\"1.1\")\npublic expect fun FloatArray.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@SinceKotlin(\"1.1\")\npublic expect fun DoubleArray.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@SinceKotlin(\"1.1\")\npublic expect fun BooleanArray.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is

[List].\n */\n@SinceKotlin(\"1.1\")\npublic expect fun CharArray.contentHashCode(): Int\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.1\")\npublic expect fun <T> Array<out T>.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.1\")\npublic
expect fun ByteArray.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.1\")\npublic expect fun ShortArray.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.1\")\npublic expect fun IntArray.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.1\")\npublic expect fun LongArray.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n
*/\n@SinceKotlin(\"1.1\")\npublic expect fun FloatArray.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.1\")\npublic expect fun DoubleArray.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.1\")\npublic expect fun BooleanArray.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.1\")\npublic expect fun CharArray.contentToString(): String\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample
samples.collections.Arrays.CopyOfOperations.copyOf\n
*/\n@Suppress(\"NO_ACTUAL_FOR_EXPECT\")\npublic expect fun <T> Array<T>.copyOf(): Array<T>\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\npublic expect fun ByteArray.copyOf(): ByteArray\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\npublic expect fun ShortArray.copyOf(): ShortArray\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\npublic expect fun IntArray.copyOf(): IntArray\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\npublic expect fun LongArray.copyOf(): LongArray\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n
*/\npublic expect fun FloatArray.copyOf(): FloatArray\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\npublic expect fun DoubleArray.copyOf(): DoubleArray\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\npublic expect fun BooleanArray.copyOf(): BooleanArray\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\npublic expect fun CharArray.copyOf(): CharArray\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is

greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n */\npublic expect fun ByteArray.copyOf(newSize: Int): ByteArray\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n */\npublic expect fun ShortArray.copyOf(newSize: Int): ShortArray\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end
with zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n */\npublic expect fun IntArray.copyOf(newSize: Int): IntArray\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n */\npublic expect fun LongArray.copyOf(newSize: Int):
LongArray\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n */\npublic expect fun FloatArray.copyOf(newSize: Int): FloatArray\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array
are filled with zero values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n */\npublic expect fun DoubleArray.copyOf(newSize: Int): DoubleArray\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with `false` values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `false` values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n */\npublic expect fun BooleanArray.copyOf(newSize: Int): BooleanArray\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with null char (`\\u0000`) values if necessary.\n * \n * - If [newSize]
is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null char (`\\u0000`) values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n */\npublic expect fun CharArray.copyOf(newSize: Int): CharArray\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with `null` values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `null` values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizingCopyOf\n */\n@Suppress(\"NO_ACTUAL_FOR_EXPECT\")\npublic expect fun <T> Array<T>.copyOf(newSize: Int):

Array<T?>\n\n/**\n * Returns new array which is a copy of range of original array.\n */\n@Suppress(\"NO_ACTUAL_FOR_EXPECT\")\npublic expect fun <T> Array<T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<T>\n\n/**\n * Returns new array which is a copy of range of original array.\n */\npublic expect fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray\n\n/**\n * Returns new array which is a copy of range of original array.\n */\npublic expect fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray\n\n/**\n * Returns new array which is a copy of range of original array.\n */\npublic expect fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray\n\n/**\n * Returns new array which is a copy of range of original array.\n */\npublic expect fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray\n\n/**\n * Returns new array which is a copy of range of original array.\n */\npublic expect fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray\n\n/**\n * Returns new array which is a copy of range of original array.\n */\npublic expect fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray\n\n/**\n * Returns new array which is a copy of range of original array.\n */\npublic expect fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray\n\n/**\n * Returns new array which is a copy of range of original array.\n */\npublic expect fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray\n\n/**\n * Returns the range of valid indices for the array.\n */\npublic val <T> Array<out T>.indices: IntRange\n get() = IntRange(0, lastIndex)\n\n/**\n * Returns the range of valid indices for the array.\n */\npublic val ByteArray.indices: IntRange\n get() = IntRange(0, lastIndex)\n\n/**\n * Returns the range of valid indices for the array.\n */\npublic val ShortArray.indices: IntRange\n get() = IntRange(0, lastIndex)\n\n/**\n * Returns the range of valid indices for the array.\n */\npublic val IntArray.indices: IntRange\n get() = IntRange(0, lastIndex)\n\n/**\n * Returns the range of valid indices for the array.\n */\npublic val LongArray.indices: IntRange\n get() = IntRange(0, lastIndex)\n\n/**\n * Returns the range of valid indices for the array.\n */\npublic val FloatArray.indices: IntRange\n get() = IntRange(0, lastIndex)\n\n/**\n * Returns the range of valid indices for the array.\n */\npublic val DoubleArray.indices: IntRange\n get() = IntRange(0, lastIndex)\n\n/**\n * Returns the range of valid indices for the array.\n */\npublic val BooleanArray.indices: IntRange\n get() = IntRange(0, lastIndex)\n\n/**\n * Returns the range of valid indices for the array.\n */\npublic val CharArray.indices: IntRange\n get() = IntRange(0, lastIndex)\n\n/**\n * Returns `true` if the array is empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.isEmpty(): Boolean {\n return size == 0\n}\n\n/**\n * Returns `true` if the array is empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.isEmpty(): Boolean {\n return size == 0\n}\n\n/**\n * Returns `true` if the array is empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.isEmpty(): Boolean {\n return size == 0\n}\n\n/**\n * Returns `true` if the array is empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.isEmpty(): Boolean {\n return size == 0\n}\n\n/**\n * Returns `true` if the array is empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.isEmpty(): Boolean {\n return size == 0\n}\n\n/**\n * Returns `true` if the array is empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.isEmpty(): Boolean {\n return size == 0\n}\n\n/**\n * Returns `true` if the array is empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.isEmpty(): Boolean {\n return size == 0\n}\n\n/**\n * Returns `true` if the array is empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.isEmpty(): Boolean {\n return size == 0\n}\n\n/**\n * Returns `true` if the array is empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.isEmpty(): Boolean {\n return size == 0\n}\n\n/**\n * Returns `true` if the array is not empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.isNotEmpty(): Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns `true` if the array is not empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.isNotEmpty(): Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns `true` if the array is not empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.isNotEmpty(): Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns `true` if the array is not empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.isNotEmpty(): Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns `true` if the array is not empty.\n */\n@kotlin.internal.InlineOnly\npublic inline

fun LongArray.isNotEmpty(): Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns `true` if the array is not empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.isNotEmpty(): Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns `true` if the array is not empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.isNotEmpty(): Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns `true` if the array is not empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.isNotEmpty(): Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns `true` if the array is not empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.isNotEmpty(): Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns the last valid index for the array.\n */\npublic val <T> Array<out T>.lastIndex: Int\n get() = size - 1\n\n/**\n * Returns the last valid index for the array.\n */\npublic val ByteArray.lastIndex: Int\n get() = size - 1\n\n/**\n * Returns the last valid index for the array.\n */\npublic val ShortArray.lastIndex: Int\n get() = size - 1\n\n/**\n * Returns the last valid index for the array.\n */\npublic val IntArray.lastIndex: Int\n get() = size - 1\n\n/**\n * Returns the last valid index for the array.\n */\npublic val LongArray.lastIndex: Int\n get() = size - 1\n\n/**\n * Returns the last valid index for the array.\n */\npublic val FloatArray.lastIndex: Int\n get() = size - 1\n\n/**\n * Returns the last valid index for the array.\n */\npublic val DoubleArray.lastIndex: Int\n get() = size - 1\n\n/**\n * Returns the last valid index for the array.\n */\npublic val BooleanArray.lastIndex: Int\n get() = size - 1\n\n/**\n * Returns the last valid index for the array.\n */\npublic val CharArray.lastIndex: Int\n get() = size - 1\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\n@Suppress(\"NO_ACTUAL_FOR_EXPECT\")\npublic expect operator fun <T> Array<T>.plus(element: T): Array<T>\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\npublic expect operator fun ByteArray.plus(element: Byte): ByteArray\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\npublic expect operator fun ShortArray.plus(element: Short): ShortArray\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\npublic expect operator fun IntArray.plus(element: Int): IntArray\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\npublic expect operator fun LongArray.plus(element: Long): LongArray\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\npublic expect operator fun FloatArray.plus(element: Float): FloatArray\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\npublic expect operator fun DoubleArray.plus(element: Double): DoubleArray\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\npublic expect operator fun BooleanArray.plus(element: Boolean): BooleanArray\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\npublic expect operator fun CharArray.plus(element: Char): CharArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\n@Suppress(\"NO_ACTUAL_FOR_EXPECT\")\npublic expect operator fun <T> Array<T>.plus(elements: Collection<T>): Array<T>\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic expect operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic expect operator fun ShortArray.plus(elements: Collection<Short>): ShortArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic expect operator fun IntArray.plus(elements: Collection<Int>): IntArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic expect operator fun LongArray.plus(elements: Collection<Long>): LongArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic expect operator fun FloatArray.plus(elements: Collection<Float>): FloatArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic expect operator fun DoubleArray.plus(elements:

Collection<Double>): DoubleArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic expect operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic expect operator fun CharArray.plus(elements: Collection<Char>): CharArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\n@Suppress(\"NO_ACTUAL_FOR_EXPECT\")\npublic expect operator fun <T> Array<T>.plus(elements: Array<out T>): Array<T>\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\npublic expect operator fun ByteArray.plus(elements: ByteArray): ByteArray\n\n/**\n * Returns an array containing all
elements of the original array and then all elements of the given [elements] array.\n */\npublic expect operator fun ShortArray.plus(elements: ShortArray): ShortArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\npublic expect operator fun IntArray.plus(elements: IntArray): IntArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\npublic expect operator fun LongArray.plus(elements: LongArray): LongArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\npublic expect operator fun FloatArray.plus(elements: FloatArray): FloatArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\npublic expect operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray\n\n/**\n
* Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\npublic expect operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\npublic expect operator fun CharArray.plus(elements: CharArray): CharArray\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\n@Suppress(\"NO_ACTUAL_FOR_EXPECT\")\npublic expect fun <T> Array<T>.plusElement(element: T): Array<T>\n\n/**\n * Sorts the array in-place.\n */\npublic expect fun IntArray.sort(): Unit\n\n/**\n * Sorts the array in-place.\n */\npublic expect fun LongArray.sort(): Unit\n\n/**\n * Sorts the array in-place.\n */\npublic expect fun ByteArray.sort(): Unit\n\n/**\n * Sorts the array in-place.\n */\npublic expect fun ShortArray.sort(): Unit\n\n/**\n * Sorts the array
in-place.\n */\npublic expect fun DoubleArray.sort(): Unit\n\n/**\n * Sorts the array in-place.\n */\npublic expect fun FloatArray.sort(): Unit\n\n/**\n * Sorts the array in-place.\n */\npublic expect fun CharArray.sort(): Unit\n\n/**\n * Sorts the array in-place according to the natural order of its elements.\n */\npublic expect fun <T : Comparable<T>> Array<out T>.sort(): Unit\n\n/**\n * Sorts the array in-place according to the order specified by the given [comparator].\n */\npublic expect fun <T> Array<out T>.sortWith(comparator: Comparator<in T>): Unit\n\n/**\n * Returns an array of Boolean containing all of the elements of this generic array.\n */\npublic fun Array<out Boolean>.toBooleanArray(): BooleanArray {\n   val result = BooleanArray(size)\n   for (index in indices)\n   result[index] = this[index]\n   return result\n}\n\n/**\n * Returns an array of Byte containing all of the elements of this generic array.\n */\npublic fun Array<out Byte>.toByteArray(): ByteArray
{\n   val result = ByteArray(size)\n   for (index in indices)\n   result[index] = this[index]\n   return result\n}\n\n/**\n * Returns an array of Char containing all of the elements of this generic array.\n */\npublic fun Array<out Char>.toCharArray(): CharArray {\n   val result = CharArray(size)\n   for (index in indices)\n result[index] = this[index]\n   return result\n}\n\n/**\n * Returns an array of Double containing all of the elements of this generic array.\n */\npublic fun Array<out Double>.toDoubleArray(): DoubleArray {\n   val result = DoubleArray(size)\n   for (index in indices)\n   result[index] = this[index]\n   return result\n}\n\n/**\n * Returns an array of Float containing all of the elements of this generic array.\n */\npublic fun Array<out Float>.toFloatArray(): FloatArray {\n   val result = FloatArray(size)\n   for (index in indices)\n   result[index] = this[index]\n   return result\n}\n\n/**\n * Returns an array of Int containing all

of the elements of this generic array.\n */\npublic fun Array<out Int>.toIntArray(): IntArray {\n val result = IntArray(size)\n for (index in indices)\n result[index] = this[index]\n return result\n}\n\n/**\n * Returns an array of Long containing all of the elements of this generic array.\n */\npublic fun Array<out Long>.toLongArray(): LongArray {\n val result = LongArray(size)\n for (index in indices)\n result[index] = this[index]\n return result\n}\n\n/**\n * Returns an array of Short containing all of the elements of this generic array.\n */\npublic fun Array<out Short>.toShortArray(): ShortArray {\n val result = ShortArray(size)\n for (index in indices)\n result[index] = this[index]\n return result\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\npublic expect fun ByteArray.toTypedArray(): Array<Byte>\n\n/**\n * Returns a *typed* object array containing all of the elements of
this primitive array.\n */\npublic expect fun ShortArray.toTypedArray(): Array<Short>\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\npublic expect fun IntArray.toTypedArray(): Array<Int>\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\npublic expect fun LongArray.toTypedArray(): Array<Long>\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\npublic expect fun FloatArray.toTypedArray(): Array<Float>\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\npublic expect fun DoubleArray.toTypedArray(): Array<Double>\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\npublic expect fun BooleanArray.toTypedArray(): Array<Boolean>\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\npublic
expect fun CharArray.toTypedArray(): Array<Char>\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to elements of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n */\npublic inline fun <T, K, V> Array<out T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateTo(LinkedHashMap<K, V>(capacity), transform)\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to elements of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n */\npublic inline fun <K, V> ByteArray.associate(transform: (Byte) -> Pair<K, V>): Map<K, V> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateTo(LinkedHashMap<K, V>(capacity), transform)\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to elements of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n */\npublic inline fun <K, V> ShortArray.associate(transform: (Short) -> Pair<K, V>): Map<K, V> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateTo(LinkedHashMap<K, V>(capacity), transform)\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to elements of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n */\npublic inline fun <K, V> IntArray.associate(transform:
(Int) -> Pair<K, V>): Map<K, V> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateTo(LinkedHashMap<K, V>(capacity), transform)\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to elements of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n */\npublic inline fun <K, V> LongArray.associate(transform: (Long) -> Pair<K, V>): Map<K, V> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateTo(LinkedHashMap<K, V>(capacity), transform)\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to elements of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n

*/\npublic inline fun <K, V> FloatArray.associate(transform: (Float) -> Pair<K, V>): Map<K, V> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateTo(LinkedHashMap<K, V>(capacity), transform)\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to elements of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n */\npublic inline fun <K, V> DoubleArray.associate(transform: (Double) -> Pair<K, V>): Map<K, V> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateTo(LinkedHashMap<K, V>(capacity), transform)\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to elements of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n * \n * The returned map
preserves the entry iteration order of the original array.\n */\npublic inline fun <K, V> BooleanArray.associate(transform: (Boolean) -> Pair<K, V>): Map<K, V> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateTo(LinkedHashMap<K, V>(capacity), transform)\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to elements of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n */\npublic inline fun <K, V> CharArray.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateTo(LinkedHashMap<K, V>(capacity), transform)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n * returned from [keySelector] function applied to each element.\n * \n * If any two elements
would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n */\npublic inline fun <T, K> Array<out T>.associateBy(keySelector: (T) -> K): Map<K, T> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, T>(capacity), keySelector)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n * returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n */\npublic inline fun <K> ByteArray.associateBy(keySelector: (Byte) -> K): Map<K, Byte> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, Byte>(capacity), keySelector)\n}\n\n/**\n * Returns a [Map]
containing the elements from the given array indexed by the key\n * returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n */\npublic inline fun <K> ShortArray.associateBy(keySelector: (Short) -> K): Map<K, Short> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, Short>(capacity), keySelector)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n * returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n */\npublic inline fun <K> IntArray.associateBy(keySelector: (Int) -> K): Map<K, Int>
{\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, Int>(capacity), keySelector)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n * returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n */\npublic inline fun <K> LongArray.associateBy(keySelector: (Long) -> K): Map<K, Long> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, Long>(capacity), keySelector)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n * returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to

the map.\n * \n * The
returned map preserves the entry iteration order of the original array.\n */\npublic inline fun <K>
FloatArray.associateBy(keySelector: (Float) -> K): Map<K, Float> {\n val capacity =
mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, Float>(capacity),
keySelector)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n *
returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key
returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration
order of the original array.\n */\npublic inline fun <K> DoubleArray.associateBy(keySelector: (Double) -> K):
Map<K, Double> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return
associateByTo(LinkedHashMap<K, Double>(capacity), keySelector)\n}\n\n/**\n * Returns a [Map] containing the
elements from the given array indexed by the key\n * returned from [keySelector]
function applied to each element.\n * \n * If any two elements would have the same key returned by [keySelector]
the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original
array.\n */\npublic inline fun <K> BooleanArray.associateBy(keySelector: (Boolean) -> K): Map<K, Boolean> {\n
val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K,
Boolean>(capacity), keySelector)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array
indexed by the key\n * returned from [keySelector] function applied to each element.\n * \n * If any two elements
would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map
preserves the entry iteration order of the original array.\n */\npublic inline fun <K>
CharArray.associateBy(keySelector: (Char) -> K): Map<K, Char> {\n val capacity =
mapCapacity(size).coerceAtLeast(16)\n return
associateByTo(LinkedHashMap<K, Char>(capacity), keySelector)\n}\n\n/**\n * Returns a [Map] containing the
values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given
array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the
map.\n * \n * The returned map preserves the entry iteration order of the original array.\n */\npublic inline fun <T,
K, V> Array<out T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {\n val capacity
= mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, V>(capacity), keySelector,
valueTransform)\n}\n\n/**\n * Returns a [Map] containing the values provided by [valueTransform] and indexed by
[keySelector] functions applied to elements of the given array.\n * \n * If any two elements would have the same key
returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry
iteration order of the original array.\n */\npublic inline fun <K, V> ByteArray.associateBy(keySelector: (Byte) ->
K, valueTransform: (Byte) -> V): Map<K, V> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return
associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}\n\n/**\n * Returns a [Map]
containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of
the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets
added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n */\npublic
inline fun <K, V> ShortArray.associateBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, V>
{\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K,
V>(capacity), keySelector, valueTransform)\n}\n\n/**\n * Returns a [Map] containing the values provided by
[valueTransform]
and indexed by [keySelector] functions applied to elements of the given array.\n * \n * If any two elements would
have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves
the entry iteration order of the original array.\n */\npublic inline fun <K, V> IntArray.associateBy(keySelector: (Int)
-> K, valueTransform: (Int) -> V): Map<K, V> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return
associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}\n\n/**\n * Returns a [Map]
containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of
the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets
added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n */\npublic

inline fun <K, V> LongArray.associateBy(keySelector: (Long) -> K, valueTransform:
(Long) -> V): Map<K, V> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}\n\n/**\n * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n */\npublic inline fun <K, V> FloatArray.associateBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, V> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}\n\n/**\n * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * \n * If any two elements would have
the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n */\npublic inline fun <K, V> DoubleArray.associateBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, V> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}\n\n/**\n * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n */\npublic inline fun <K, V> BooleanArray.associateBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, V> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K,
V>(capacity), keySelector, valueTransform)\n}\n\n/**\n * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n */\npublic inline fun <K, V> CharArray.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one
gets added to the map.\n */\npublic inline fun <T, K, M : MutableMap<in K, in T>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K): M {\n for (element in this) {\n destination.put(keySelector(element), element)\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */\npublic inline fun <K, M : MutableMap<in K, in Byte>> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K): M {\n for (element in this) {\n destination.put(keySelector(element), element)\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function
applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */\npublic inline fun <K, M : MutableMap<in K, in Short>> ShortArray.associateByTo(destination: M, keySelector: (Short) -> K): M {\n for (element in this) {\n destination.put(keySelector(element), element)\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */\npublic inline fun <K, M : MutableMap<in K, in Int>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K): M {\n for (element in this) {\n destination.put(keySelector(element), element)\n

}\n   return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */\npublic inline fun <K, M : MutableMap<in K, in Long>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K): M {\n   for (element in this) {\n   destination.put(keySelector(element), element)\n   }\n   return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */\npublic inline fun <K, M : MutableMap<in K, in Float>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K): M {\n   for (element in this) {\n   destination.put(keySelector(element), element)\n   }\n   return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */\npublic inline fun <K, M : MutableMap<in K, in Double>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K): M {\n   for (element in this) {\n   destination.put(keySelector(element), element)\n   }\n   return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */\npublic inline fun <K, M : MutableMap<in K, in Boolean>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K): M {\n   for (element in this) {\n   destination.put(keySelector(element), element)\n   }\n   return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */\npublic inline fun <K, M : MutableMap<in K, in Char>> CharArray.associateByTo(destination: M, keySelector: (Char) -> K): M {\n   for (element in this) {\n   destination.put(keySelector(element), element)\n   }\n   return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */\npublic inline fun <T, K, V, M : MutableMap<in K, in V>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {\n   for (element in this) {\n   destination.put(keySelector(element), valueTransform(element))\n   }\n   return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {\n   for (element in this) {\n   destination.put(keySelector(element), valueTransform(element))\n   }\n   return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {\n   for (element in this) {\n   destination.put(keySelector(element), valueTransform(element))\n   }\n   return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with

key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {\n for (element in this) {\n destination.put(keySelector(element), valueTransform(element))\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {\n for (element in this) {\n destination.put(keySelector(element), valueTransform(element))\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {\n for (element in this) {\n destination.put(keySelector(element), valueTransform(element))\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided
by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {\n for (element in this) {\n destination.put(keySelector(element), valueTransform(element))\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> BooleanArray.associateByTo(destination:
M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {\n for (element in this) {\n destination.put(keySelector(element), valueTransform(element))\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> CharArray.associateByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {\n for (element in this) {\n destination.put(keySelector(element), valueTransform(element))\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each element of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n */\npublic inline fun <T, K, V, M : MutableMap<in K, in V>> Array<out T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M {\n for (element in this) {\n destination += transform(element)\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each element of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateTo(destination: M, transform: (Byte) -> Pair<K, V>): M {\n for (element in this) {\n destination += transform(element)\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each element

of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateTo(destination: M, transform: (Short) -> Pair<K, V>): M {\n for (element in this) {\n destination += transform(element)\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each element of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateTo(destination: M, transform: (Int) -> Pair<K, V>): M {\n for (element in this) {\n destination += transform(element)\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each element of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> LongArray.associateTo(destination: M, transform: (Long) -> Pair<K, V>): M {\n for (element in this) {\n destination += transform(element)\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each element of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> FloatArray.associateTo(destination: M, transform: (Float) -> Pair<K, V>): M {\n for (element in this) {\n destination += transform(element)\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each element of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateTo(destination: M, transform: (Double) -> Pair<K, V>): M {\n for (element in this) {\n destination += transform(element)\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each element of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> BooleanArray.associateTo(destination: M, transform: (Boolean) -> Pair<K, V>): M {\n for (element in this) {\n destination += transform(element)\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each element of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> CharArray.associateTo(destination: M, transform: (Char) -> Pair<K, V>): M {\n for (element in this) {\n destination += transform(element)\n }\n return destination\n}\n\n/**\n * Appends all elements to the given [destination] collection.\n */\npublic fun <T, C : MutableCollection<in T>> Array<out T>.toCollection(destination: C): C {\n for (item in this) {\n destination.add(item)\n }\n return destination\n}\n\n/**\n * Appends all elements to the given [destination] collection.\n */\npublic fun <C : MutableCollection<in Byte>> ByteArray.toCollection(destination: C): C {\n for (item in this) {\n destination.add(item)\n }\n return destination\n}\n\n/**\n * Appends all elements to the given [destination] collection.\n */\npublic fun <C : MutableCollection<in Short>> ShortArray.toCollection(destination: C): C {\n for (item in this) {\n destination.add(item)\n }\n return destination\n}\n\n/**\n * Appends all elements to the given [destination] collection.\n */\npublic fun <C : MutableCollection<in Int>> IntArray.toCollection(destination: C): C {\n for (item in this) {\n destination.add(item)\n }\n return destination\n}\n\n/**\n * Appends all elements to the given [destination] collection.\n */\npublic fun <C : MutableCollection<in Long>> LongArray.toCollection(destination: C): C {\n for (item in this) {\n destination.add(item)\n }\n return destination\n}\n\n/**\n * Appends all elements to the given [destination] collection.\n */\npublic fun <C : MutableCollection<in Float>> FloatArray.toCollection(destination: C): C {\n for (item in this) {\n destination.add(item)\n }\n return destination\n}\n\n/**\n * Appends all elements to the given [destination] collection.\n */\npublic fun <C : MutableCollection<in Double>> DoubleArray.toCollection(destination: C): C {\n for (item in this) {\n destination.add(item)\n }\n return destination\n}\n\n/**\n * Appends all elements to the given [destination] collection.\n */\npublic fun <C : MutableCollection<in Boolean>> BooleanArray.toCollection(destination: C): C {\n for (item in this) {\n

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destination.add(item)\n    }\n    return destination\n}\n\n/**\n * Appends all elements to the given [destination] collection.\n */\npublic fun <C : MutableCollection<in Char>> CharArray.toCollection(destination: C): C {\n    for (item in this) {\n        destination.add(item)\n    }\n    return destination\n}\n\n/**\n * Returns a [HashSet] of all elements.\n */\npublic fun <T> Array<out T>.toHashSet(): HashSet<T> {\n    return toCollection(HashSet<T>(mapCapacity(size)))\n}\n\n/**\n * Returns a [HashSet] of all elements.\n */\npublic fun ByteArray.toHashSet(): HashSet<Byte> {\n    return toCollection(HashSet<Byte>(mapCapacity(size)))\n}\n\n/**\n *
 Returns a [HashSet] of all elements.\n */\npublic fun ShortArray.toHashSet(): HashSet<Short> {\n    return toCollection(HashSet<Short>(mapCapacity(size)))\n}\n\n/**\n * Returns a [HashSet] of all elements.\n */\npublic fun IntArray.toHashSet(): HashSet<Int> {\n    return toCollection(HashSet<Int>(mapCapacity(size)))\n}\n\n/**\n * Returns a [HashSet] of all elements.\n */\npublic fun LongArray.toHashSet(): HashSet<Long> {\n    return toCollection(HashSet<Long>(mapCapacity(size)))\n}\n\n/**\n * Returns a [HashSet] of all elements.\n */\npublic fun FloatArray.toHashSet(): HashSet<Float> {\n    return toCollection(HashSet<Float>(mapCapacity(size)))\n}\n\n/**\n * Returns a [HashSet] of all elements.\n */\npublic fun DoubleArray.toHashSet(): HashSet<Double> {\n    return toCollection(HashSet<Double>(mapCapacity(size)))\n}\n\n/**\n * Returns a [HashSet] of all elements.\n */\npublic fun BooleanArray.toHashSet(): HashSet<Boolean> {\n    return toCollection(HashSet<Boolean>(mapCapacity(size)))\n}\n\n/**\n
 * Returns a [HashSet] of all elements.\n */\npublic fun CharArray.toHashSet(): HashSet<Char> {\n    return toCollection(HashSet<Char>(mapCapacity(size)))\n}\n\n/**\n * Returns a [List] containing all elements.\n */\npublic fun <T> Array<out T>.toList(): List<T> {\n    return when (size) {\n        0 -> emptyList()\n        1 -> listOf(this[0])\n        else -> this.toMutableList()\n    }\n}\n\n/**\n * Returns a [List] containing all elements.\n */\npublic fun ByteArray.toList(): List<Byte> {\n    return when (size) {\n        0 -> emptyList()\n        1 -> listOf(this[0])\n        else -> this.toMutableList()\n    }\n}\n\n/**\n * Returns a [List] containing all elements.\n */\npublic fun ShortArray.toList(): List<Short> {\n    return when (size) {\n        0 -> emptyList()\n        1 -> listOf(this[0])\n        else -> this.toMutableList()\n    }\n}\n\n/**\n * Returns a [List] containing all elements.\n */\npublic fun IntArray.toList(): List<Int> {\n    return when (size) {\n        0 -> emptyList()\n        1 -> listOf(this[0])\n        else -> this.toMutableList()\n    }\n}\n\n/**\n * Returns a [List] containing all elements.\n */\npublic fun LongArray.toList(): List<Long> {\n    return when (size) {\n        0 -> emptyList()\n        1 -> listOf(this[0])\n        else -> this.toMutableList()\n    }\n}\n\n/**\n * Returns a [List] containing all elements.\n */\npublic fun FloatArray.toList(): List<Float> {\n    return when (size) {\n        0 -> emptyList()\n        1 -> listOf(this[0])\n        else -> this.toMutableList()\n    }\n}\n\n/**\n * Returns a [List] containing all elements.\n */\npublic fun DoubleArray.toList(): List<Double> {\n    return when (size) {\n        0 -> emptyList()\n        1 -> listOf(this[0])\n        else -> this.toMutableList()\n    }\n}\n\n/**\n * Returns a [List] containing all elements.\n */\npublic fun BooleanArray.toList(): List<Boolean> {\n    return when (size) {\n        0 -> emptyList()\n        1 -> listOf(this[0])\n
        else -> this.toMutableList()\n    }\n}\n\n/**\n * Returns a [List] containing all elements.\n */\npublic fun CharArray.toList(): List<Char> {\n    return when (size) {\n        0 -> emptyList()\n        1 -> listOf(this[0])\n        else -> this.toMutableList()\n    }\n}\n\n/**\n * Returns a [MutableList] filled with all elements of this array.\n */\npublic fun <T> Array<out T>.toMutableList(): MutableList<T> {\n    return ArrayList(this.asCollection())\n}\n\n/**\n * Returns a [MutableList] filled with all elements of this array.\n */\npublic fun ByteArray.toMutableList(): MutableList<Byte> {\n    val list = ArrayList<Byte>(size)\n    for (item in this) list.add(item)\n    return list\n}\n\n/**\n * Returns a [MutableList] filled with all elements of this array.\n */\npublic fun ShortArray.toMutableList(): MutableList<Short> {\n    val list = ArrayList<Short>(size)\n    for (item in this) list.add(item)\n    return list\n}\n\n/**\n * Returns a [MutableList] filled with all elements
 of this array.\n */\npublic fun IntArray.toMutableList(): MutableList<Int> {\n    val list = ArrayList<Int>(size)\n    for (item in this) list.add(item)\n    return list\n}\n\n/**\n * Returns a [MutableList] filled with all elements of this array.\n */\npublic fun LongArray.toMutableList(): MutableList<Long> {\n    val list = ArrayList<Long>(size)\n
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for (item in this) list.add(item)\n   return list\n}\n\n/**\n * Returns a [MutableList] filled with all elements of this array.\n */\npublic fun FloatArray.toMutableList(): MutableList<Float> {\n   val list = ArrayList<Float>(size)\n for (item in this) list.add(item)\n   return list\n}\n\n/**\n * Returns a [MutableList] filled with all elements of this array.\n */\npublic fun DoubleArray.toMutableList(): MutableList<Double> {\n   val list = ArrayList<Double>(size)\n   for (item in this) list.add(item)\n   return list\n}\n\n/**\n * Returns a [MutableList] filled with all elements of this array.\n */\npublic fun BooleanArray.toMutableList(): MutableList<Boolean> {\n   val list = ArrayList<Boolean>(size)\n   for (item in this) list.add(item)\n   return list\n}\n\n/**\n * Returns a [MutableList] filled with all elements of this array.\n */\npublic fun CharArray.toMutableList(): MutableList<Char> {\n   val list = ArrayList<Char>(size)\n   for (item in this) list.add(item)\n   return list\n}\n\n/**\n * Returns a [Set] of all elements.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun <T> Array<out T>.toSet(): Set<T> {\n   return when (size) {\n   0 -> emptySet()\n   1 -> setOf(this[0])\n   else -> toCollection(LinkedHashSet<T>(mapCapacity(size)))\n   }\n}\n\n/**\n * Returns a [Set] of all elements.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun ByteArray.toSet(): Set<Byte> {\n   return when (size) {\n   0 -> emptySet()\n   1 -> setOf(this[0])\n   else -> toCollection(LinkedHashSet<Byte>(mapCapacity(size)))\n   }\n}\n\n/**\n * Returns a [Set] of all elements.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun ShortArray.toSet(): Set<Short> {\n   return when (size) {\n   0 -> emptySet()\n   1 -> setOf(this[0])\n   else -> toCollection(LinkedHashSet<Short>(mapCapacity(size)))\n   }\n}\n\n/**\n * Returns a [Set] of all elements.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun IntArray.toSet(): Set<Int> {\n   return when (size) {\n   0 -> emptySet()\n   1 -> setOf(this[0])\n   else -> toCollection(LinkedHashSet<Int>(mapCapacity(size)))\n   }\n}\n\n/**\n * Returns a [Set] of all elements.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun LongArray.toSet(): Set<Long> {\n   return when (size) {\n   0 -> emptySet()\n   1 -> setOf(this[0])\n   else -> toCollection(LinkedHashSet<Long>(mapCapacity(size)))\n   }\n}\n\n/**\n * Returns a [Set] of all elements.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun FloatArray.toSet(): Set<Float> {\n   return when (size) {\n   0 -> emptySet()\n   1 -> setOf(this[0])\n   else -> toCollection(LinkedHashSet<Float>(mapCapacity(size)))\n   }\n}\n\n/**\n * Returns a [Set] of all elements.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun DoubleArray.toSet(): Set<Double> {\n   return when (size) {\n   0 -> emptySet()\n   1 -> setOf(this[0])\n   else -> toCollection(LinkedHashSet<Double>(mapCapacity(size)))\n   }\n}\n\n/**\n * Returns a [Set] of all elements.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun BooleanArray.toSet(): Set<Boolean> {\n   return when (size) {\n   0 -> emptySet()\n   1 -> setOf(this[0])\n   else -> toCollection(LinkedHashSet<Boolean>(mapCapacity(size)))\n   }\n}\n\n/**\n * Returns a [Set] of all elements.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun CharArray.toSet(): Set<Char> {\n   return when (size) {\n   0 -> emptySet()\n   1 -> setOf(this[0])\n   else -> toCollection(LinkedHashSet<Char>(mapCapacity(size)))\n   }\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n */\npublic inline fun <T, R> Array<out T>.flatMap(transform: (T) -> Iterable<R>): List<R> {\n   return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n */\npublic inline fun <R> ByteArray.flatMap(transform: (Byte) -> Iterable<R>): List<R> {\n   return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n */\npublic inline fun <R> ShortArray.flatMap(transform: (Short) -> Iterable<R>): List<R> {\n   return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n */\npublic inline fun <R> IntArray.flatMap(transform: (Int) -> Iterable<R>): List<R> {\n   return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being

invoked on each element of original array.\n */\npublic inline fun <R> LongArray.flatMap(transform: (Long) -> Iterable<R>): List<R> {\n return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element
of original array.\n */\npublic inline fun <R> FloatArray.flatMap(transform: (Float) -> Iterable<R>): List<R> {\n return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n */\npublic inline fun <R> DoubleArray.flatMap(transform: (Double) -> Iterable<R>): List<R> {\n return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n */\npublic inline fun <R> BooleanArray.flatMap(transform: (Boolean) -> Iterable<R>): List<R> {\n return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n */\npublic inline fun <R> CharArray.flatMap(transform: (Char) -> Iterable<R>): List<R> {\n return flatMapTo(ArrayList<R>(),
transform)\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n */\npublic inline fun <T, R, C : MutableCollection<in R>> Array<out T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {\n for (element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> ByteArray.flatMapTo(destination: C, transform: (Byte) -> Iterable<R>): C {\n for (element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original
array, to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> ShortArray.flatMapTo(destination: C, transform: (Short) -> Iterable<R>): C {\n for (element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> IntArray.flatMapTo(destination: C, transform: (Int) -> Iterable<R>): C {\n for (element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> LongArray.flatMapTo(destination: C, transform: (Long) -> Iterable<R>):
C {\n for (element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> FloatArray.flatMapTo(destination: C, transform: (Float) -> Iterable<R>): C {\n for (element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> DoubleArray.flatMapTo(destination: C, transform: (Double) -> Iterable<R>): C {\n for (element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n
* Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> BooleanArray.flatMapTo(destination: C, transform: (Boolean) -> Iterable<R>): C {\n for (element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> CharArray.flatMapTo(destination: C, transform: (Char) -> Iterable<R>): C {\n for (element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Groups elements of the original array by the key

returned by the given [keySelector] function\n * applied to each element and returns a map
where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <T, K> Array<out T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {\n   return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K> ByteArray.groupBy(keySelector: (Byte) -> K): Map<K, List<Byte>> {\n   return groupByTo(LinkedHashMap<K, MutableList<Byte>>(), keySelector)\n}\n\n/**\n
* Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K> ShortArray.groupBy(keySelector: (Short) -> K): Map<K, List<Short>> {\n   return groupByTo(LinkedHashMap<K, MutableList<Short>>(), keySelector)\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic
inline fun <K> IntArray.groupBy(keySelector: (Int) -> K): Map<K, List<Int>> {\n   return groupByTo(LinkedHashMap<K, MutableList<Int>>(), keySelector)\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K> LongArray.groupBy(keySelector: (Long) -> K): Map<K, List<Long>> {\n   return groupByTo(LinkedHashMap<K, MutableList<Long>>(), keySelector)\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry
iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K> FloatArray.groupBy(keySelector: (Float) -> K): Map<K, List<Float>> {\n   return groupByTo(LinkedHashMap<K, MutableList<Float>>(), keySelector)\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K> DoubleArray.groupBy(keySelector: (Double) -> K): Map<K, List<Double>> {\n   return groupByTo(LinkedHashMap<K, MutableList<Double>>(), keySelector)\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n
* applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K> BooleanArray.groupBy(keySelector: (Boolean) -> K): Map<K, List<Boolean>> {\n   return groupByTo(LinkedHashMap<K, MutableList<Boolean>>(), keySelector)\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map

where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K> CharArray.groupBy(keySelector: (Char) -> K): Map<K, List<Char>> {\n return groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <T, K, V> Array<out T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>> {\n return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V> ByteArray.groupBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, List<V>> {\n return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V> ShortArray.groupBy(keySelector:
(Short) -> K, valueTransform: (Short) -> V): Map<K, List<V>> {\n return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V> IntArray.groupBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, List<V>> {\n return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given
[keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V> LongArray.groupBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, List<V>> {\n return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n
*/\npublic inline fun <K, V> FloatArray.groupBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, List<V>> {\n return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns

a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V> DoubleArray.groupBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, List<V>> {\n return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V> BooleanArray.groupBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, List<V>> {\n return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V> CharArray.groupBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, List<V>> {\n return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <T, K, M : MutableMap<in K, MutableList<T>>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<T>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K, M : MutableMap<in K, MutableList<Byte>>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<Byte>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K, M : MutableMap<in K, MutableList<Short>>> ShortArray.groupByTo(destination: M, keySelector: (Short) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<Short>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K, M : MutableMap<in K, MutableList<Int>>> IntArray.groupByTo(destination: M, keySelector: (Int) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<Int>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K, M : MutableMap<in

K, MutableList<Long>>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<Long>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K, M : MutableMap<in K, MutableList<Float>>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<Float>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K, M : MutableMap<in K, MutableList<Double>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<Double>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K, M : MutableMap<in K, MutableList<Boolean>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<Boolean>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated
with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K, M : MutableMap<in K, MutableList<Char>>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<Char>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> Array<out T>.groupByTo(destination:
M, keySelector: (T) -> K, valueTransform: (T) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>()
}\n list.add(valueTransform(element))\n }\n return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample

samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> ShortArray.groupByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n
* by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> IntArray.groupByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The
[destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> FloatArray.groupByTo(destination:
M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>()
}\n list.add(valueTransform(element))\n }\n return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original
array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic

inline fun <K, V, M : MutableMap<in K, MutableList<V>>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return destination\n}\n\n/**\n * Creates a [Grouping] source from an array to be used later with one of group-and-fold operations\n * using the specified [keySelector] function to extract a key from each element.\n * \n * @sample samples.collections.Collections.Transformations.groupingByEachCount\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <T, K> Array<out T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {\n return object : Grouping<T, K> {\n override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()\n override fun keyOf(element: T): K = keySelector(element)\n }\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n */\npublic inline fun <T, R> Array<out T>.map(transform: (T) -> R): List<R> {\n return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n */\npublic inline fun <R> ByteArray.map(transform: (Byte) -> R): List<R> {\n return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n */\npublic inline fun <R> ShortArray.map(transform: (Short) -> R): List<R> {\n return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n */\npublic inline fun <R> IntArray.map(transform: (Int) -> R): List<R> {\n return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n */\npublic inline fun <R> LongArray.map(transform: (Long) -> R): List<R> {\n return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n */\npublic inline fun <R> FloatArray.map(transform: (Float) -> R): List<R> {\n return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n */\npublic inline fun <R> DoubleArray.map(transform: (Double) -> R): List<R> {\n return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n */\npublic inline fun <R> BooleanArray.map(transform: (Boolean) -> R): List<R> {\n return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n */\npublic inline fun <R> CharArray.map(transform: (Char) -> R): List<R> {\n return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <T, R> Array<out T>.mapIndexed(transform: (index: Int, T) -> R): List<R> {\n return mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R> ByteArray.mapIndexed(transform: (index: Int, Byte) -> R): List<R> {\n return mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R> ShortArray.mapIndexed(transform: (index: Int, Short) -> R): List<R> {\n return mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R> IntArray.mapIndexed(transform: (index: Int, Int) -

> R): List<R> {\n   return mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R> LongArray.mapIndexed(transform: (index: Int, Long) -> R): List<R> {\n   return mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R> FloatArray.mapIndexed(transform: (index: Int, Float) -> R): List<R> {\n   return mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R> DoubleArray.mapIndexed(transform: (index: Int, Double) -> R): List<R> {\n   return mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given
 [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R> BooleanArray.mapIndexed(transform: (index: Int, Boolean) -> R): List<R> {\n   return mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R> CharArray.mapIndexed(transform: (index: Int, Char) -> R): List<R> {\n   return mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing only the non-null results of applying the given [transform] function\n * to each element and its index
 in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <T, R : Any> Array<out T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): List<R> {\n   return mapIndexedNotNullTo(ArrayList<R>(), transform)\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original array\n * and appends only the non-null results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <T, R : Any, C : MutableCollection<in R>> Array<out T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {\n   forEachIndexed { index, element -> transform(index, element)?.let { destination.add(it) } }\n   return destination\n}\n\n/**\n * Applies the given [transform]
 function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <T, R, C : MutableCollection<in R>> Array<out T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {\n   var index = 0\n   for (item in this)\n   destination.add(transform(index++, item))\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R, C : MutableCollection<in R>> ByteArray.mapIndexedTo(destination: C, transform: (index: Int, Byte) -> R): C {\n
 var index = 0\n   for (item in this)\n   destination.add(transform(index++, item))\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R, C : MutableCollection<in R>> ShortArray.mapIndexedTo(destination: C, transform: (index: Int, Short) ->

R): C {\n var index = 0\n for (item in this)\n destination.add(transform(index++, item))\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R, C : MutableCollection<in R>> IntArray.mapIndexedTo(destination: C, transform: (index: Int, Int) -> R): C {\n var index = 0\n for (item in this)\n destination.add(transform(index++, item))\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R, C : MutableCollection<in R>> LongArray.mapIndexedTo(destination: C, transform: (index: Int, Long) -> R): C {\n var index = 0\n for (item in this)\n destination.add(transform(index++, item))\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n *
@param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R, C : MutableCollection<in R>> FloatArray.mapIndexedTo(destination: C, transform: (index: Int, Float) -> R): C {\n var index = 0\n for (item in this)\n destination.add(transform(index++, item))\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R, C : MutableCollection<in R>> DoubleArray.mapIndexedTo(destination: C, transform: (index: Int, Double) -> R): C {\n var index = 0\n for (item in this)\n destination.add(transform(index++, item))\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R, C : MutableCollection<in R>> BooleanArray.mapIndexedTo(destination: C, transform: (index: Int, Boolean) -> R): C {\n var index = 0\n for (item in this)\n destination.add(transform(index++, item))\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R, C : MutableCollection<in R>> CharArray.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C {\n var index = 0\n for (item in this)\n destination.add(transform(index++, item))\n return destination\n}\n\n/**\n * Returns a list containing only the non-null results of applying the given [transform] function\n * to each element in the original array.\n */\npublic inline fun <T, R : Any> Array<out T>.mapNotNull(transform: (T) -> R?): List<R> {\n return mapNotNullTo(ArrayList<R>(), transform)\n}\n\n/**\n * Applies the given [transform] function to each element in the original array\n * and appends only the non-null results to the given [destination].\n */\npublic inline fun <T, R : Any, C : MutableCollection<in R>> Array<out T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {\n forEach { element -> transform(element)?.let { destination.add(it) } }\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n */\npublic inline fun <T, R, C : MutableCollection<in R>> Array<out T>.mapTo(destination: C, transform: (T) -> R): C {\n for (item in this)\n destination.add(transform(item))\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> ByteArray.mapTo(destination: C, transform: (Byte) -> R): C {\n for (item in this)\n destination.add(transform(item))\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> ShortArray.mapTo(destination: C, transform: (Short) -> R): C {\n for (item in this)\n destination.add(transform(item))\n return

destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> IntArray.mapTo(destination: C, transform: (Int) -> R): C {\n for (item in this)\n destination.add(transform(item))\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> LongArray.mapTo(destination: C, transform: (Long) -> R): C {\n for (item in this)\n destination.add(transform(item))\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> FloatArray.mapTo(destination: C, transform: (Float) -> R): C {\n for (item in this)\n destination.add(transform(item))\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> DoubleArray.mapTo(destination: C, transform: (Double) -> R): C {\n for (item in this)\n destination.add(transform(item))\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> BooleanArray.mapTo(destination: C, transform: (Boolean) -> R): C {\n for (item in this)\n destination.add(transform(item))\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> CharArray.mapTo(destination: C, transform: (Char) -> R): C {\n for (item in this)\n destination.add(transform(item))\n return destination\n}\n\n/**\n * Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.\n */\npublic fun <T> Array<out T>.withIndex(): Iterable<IndexedValue<T>> {\n return IndexingIterable { iterator() }\n}\n\n/**\n * Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.\n */\npublic fun ByteArray.withIndex(): Iterable<IndexedValue<Byte>> {\n return IndexingIterable { iterator() }\n}\n\n/**\n * Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.\n */\npublic fun ShortArray.withIndex(): Iterable<IndexedValue<Short>> {\n return IndexingIterable { iterator() }\n}\n\n/**\n * Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.\n */\npublic fun IntArray.withIndex(): Iterable<IndexedValue<Int>> {\n return IndexingIterable { iterator() }\n}\n\n/**\n * Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.\n */\npublic fun LongArray.withIndex(): Iterable<IndexedValue<Long>> {\n return IndexingIterable { iterator() }\n}\n\n/**\n * Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.\n */\npublic fun FloatArray.withIndex(): Iterable<IndexedValue<Float>> {\n return IndexingIterable { iterator() }\n}\n\n/**\n * Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.\n */\npublic fun DoubleArray.withIndex(): Iterable<IndexedValue<Double>> {\n return IndexingIterable { iterator() }\n}\n\n/**\n * Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.\n */\npublic fun BooleanArray.withIndex(): Iterable<IndexedValue<Boolean>> {\n return IndexingIterable { iterator() }\n}\n\n/**\n * Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.\n */\npublic fun CharArray.withIndex(): Iterable<IndexedValue<Char>> {\n return IndexingIterable { iterator() }\n}\n\n/**\n * Returns
a list containing only distinct elements from the given array.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n */\npublic fun <T> Array<out T>.distinct(): List<T> {\n return this.toMutableSet().toList()\n}\n\n/**\n * Returns a list containing only distinct elements from the given array.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n */\npublic fun ByteArray.distinct(): List<Byte> {\n return this.toMutableSet().toList()\n}\n\n/**\n * Returns a list containing only distinct elements from the given array.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n */\npublic fun ShortArray.distinct(): List<Short> {\n return this.toMutableSet().toList()\n}\n\n/**\n * Returns a list containing only distinct elements from the given array.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n

*/\npublic fun IntArray.distinct(): List<Int> {\n   return this.toMutableSet().toList()\n}\n\n/**\n * Returns a list containing only distinct elements from the given array.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n */\npublic fun LongArray.distinct(): List<Long> {\n   return this.toMutableSet().toList()\n}\n\n/**\n * Returns a list containing only distinct elements from the given array.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n */\npublic fun FloatArray.distinct(): List<Float> {\n   return this.toMutableSet().toList()\n}\n\n/**\n * Returns a list containing only distinct elements from the given array.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n */\npublic fun DoubleArray.distinct(): List<Double> {\n   return this.toMutableSet().toList()\n}\n\n/**\n * Returns a list containing only distinct elements from the given array.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n */\npublic fun BooleanArray.distinct(): List<Boolean> {\n   return this.toMutableSet().toList()\n}\n\n/**\n * Returns a list containing only distinct elements from the given array.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n */\npublic fun CharArray.distinct(): List<Char> {\n   return this.toMutableSet().toList()\n}\n\n/**\n * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n */\npublic inline fun <T, K> Array<out T>.distinctBy(selector: (T) -> K): List<T> {\n   val set = HashSet<K>()\n   val list = ArrayList<T>()\n   for (e in this) {\n   val key = selector(e)\n   if (set.add(key))\n   list.add(e)\n   }\n   return list\n}\n\n/**\n * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n */\npublic inline fun <K> ByteArray.distinctBy(selector: (Byte) -> K): List<Byte> {\n   val set = HashSet<K>()\n   val list = ArrayList<Byte>()\n   for (e in this) {\n   val key = selector(e)\n   if (set.add(key))\n   list.add(e)\n   }\n   return list\n}\n\n/**\n * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n */\npublic inline fun <K> ShortArray.distinctBy(selector: (Short) -> K): List<Short> {\n   val set = HashSet<K>()\n   val list = ArrayList<Short>()\n   for (e in this) {\n   val key = selector(e)\n   if (set.add(key))\n   list.add(e)\n   }\n   return list\n}\n\n/**\n * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n */\npublic inline fun <K> IntArray.distinctBy(selector: (Int) -> K): List<Int> {\n   val set = HashSet<K>()\n   val list = ArrayList<Int>()\n   for (e in this) {\n   val key = selector(e)\n   if (set.add(key))\n   list.add(e)\n   }\n   return list\n}\n\n/**\n * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n */\npublic inline fun <K> LongArray.distinctBy(selector: (Long) -> K): List<Long> {\n   val set = HashSet<K>()\n   val list = ArrayList<Long>()\n   for (e in this) {\n   val key = selector(e)\n   if (set.add(key))\n   list.add(e)\n   }\n   return list\n}\n\n/**\n * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n */\npublic inline fun <K> FloatArray.distinctBy(selector: (Float) -> K): List<Float> {\n   val set = HashSet<K>()\n   val list = ArrayList<Float>()\n   for (e in this) {\n   val key = selector(e)\n   if (set.add(key))\n   list.add(e)\n   }\n   return list\n}\n\n/**\n * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n */\npublic inline fun <K> DoubleArray.distinctBy(selector: (Double) -> K): List<Double> {\n   val set = HashSet<K>()\n   val list\n = ArrayList<Double>()\n   for (e in this) {\n   val key = selector(e)\n   if (set.add(key))\n   list.add(e)\n   }\n   return list\n}\n\n/**\n * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * \n * The elements in the resulting list are in the same order as they

were in the source array.\n */\npublic inline fun <K> BooleanArray.distinctBy(selector: (Boolean) -> K): List<Boolean> {\n val set = HashSet<K>()\n val list = ArrayList<Boolean>()\n for (e in this) {\n val key = selector(e)\n if (set.add(key))\n list.add(e)\n }\n return list\n}\n\n/**\n * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n */\npublic inline fun <K> CharArray.distinctBy(selector: (Char) -> K): List<Char> {\n val set = HashSet<K>()\n val list = ArrayList<Char>()\n for (e in this) {\n val key = selector(e)\n if (set.add(key))\n list.add(e)\n }\n return list\n}\n\n/**\n * Returns a set containing all elements that are contained by both this set and the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic infix fun <T> Array<out T>.intersect(other: Iterable<T>): Set<T> {\n val set = this.toMutableSet()\n set.retainAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by both this set and the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic infix fun ByteArray.intersect(other: Iterable<Byte>): Set<Byte> {\n val set = this.toMutableSet()\n set.retainAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by both this set and the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic infix fun ShortArray.intersect(other: Iterable<Short>): Set<Short> {\n val set = this.toMutableSet()\n set.retainAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by both this set and the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic infix fun IntArray.intersect(other: Iterable<Int>): Set<Int> {\n val set = this.toMutableSet()\n set.retainAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by both this set and the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic infix fun LongArray.intersect(other: Iterable<Long>): Set<Long> {\n val set = this.toMutableSet()\n set.retainAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by both this set and the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic infix fun FloatArray.intersect(other: Iterable<Float>): Set<Float> {\n val set = this.toMutableSet()\n set.retainAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by both this set and the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic infix fun DoubleArray.intersect(other: Iterable<Double>): Set<Double> {\n val set = this.toMutableSet()\n set.retainAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by both this set and the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic infix fun BooleanArray.intersect(other: Iterable<Boolean>): Set<Boolean> {\n val set = this.toMutableSet()\n set.retainAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by both this set and the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic infix fun CharArray.intersect(other: Iterable<Char>): Set<Char> {\n val set = this.toMutableSet()\n set.retainAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by this array and not contained by the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic infix fun <T> Array<out T>.subtract(other: Iterable<T>): Set<T> {\n val set = this.toMutableSet()\n set.removeAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by this array and not contained by the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic infix fun ByteArray.subtract(other: Iterable<Byte>): Set<Byte> {\n val set = this.toMutableSet()\n set.removeAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by this array and not contained by the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic infix fun ShortArray.subtract(other: Iterable<Short>): Set<Short> {\n val set = this.toMutableSet()\n set.removeAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by this

array and not contained by the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic infix fun IntArray.subtract(other: Iterable<Int>): Set<Int> {\n val set = this.toMutableSet()\n set.removeAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by this array and not contained by the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic infix fun LongArray.subtract(other: Iterable<Long>): Set<Long> {\n val set = this.toMutableSet()\n set.removeAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by this array and not contained by the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic infix fun FloatArray.subtract(other: Iterable<Float>): Set<Float> {\n val set = this.toMutableSet()\n set.removeAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by this array and not contained by the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic infix fun DoubleArray.subtract(other: Iterable<Double>): Set<Double> {\n val set = this.toMutableSet()\n set.removeAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by this array and not contained by the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic infix fun BooleanArray.subtract(other: Iterable<Boolean>): Set<Boolean> {\n val set = this.toMutableSet()\n set.removeAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by this array and not contained by the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic infix fun CharArray.subtract(other: Iterable<Char>): Set<Char> {\n val set = this.toMutableSet()\n set.removeAll(other)\n return set\n}\n\n/**\n * Returns a mutable set containing all distinct elements from the given array.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun <T> Array<out T>.toMutableSet(): MutableSet<T> {\n val set = LinkedHashSet<T>(mapCapacity(size))\n for (item in this) set.add(item)\n return set\n}\n\n/**\n * Returns a mutable set containing all distinct elements from the given array.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun ByteArray.toMutableSet(): MutableSet<Byte> {\n val set = LinkedHashSet<Byte>(mapCapacity(size))\n for (item in this) set.add(item)\n return set\n}\n\n/**\n * Returns a mutable set containing all distinct elements from the given array.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun ShortArray.toMutableSet(): MutableSet<Short> {\n val set = LinkedHashSet<Short>(mapCapacity(size))\n for (item in this) set.add(item)\n return set\n}\n\n/**\n * Returns a mutable set containing all distinct elements from the given array.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun IntArray.toMutableSet(): MutableSet<Int> {\n val set = LinkedHashSet<Int>(mapCapacity(size))\n for (item in this) set.add(item)\n return set\n}\n\n/**\n * Returns a mutable set containing all distinct elements from the given array.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun LongArray.toMutableSet(): MutableSet<Long> {\n val set = LinkedHashSet<Long>(mapCapacity(size))\n for (item in this) set.add(item)\n return set\n}\n\n/**\n * Returns a mutable set containing all distinct elements from the given array.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun FloatArray.toMutableSet(): MutableSet<Float> {\n val set = LinkedHashSet<Float>(mapCapacity(size))\n for (item in this) set.add(item)\n return set\n}\n\n/**\n * Returns a mutable set containing all distinct elements from the given array.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun DoubleArray.toMutableSet(): MutableSet<Double> {\n val set = LinkedHashSet<Double>(mapCapacity(size))\n for (item in this) set.add(item)\n return set\n}\n\n/**\n * Returns a mutable set containing all distinct elements from the given array.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun BooleanArray.toMutableSet(): MutableSet<Boolean> {\n val set = LinkedHashSet<Boolean>(mapCapacity(size))\n for (item in this) set.add(item)\n return set\n}\n\n/**\n * Returns a mutable set containing all distinct elements from the given array.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun CharArray.toMutableSet(): MutableSet<Char> {\n val set = LinkedHashSet<Char>(mapCapacity(size))\n for (item in this) set.add(item)\n

return set\n}\n\n/**\n * Returns a set containing all distinct elements from both collections.\n * \n * The returned set preserves the element iteration order of the original array.\n * Those elements of the [other] collection that are unique are iterated in the end\n * in the order of the [other] collection.\n */\npublic infix fun <T> Array<out T>.union(other: Iterable<T>): Set<T> {\n val set = this.toMutableSet()\n set.addAll(other)\n return set\n}\n\n/**\n * Returns a set containing all distinct elements from both collections.\n * \n * The returned set preserves the element iteration order of the original array.\n * Those elements of the [other] collection that are unique are iterated in the end\n * in the order of the [other] collection.\n */\npublic infix fun ByteArray.union(other: Iterable<Byte>): Set<Byte> {\n val set = this.toMutableSet()\n set.addAll(other)\n return set\n}\n\n/**\n * Returns a set containing all distinct elements from both collections.\n * \n * The returned set preserves the element iteration order of the original array.\n * Those elements of the [other] collection that are unique are iterated in the end\n * in the order of the [other] collection.\n */\npublic infix fun ShortArray.union(other: Iterable<Short>): Set<Short> {\n val set = this.toMutableSet()\n set.addAll(other)\n return set\n}\n\n/**\n * Returns a set containing all distinct elements from both collections.\n * \n * The returned set preserves the element iteration order of the original array.\n * Those elements of the [other] collection that are unique are iterated in the end\n * in the order of the [other] collection.\n */\npublic infix fun IntArray.union(other: Iterable<Int>): Set<Int> {\n val set = this.toMutableSet()\n set.addAll(other)\n return set\n}\n\n/**\n * Returns a set containing all distinct elements from both collections.\n * \n * The returned set preserves the element iteration order of the original array.\n * Those elements of the [other] collection that are unique are iterated in the end\n * in the order of the [other] collection.\n */\npublic infix fun LongArray.union(other: Iterable<Long>): Set<Long> {\n val set = this.toMutableSet()\n set.addAll(other)\n return set\n}\n\n/**\n * Returns a set containing all distinct elements from both collections.\n * \n * The returned set preserves the element iteration order of the original array.\n * Those elements of the [other] collection that are unique are iterated in the end\n * in the order of the [other] collection.\n */\npublic infix fun FloatArray.union(other: Iterable<Float>): Set<Float> {\n val set = this.toMutableSet()\n set.addAll(other)\n return set\n}\n\n/**\n * Returns a set containing all distinct elements from both collections.\n * \n * The returned set preserves the element iteration order of the original array.\n * Those elements of the [other] collection that are unique are iterated in the end\n * in the order of the [other] collection.\n */\npublic infix fun DoubleArray.union(other: Iterable<Double>): Set<Double> {\n val set = this.toMutableSet()\n set.addAll(other)\n return set\n}\n\n/**\n * Returns a set containing all distinct elements from both collections.\n * \n * The returned set preserves the element iteration order of the original array.\n * Those elements of the [other] collection that are unique are iterated in the end\n * in the order of the [other] collection.\n */\npublic infix fun BooleanArray.union(other: Iterable<Boolean>): Set<Boolean> {\n val set = this.toMutableSet()\n set.addAll(other)\n return set\n}\n\n/**\n * Returns a set containing all distinct elements from both collections.\n * \n * The returned set preserves the element iteration order of the original array.\n * Those elements of the [other] collection that are unique are iterated in the end\n * in the order of the [other] collection.\n */\npublic infix fun CharArray.union(other: Iterable<Char>): Set<Char> {\n val set = this.toMutableSet()\n set.addAll(other)\n return set\n}\n\n/**\n * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\npublic inline fun <T> Array<out T>.all(predicate: (T) -> Boolean): Boolean {\n for (element in this) if (!predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\npublic inline fun ByteArray.all(predicate: (Byte) -> Boolean): Boolean {\n for (element in this) if (!predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\npublic inline fun ShortArray.all(predicate: (Short) -> Boolean): Boolean {\n for (element in this) if (!predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\npublic inline fun IntArray.all(predicate: (Int) -> Boolean): Boolean {\n for (element in this) if (!predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if all elements match the given

[predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\npublic inline fun LongArray.all(predicate: (Long) -> Boolean): Boolean {\n for (element in this) if (!predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\npublic inline fun FloatArray.all(predicate: (Float) -> Boolean): Boolean {\n for (element in this) if (!predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\npublic inline fun DoubleArray.all(predicate: (Double) -> Boolean): Boolean {\n for (element in this) if (!predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\npublic inline fun BooleanArray.all(predicate: (Boolean) -> Boolean): Boolean {\n for (element in this) if (!predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\npublic inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean {\n for (element in this) if (!predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if array has at least one element.\n * \n * @sample samples.collections.Collections.Aggregates.any\n */\npublic fun <T> Array<out T>.any(): Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns `true` if array has at least one element.\n * \n * @sample samples.collections.Collections.Aggregates.any\n */\npublic fun ByteArray.any(): Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns `true` if array has at least one element.\n * \n * @sample samples.collections.Collections.Aggregates.any\n */\npublic fun ShortArray.any(): Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns `true` if array has at least one element.\n * \n * @sample samples.collections.Collections.Aggregates.any\n */\npublic fun IntArray.any(): Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns `true` if array has at least one element.\n * \n * @sample samples.collections.Collections.Aggregates.any\n */\npublic fun LongArray.any(): Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns `true` if array has at least one element.\n * \n * @sample samples.collections.Collections.Aggregates.any\n */\npublic fun FloatArray.any(): Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns `true` if array has at least one element.\n * \n * @sample samples.collections.Collections.Aggregates.any\n */\npublic fun DoubleArray.any(): Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns `true` if array has at least one element.\n * \n * @sample samples.collections.Collections.Aggregates.any\n */\npublic fun BooleanArray.any(): Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns `true` if array has at least one element.\n * \n * @sample samples.collections.Collections.Aggregates.any\n */\npublic fun CharArray.any(): Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n */\npublic inline fun <T> Array<out T>.any(predicate: (T) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return true\n return false\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n */\npublic inline fun ByteArray.any(predicate: (Byte) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return true\n return false\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n */\npublic inline fun ShortArray.any(predicate: (Short) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return true\n return false\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n */\npublic inline fun IntArray.any(predicate: (Int) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return true\n return false\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n */\npublic inline fun LongArray.any(predicate: (Long) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return true\n return false\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n */\npublic inline fun FloatArray.any(predicate: (Float) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return

true\n   return false\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n */\npublic inline fun DoubleArray.any(predicate: (Double) -> Boolean): Boolean {\n   for (element in this) if (predicate(element)) return true\n   return false\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n */\npublic inline fun BooleanArray.any(predicate:
(Boolean) -> Boolean): Boolean {\n   for (element in this) if (predicate(element)) return true\n   return false\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n */\npublic inline fun CharArray.any(predicate: (Char) -> Boolean): Boolean {\n   for (element in this) if (predicate(element)) return true\n   return false\n}\n\n/**\n * Returns the number of elements in this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.count(): Int {\n   return size\n}\n\n/**\n * Returns the number of elements in this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.count(): Int {\n   return size\n}\n\n/**\n * Returns the number of elements in this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.count(): Int {\n   return size\n}\n\n/**\n * Returns the number of elements in this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.count(): Int {\n   return size\n}\n\n/**\n * Returns the number of elements in this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.count(): Int {\n   return size\n}\n\n/**\n * Returns the number of elements in this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.count(): Int {\n   return size\n}\n\n/**\n * Returns the number of elements in this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.count(): Int {\n   return size\n}\n\n/**\n * Returns the number of elements in this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.count(): Int {\n   return size\n}\n\n/**\n * Returns the number of elements in this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.count(): Int {\n   return size\n}\n\n/**\n * Returns the number of elements matching the given [predicate].\n */\npublic inline fun <T> Array<out T>.count(predicate: (T) ->
Boolean): Int {\n   var count = 0\n   for (element in this) if (predicate(element)) count++\n   return count\n}\n\n/**\n * Returns the number of elements matching the given [predicate].\n */\npublic inline fun ByteArray.count(predicate: (Byte) -> Boolean): Int {\n   var count = 0\n   for (element in this) if (predicate(element)) count++\n   return count\n}\n\n/**\n * Returns the number of elements matching the given [predicate].\n */\npublic inline fun ShortArray.count(predicate: (Short) -> Boolean): Int {\n   var count = 0\n   for (element in this) if (predicate(element)) count++\n   return count\n}\n\n/**\n * Returns the number of elements matching the given [predicate].\n */\npublic inline fun IntArray.count(predicate: (Int) -> Boolean): Int {\n   var count = 0\n   for (element in this) if (predicate(element)) count++\n   return count\n}\n\n/**\n * Returns the number of elements matching the given [predicate].\n */\npublic inline fun LongArray.count(predicate: (Long) ->
Boolean): Int {\n   var count = 0\n   for (element in this) if (predicate(element)) count++\n   return count\n}\n\n/**\n * Returns the number of elements matching the given [predicate].\n */\npublic inline fun FloatArray.count(predicate: (Float) -> Boolean): Int {\n   var count = 0\n   for (element in this) if (predicate(element)) count++\n   return count\n}\n\n/**\n * Returns the number of elements matching the given [predicate].\n */\npublic inline fun DoubleArray.count(predicate: (Double) -> Boolean): Int {\n   var count = 0\n   for (element in this) if (predicate(element)) count++\n   return count\n}\n\n/**\n * Returns the number of elements matching the given [predicate].\n */\npublic inline fun BooleanArray.count(predicate: (Boolean) -> Boolean): Int {\n   var count = 0\n   for (element in this) if (predicate(element)) count++\n   return count\n}\n\n/**\n * Returns the number of elements matching the given [predicate].\n */\npublic inline fun CharArray.count(predicate:
(Char) -> Boolean): Int {\n   var count = 0\n   for (element in this) if (predicate(element)) count++\n   return count\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.\n */\npublic inline fun <T, R> Array<out T>.fold(initial: R, operation: (acc: R, T) -> R): R {\n   var accumulator = initial\n   for (element in this) accumulator = operation(accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.\n */\npublic inline fun <R>

ByteArray.fold(initial: R, operation: (acc: R, Byte) -> R): R {\n   var accumulator = initial\n   for (element in this) accumulator = operation(accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.\n */\npublic inline fun <R> ShortArray.fold(initial: R, operation: (acc: R, Short) -> R): R {\n   var accumulator = initial\n   for (element in this) accumulator = operation(accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.\n */\npublic inline fun <R> IntArray.fold(initial: R, operation: (acc: R, Int) -> R): R {\n   var accumulator = initial\n   for (element in this) accumulator = operation(accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.\n */\npublic inline fun <R> LongArray.fold(initial: R, operation: (acc: R, Long) -> R): R {\n   var accumulator = initial\n   for (element in this) accumulator = operation(accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.\n */\npublic inline fun <R> FloatArray.fold(initial: R, operation: (acc: R, Float) -> R): R {\n   var accumulator = initial\n   for (element in this) accumulator = operation(accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.\n */\npublic inline fun <R> DoubleArray.fold(initial: R, operation: (acc: R, Double) -> R): R {\n   var accumulator = initial\n   for (element in this) accumulator = operation(accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.\n */\npublic inline fun <R> BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R {\n   var accumulator = initial\n   for (element in this) accumulator = operation(accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.\n */\npublic inline fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {\n   var accumulator = initial\n   for (element in this) accumulator = operation(accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */\npublic inline fun <T, R> Array<out T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {\n   var index = 0\n   var accumulator = initial\n   for (element in this) accumulator = operation(index++, accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */\npublic inline fun <R> ByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): R {\n   var index = 0\n   var accumulator = initial\n   for (element in this) accumulator = operation(index++, accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index\n of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */\npublic inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {\n   var index = 0\n   var accumulator = initial\n   for (element in this) accumulator = operation(index++, accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */\npublic inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): R {\n   var index = 0\n   var accumulator = initial\n   for (element in this) accumulator = operation(index++, accumulator, element)\n   return accumulator\n}\n\n/**\n

* Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */\npublic inline fun <R> LongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): R {\n var index = 0\n var accumulator = initial\n for (element in this) accumulator = operation(index++, accumulator, element)\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */\npublic inline fun <R> FloatArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): R {\n var index = 0\n var accumulator = initial\n for (element in this) accumulator = operation(index++, accumulator, element)\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */\npublic inline fun <R> DoubleArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): R {\n var index = 0\n var accumulator = initial\n for (element in this) accumulator = operation(index++, accumulator, element)\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */\npublic inline fun <R> BooleanArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): R {\n var index = 0\n var accumulator = initial\n for (element in this) accumulator = operation(index++, accumulator, element)\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */\npublic inline fun <R> CharArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {\n var index = 0\n var accumulator = initial\n for (element in this) accumulator = operation(index++, accumulator, element)\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.\n */\npublic inline fun <T, R> Array<out T>.foldRight(initial: R, operation: (T, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.\n */\npublic inline fun <R> ByteArray.foldRight(initial: R, operation: (Byte, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.\n */\npublic inline fun <R> ShortArray.foldRight(initial: R, operation: (Short, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.\n */\npublic inline fun <R> IntArray.foldRight(initial: R, operation: (Int, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.\n */\npublic inline fun <R> LongArray.foldRight(initial: R, operation: (Long, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying

[operation] from right to left to each element and current accumulator value.\n */\npublic inline fun <R> FloatArray.foldRight(initial: R, operation: (Float, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.\n */\npublic inline fun <R> DoubleArray.foldRight(initial: R, operation: (Double, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.\n */\npublic inline fun <R> BooleanArray.foldRight(initial: R, operation: (Boolean, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.\n */\npublic inline fun <R> CharArray.foldRight(initial: R, operation: (Char, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <T, R> Array<out T>.foldRightIndexed(initial: R, operation: (index: Int, T, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next
accumulator value.\n */\npublic inline fun <R> ByteArray.foldRightIndexed(initial: R, operation: (index: Int, Byte, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <R> ShortArray.foldRightIndexed(initial: R, operation: (index: Int, Short, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <R> IntArray.foldRightIndexed(initial: R, operation: (index: Int, Int, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates
the next accumulator value.\n */\npublic inline fun <R> LongArray.foldRightIndexed(initial: R, operation: (index: Int, Long, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n

*/\npublic inline fun <R> FloatArray.foldRightIndexed(initial: R, operation: (index: Int, Float, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <R> DoubleArray.foldRightIndexed(initial: R, operation: (index: Int, Double, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <R> BooleanArray.foldRightIndexed(initial: R, operation: (index: Int, Boolean, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <R> CharArray.foldRightIndexed(initial: R, operation: (index: Int, Char, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Performs the given [action] on each element.\n */\npublic inline fun <T> Array<out T>.forEach(action: (T) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element.\n */\npublic inline fun ByteArray.forEach(action: (Byte) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element.\n */\npublic inline fun ShortArray.forEach(action: (Short) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element.\n */\npublic inline fun IntArray.forEach(action: (Int) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element.\n */\npublic inline fun LongArray.forEach(action: (Long) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element.\n */\npublic inline fun FloatArray.forEach(action: (Float) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element.\n */\npublic inline fun DoubleArray.forEach(action: (Double) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element.\n */\npublic inline fun BooleanArray.forEach(action: (Boolean) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element.\n */\npublic inline fun CharArray.forEach(action: (Char) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the desired action on the element.\n */\npublic inline fun <T> Array<out T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {\n var index = 0\n for (item in this) action(index++, item)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the desired action on the element.\n */\npublic inline fun ByteArray.forEachIndexed(action: (index: Int, Byte) -> Unit): Unit {\n var index = 0\n for (item in this) action(index++, item)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the desired action on the element.\n */\npublic inline fun ShortArray.forEachIndexed(action: (index: Int, Short) -> Unit): Unit {\n var index = 0\n for (item in this) action(index++, item)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element.\n * @param [action] function that takes

the index of an element and the element itself\n * and performs the desired action on the element.\n */\npublic inline fun IntArray.forEachIndexed(action: (index: Int, Int) -> Unit): Unit {\n var index = 0\n for (item in this) action(index++, item)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the desired action on the element.\n */\npublic inline fun LongArray.forEachIndexed(action: (index: Int, Long) -> Unit): Unit {\n var index = 0\n for (item in this) action(index++, item)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the desired action on the element.\n */\npublic inline fun FloatArray.forEachIndexed(action: (index: Int, Float) -> Unit): Unit {\n var index = 0\n for (item in this) action(index++, item)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the desired action on the element.\n */\npublic inline fun DoubleArray.forEachIndexed(action: (index: Int, Double) -> Unit): Unit {\n var index = 0\n for (item in this) action(index++, item)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the desired action on the element.\n */\npublic inline fun BooleanArray.forEachIndexed(action: (index: Int, Boolean) -> Unit): Unit {\n var index = 0\n for (item in this) action(index++, item)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the desired action on the element.\n */\npublic inline fun CharArray.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {\n var index = 0\n for (item in this) action(index++, item)\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n */\n@SinceKotlin(\"1.1\")\npublic fun Array<out Double>.max(): Double? {\n if (isEmpty()) return null\n var max = this[0]\n if (max.isNaN()) return max\n for (i in 1..lastIndex) {\n val e = this[i]\n if (e.isNaN()) return e\n if (max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n */\n@SinceKotlin(\"1.1\")\npublic fun Array<out Float>.max(): Float? {\n if (isEmpty()) return null\n var max = this[0]\n if (max.isNaN()) return max\n for (i in 1..lastIndex) {\n val e = this[i]\n if (e.isNaN()) return e\n if (max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n */\npublic fun <T : Comparable<T>> Array<out T>.max(): T? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n */\npublic fun ByteArray.max(): Byte? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n */\npublic fun ShortArray.max(): Short? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n */\npublic fun IntArray.max(): Int? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n */\npublic fun LongArray.max(): Long? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n */\npublic fun FloatArray.max(): Float? {\n if (isEmpty()) return null\n var max = this[0]\n if (max.isNaN()) return max\n for (i in 1..lastIndex) {\n val e = this[i]\n if (e.isNaN()) return e\n if (max < e) max = e\n }\n return max\n}\n\n/**\n *
Returns the largest element or `null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n */\npublic fun DoubleArray.max(): Double? {\n if (isEmpty()) return null\n var max = this[0]\n if (max.isNaN()) return max\n for (i in 1..lastIndex) {\n val e = this[i]\n if (e.isNaN()) return e\n if (max

< e) max = e\n }\n return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n */\npublic fun CharArray.max(): Char? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n */\npublic inline fun <T, R : Comparable<R>> Array<out T>.maxBy(selector: (T) -> R): T? {\n if (isEmpty()) return null\n var maxElem = this[0]\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n */\npublic inline fun <R : Comparable<R>> ByteArray.maxBy(selector: (Byte) -> R): Byte? {\n if (isEmpty()) return null\n var maxElem = this[0]\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n */\npublic inline fun <R : Comparable<R>> ShortArray.maxBy(selector: (Short) -> R): Short? {\n if (isEmpty()) return null\n var maxElem = this[0]\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n */\npublic inline fun <R : Comparable<R>> IntArray.maxBy(selector: (Int) -> R): Int? {\n if (isEmpty()) return null\n var maxElem = this[0]\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n */\npublic inline fun <R : Comparable<R>> LongArray.maxBy(selector: (Long) -> R): Long? {\n if (isEmpty()) return null\n var maxElem = this[0]\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n */\npublic inline fun <R : Comparable<R>> FloatArray.maxBy(selector: (Float) -> R): Float? {\n if (isEmpty()) return null\n var maxElem = this[0]\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n */\npublic inline fun <R : Comparable<R>> DoubleArray.maxBy(selector: (Double) -> R): Double? {\n if (isEmpty()) return null\n var maxElem = this[0]\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n */\npublic inline fun <R : Comparable<R>> BooleanArray.maxBy(selector: (Boolean) -> R): Boolean? {\n if (isEmpty()) return null\n var maxElem = this[0]\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n */\npublic inline fun <R : Comparable<R>> CharArray.maxBy(selector: (Char) -> R): Char? {\n if (isEmpty()) return null\n var maxElem = this[0]\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\npublic fun <T> Array<out T>.maxWith(comparator: Comparator<in T>): T? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(max,

e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\npublic fun ByteArray.maxWith(comparator: Comparator<in Byte>): Byte? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\npublic fun ShortArray.maxWith(comparator: Comparator<in Short>): Short? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\npublic fun IntArray.maxWith(comparator: Comparator<in Int>): Int? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\npublic fun LongArray.maxWith(comparator: Comparator<in Long>): Long? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\npublic fun FloatArray.maxWith(comparator: Comparator<in Float>): Float? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\npublic fun DoubleArray.maxWith(comparator: Comparator<in Double>): Double? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\npublic fun BooleanArray.maxWith(comparator: Comparator<in Boolean>): Boolean? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\npublic fun CharArray.maxWith(comparator: Comparator<in Char>): Char? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n */\n@SinceKotlin(\"1.1\")\npublic fun Array<out Double>.min(): Double? {\n if (isEmpty()) return null\n var min = this[0]\n if (min.isNaN()) return min\n for (i in 1..lastIndex) {\n val e = this[i]\n if (e.isNaN()) return e\n if (min > e) min = e\n }\n return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n */\n@SinceKotlin(\"1.1\")\npublic fun Array<out Float>.min(): Float? {\n if (isEmpty()) return null\n var min = this[0]\n if (min.isNaN()) return min\n for (i in 1..lastIndex) {\n val e = this[i]\n if (e.isNaN()) return e\n if (min > e) min = e\n }\n return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n */\npublic fun <T : Comparable<T>> Array<out T>.min(): T? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (min > e) min = e\n }\n return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n */\npublic fun ByteArray.min(): Byte? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (min > e) min = e\n }\n return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n */\npublic fun ShortArray.min(): Short? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (min > e) min = e\n }\n return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n */\npublic fun IntArray.min(): Int? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (min > e)

min = e\n }\n return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n */\npublic fun LongArray.min(): Long? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (min > e) min = e\n }\n return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n */\npublic fun FloatArray.min(): Float? {\n if (isEmpty()) return null\n var min = this[0]\n if (min.isNaN()) return min\n for (i in 1..lastIndex) {\n val e = this[i]\n if (e.isNaN()) return e\n if (min > e) min = e\n }\n return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n */\npublic fun DoubleArray.min(): Double? {\n if (isEmpty()) return null\n var min = this[0]\n if (min.isNaN()) return min\n for (i
in 1..lastIndex) {\n val e = this[i]\n if (e.isNaN()) return e\n if (min > e) min = e\n }\n return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n */\npublic fun CharArray.min(): Char? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (min > e) min = e\n }\n return min\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.\n */\npublic inline fun <T, R : Comparable<R>> Array<out T>.minBy(selector: (T) -> R): T? {\n if (isEmpty()) return null\n var minElem = this[0]\n var minValue = selector(minElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n }\n }\n return minElem\n}\n\n/**\n * Returns the first element yielding the smallest value
of the given function or `null` if there are no elements.\n */\npublic inline fun <R : Comparable<R>> ByteArray.minBy(selector: (Byte) -> R): Byte? {\n if (isEmpty()) return null\n var minElem = this[0]\n var minValue = selector(minElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n }\n }\n return minElem\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.\n */\npublic inline fun <R : Comparable<R>> ShortArray.minBy(selector: (Short) -> R): Short? {\n if (isEmpty()) return null\n var minElem = this[0]\n var minValue = selector(minElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n }\n }\n return minElem\n}\n\n/**\n * Returns the first
element yielding the smallest value of the given function or `null` if there are no elements.\n */\npublic inline fun <R : Comparable<R>> IntArray.minBy(selector: (Int) -> R): Int? {\n if (isEmpty()) return null\n var minElem = this[0]\n var minValue = selector(minElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n }\n }\n return minElem\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.\n */\npublic inline fun <R : Comparable<R>> LongArray.minBy(selector: (Long) -> R): Long? {\n if (isEmpty()) return null\n var minElem = this[0]\n var minValue = selector(minElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n }\n }\n return minElem\n}\n\n/**\n
* Returns the first element yielding the smallest value of the given function or `null` if there are no elements.\n */\npublic inline fun <R : Comparable<R>> FloatArray.minBy(selector: (Float) -> R): Float? {\n if (isEmpty()) return null\n var minElem = this[0]\n var minValue = selector(minElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n }\n }\n return minElem\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.\n */\npublic inline fun <R : Comparable<R>> DoubleArray.minBy(selector: (Double) -> R): Double? {\n if (isEmpty()) return null\n var minElem = this[0]\n var minValue = selector(minElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (minValue > v) {\n minElem = e\n minValue
= v\n }\n }\n return minElem\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.\n */\npublic inline fun <R : Comparable<R>> BooleanArray.minBy(selector: (Boolean) -> R): Boolean? {\n if (isEmpty()) return null\n var minElem =

this[0]\n var minValue = selector(minElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n }\n }\n return minElem\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.\n */\npublic inline fun <R : Comparable<R>> CharArray.minBy(selector: (Char) -> R): Char? {\n if (isEmpty()) return null\n var minElem = this[0]\n var minValue = selector(minElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n }\n }\n return minElem\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n */\npublic fun <T> Array<out T>.minWith(comparator: Comparator<in T>): T? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n */\npublic fun ByteArray.minWith(comparator: Comparator<in Byte>): Byte? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n */\npublic fun ShortArray.minWith(comparator: Comparator<in Short>): Short? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n */\npublic fun IntArray.minWith(comparator: Comparator<in Int>): Int? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n */\npublic fun LongArray.minWith(comparator: Comparator<in Long>): Long? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n */\npublic fun FloatArray.minWith(comparator: Comparator<in Float>): Float? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n */\npublic fun DoubleArray.minWith(comparator: Comparator<in Double>): Double? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n */\npublic fun BooleanArray.minWith(comparator: Comparator<in Boolean>): Boolean? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n */\npublic fun CharArray.minWith(comparator: Comparator<in Char>): Char? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns `true` if the array has no elements.\n * \n * @sample samples.collections.Collections.Aggregates.none\n */\npublic fun <T> Array<out T>.none(): Boolean {\n return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n * \n * @sample samples.collections.Collections.Aggregates.none\n */\npublic fun ByteArray.none(): Boolean {\n return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n * \n * @sample samples.collections.Collections.Aggregates.none\n */\npublic fun ShortArray.none(): Boolean {\n return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n * \n * @sample samples.collections.Collections.Aggregates.none\n */\npublic fun IntArray.none(): Boolean {\n return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n * \n * @sample

samples.collections.Collections.Aggregates.none\n */\npublic fun LongArray.none(): Boolean {\n   return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n * \n * @sample samples.collections.Collections.Aggregates.none\n */\npublic fun FloatArray.none(): Boolean {\n   return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n * \n * @sample samples.collections.Collections.Aggregates.none\n */\npublic fun DoubleArray.none(): Boolean {\n   return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n * \n * @sample samples.collections.Collections.Aggregates.none\n */\npublic fun BooleanArray.none(): Boolean {\n   return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n * \n * @sample samples.collections.Collections.Aggregates.none\n */\npublic fun CharArray.none(): Boolean {\n   return isEmpty()\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun <T> Array<out T>.none(predicate: (T) -> Boolean): Boolean {\n   for (element in this) if (predicate(element)) return false\n   return true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun ByteArray.none(predicate: (Byte) -> Boolean): Boolean {\n   for (element in this) if (predicate(element)) return false\n   return true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun ShortArray.none(predicate: (Short) -> Boolean): Boolean {\n   for (element in this) if (predicate(element)) return false\n   return true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun IntArray.none(predicate: (Int) -> Boolean): Boolean {\n   for (element in this) if (predicate(element)) return false\n   return true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun LongArray.none(predicate: (Long) -> Boolean): Boolean {\n   for (element in this)\n   if (predicate(element)) return false\n   return true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun FloatArray.none(predicate: (Float) -> Boolean): Boolean {\n   for (element in this) if (predicate(element)) return false\n   return true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun DoubleArray.none(predicate: (Double) -> Boolean): Boolean {\n   for (element in this) if (predicate(element)) return false\n   return true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun BooleanArray.none(predicate: (Boolean) -> Boolean): Boolean {\n   for (element in this) if (predicate(element)) return false\n   return true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun CharArray.none(predicate: (Char) -> Boolean): Boolean {\n   for (element in this) if (predicate(element)) return false\n   return true\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.\n */\npublic inline fun <S, T : S> Array<out T>.reduce(operation: (acc: S, T) -> S): S {\n   if (isEmpty())\n   throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n   var accumulator: S = this[0]\n   for (index in 1..lastIndex) {\n   accumulator = operation(accumulator, this[index])\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.\n */\npublic inline fun ByteArray.reduce(operation: (acc: Byte, Byte) -> Byte): Byte {\n   if (isEmpty())\n   throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n   var accumulator = this[0]\n   for (index in 1..lastIndex) {\n   accumulator = operation(accumulator, this[index])\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.\n */\npublic

inline fun ShortArray.reduce(operation: (acc: Short, Short) -> Short): Short {\n if (isEmpty())\n throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.\n */\npublic inline fun IntArray.reduce(operation:
(acc: Int, Int) -> Int): Int {\n if (isEmpty())\n throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.\n */\npublic inline fun LongArray.reduce(operation: (acc: Long, Long) -> Long): Long {\n if (isEmpty())\n throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.\n */\npublic inline fun FloatArray.reduce(operation:
(acc: Float, Float) -> Float): Float {\n if (isEmpty())\n throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.\n */\npublic inline fun DoubleArray.reduce(operation: (acc: Double, Double) -> Double): Double {\n if (isEmpty())\n throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.\n */\npublic inline fun
BooleanArray.reduce(operation: (acc: Boolean, Boolean) -> Boolean): Boolean {\n if (isEmpty())\n throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.\n */\npublic inline fun CharArray.reduce(operation: (acc: Char, Char) -> Char): Char {\n if (isEmpty())\n throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index
in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself and calculates the next accumulator value.\n */\npublic inline fun <S, T : S>
Array<out T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {\n if (isEmpty())\n throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n var accumulator: S = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself and calculates the next accumulator value.\n */\npublic inline fun ByteArray.reduceIndexed(operation: (index: Int, acc:
Byte, Byte) -> Byte): Byte {\n if (isEmpty())\n throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself and calculates the next accumulator value.\n */\npublic inline fun ShortArray.reduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): Short {\n if (isEmpty())\n throw

UnsupportedOperationException(\"Empty array can't be reduced.\")\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself and calculates the next accumulator value.\n */\npublic inline fun IntArray.reduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): Int {\n if (isEmpty())\n throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index
of an element, current accumulator value\n * and the element itself and calculates the next accumulator value.\n */\npublic inline fun LongArray.reduceIndexed(operation: (index: Int, acc: Long, Long) -> Long): Long {\n if (isEmpty())\n throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself and calculates the next accumulator value.\n */\npublic inline fun FloatArray.reduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): Float {\n if (isEmpty())\n throw UnsupportedOperationException(\"Empty
array can't be reduced.\")\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself and calculates the next accumulator value.\n */\npublic inline fun DoubleArray.reduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): Double {\n if (isEmpty())\n throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with
the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself and calculates the next accumulator value.\n */\npublic inline fun BooleanArray.reduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): Boolean {\n if (isEmpty())\n throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the
element itself and calculates the next accumulator value.\n */\npublic inline fun CharArray.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {\n if (isEmpty())\n throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with last element and applying [operation] from right to left\n * to each element and current accumulator value.\n */\npublic inline fun <S, T : S> Array<out T>.reduceRight(operation: (T, acc: S) -> S): S {\n var index = lastIndex\n if (index < 0) throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n var accumulator: S = get(index--)\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with last element

and applying [operation] from right to left to each element and current accumulator value.\n */\npublic inline fun ByteArray.reduceRight(operation: (Byte, acc: Byte) -> Byte): Byte {\n   var index = lastIndex\n   if (index < 0) throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n   var accumulator = get(index--)\n   while (index >= 0) {\n   accumulator = operation(get(index--), accumulator)\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.\n */\npublic inline fun ShortArray.reduceRight(operation: (Short, acc: Short) -> Short): Short {\n   var index = lastIndex\n   if (index < 0) throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n   var accumulator = get(index--)\n   while (index >= 0) {\n   accumulator = operation(get(index--), accumulator)\n   }\n   return accumulator\n}\n\n/**\n * Accumulates
value starting with last element and applying [operation] from right to left to each element and current accumulator value.\n */\npublic inline fun IntArray.reduceRight(operation: (Int, acc: Int) -> Int): Int {\n   var index = lastIndex\n   if (index < 0) throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n   var accumulator = get(index--)\n   while (index >= 0) {\n   accumulator = operation(get(index--), accumulator)\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.\n */\npublic inline fun LongArray.reduceRight(operation: (Long, acc: Long) -> Long): Long {\n   var index = lastIndex\n   if (index < 0) throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n   var accumulator = get(index--)\n   while (index >= 0) {\n   accumulator = operation(get(index--), accumulator)\n   }\n   return accumulator\n}\n\n/**\n
* Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.\n */\npublic inline fun FloatArray.reduceRight(operation: (Float, acc: Float) -> Float): Float {\n   var index = lastIndex\n   if (index < 0) throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n   var accumulator = get(index--)\n   while (index >= 0) {\n   accumulator = operation(get(index--), accumulator)\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.\n */\npublic inline fun DoubleArray.reduceRight(operation: (Double, acc: Double) -> Double): Double {\n   var index = lastIndex\n   if (index < 0) throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n   var accumulator = get(index--)\n   while (index >= 0) {\n   accumulator = operation(get(index--), accumulator)\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.\n */\npublic inline fun BooleanArray.reduceRight(operation: (Boolean, acc: Boolean) -> Boolean): Boolean {\n   var index = lastIndex\n   if (index < 0) throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n   var accumulator = get(index--)\n   while (index >= 0) {\n   accumulator = operation(get(index--), accumulator)\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.\n */\npublic inline fun CharArray.reduceRight(operation: (Char, acc: Char) -> Char): Char {\n   var index = lastIndex\n   if (index < 0) throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n   var accumulator = get(index--)\n   while (index >= 0) {\n   accumulator = operation(get(index--), accumulator)\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with last element and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <S, T : S> Array<out T>.reduceRightIndexed(operation: (index: Int, T, acc: S) -> S): S {\n   var index = lastIndex\n   if (index < 0) throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n   var accumulator: S = get(index--)\n   while (index >= 0) {\n   accumulator = operation(index, get(index), accumulator)\n   --index\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with last element and applying [operation] from right to left\n * to each element with its index in the original array
and current accumulator value.\n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun

ByteArray.reduceRightIndexed(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte {\n var index = lastIndex\n if (index < 0) throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n var accumulator = get(index--)\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with last element and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun ShortArray.reduceRightIndexed(operation: (index: Int, Short, acc: Short) -> Short): Short {\n var index = lastIndex\n if (index < 0) throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n var accumulator = get(index--)\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with last element and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun IntArray.reduceRightIndexed(operation: (index: Int, Int, acc: Int) -> Int): Int {\n var index = lastIndex\n if (index < 0) throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n var accumulator = get(index--)\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with last element and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun LongArray.reduceRightIndexed(operation: (index: Int, Long, acc: Long) -> Long): Long {\n var index = lastIndex\n if (index < 0) throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n var accumulator = get(index--)\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with last element and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun FloatArray.reduceRightIndexed(operation: (index: Int, Float, acc: Float) -> Float): Float {\n var index = lastIndex\n if (index < 0) throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n var accumulator = get(index--)\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with last element and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun DoubleArray.reduceRightIndexed(operation: (index: Int, Double, acc: Double) -> Double): Double {\n var index = lastIndex\n if (index < 0) throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n var accumulator = get(index--)\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with last element and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun BooleanArray.reduceRightIndexed(operation: (index: Int, Boolean, acc: Boolean) -> Boolean): Boolean {\n var index = lastIndex\n if (index < 0) throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n var accumulator = get(index--)\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with last element and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun

CharArray.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {\n var index = lastIndex\n if (index < 0) throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n var accumulator = get(index--)\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\npublic inline fun <T> Array<out T>.sumBy(selector: (T) -> Int): Int {\n var sum: Int = 0\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\npublic inline fun ByteArray.sumBy(selector: (Byte) -> Int): Int {\n var sum: Int = 0\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\npublic inline fun ShortArray.sumBy(selector: (Short) -> Int): Int {\n var sum: Int = 0\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\npublic inline fun IntArray.sumBy(selector: (Int) -> Int): Int {\n var sum: Int = 0\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\npublic inline fun LongArray.sumBy(selector: (Long) -> Int): Int {\n var sum: Int = 0\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\npublic inline fun FloatArray.sumBy(selector: (Float) -> Int): Int {\n var sum: Int = 0\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\npublic inline fun DoubleArray.sumBy(selector: (Double) -> Int): Int {\n var sum: Int = 0\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\npublic inline fun BooleanArray.sumBy(selector: (Boolean) -> Int): Int {\n var sum: Int = 0\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\npublic inline fun CharArray.sumBy(selector: (Char) -> Int): Int {\n var sum: Int = 0\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\npublic inline fun <T> Array<out T>.sumByDouble(selector: (T) -> Double): Double {\n var sum: Double = 0.0\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\npublic inline fun ByteArray.sumByDouble(selector: (Byte) -> Double): Double {\n var sum: Double = 0.0\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\npublic inline fun ShortArray.sumByDouble(selector: (Short) -> Double): Double {\n var sum: Double = 0.0\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\npublic inline fun IntArray.sumByDouble(selector: (Int) -> Double): Double {\n var sum: Double = 0.0\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\npublic inline fun LongArray.sumByDouble(selector: (Long) -> Double): Double {\n var sum: Double = 0.0\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\npublic inline fun FloatArray.sumByDouble(selector: (Float) -> Double): Double {\n var sum: Double = 0.0\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\npublic inline fun DoubleArray.sumByDouble(selector: (Double) -> Double): Double {\n var sum: Double = 0.0\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\npublic

inline fun BooleanArray.sumByDouble(selector: (Boolean) -> Double): Double {\n var sum: Double = 0.0\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\npublic inline fun CharArray.sumByDouble(selector: (Char) -> Double): Double {\n var sum: Double = 0.0\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns an original collection containing all the non-`null` elements, throwing an [IllegalArgumentException] if there are any `null` elements.\n */\npublic fun <T : Any> Array<T?>.requireNoNulls(): Array<T> {\n for (element in this) {\n if (element == null) {\n throw IllegalArgumentException(\"null element found in $this.\")\n }\n }\n @Suppress(\"UNCHECKED_CAST\")\n return this as Array<T>\n}\n\n/**\n * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n */\npublic inline fun <T> Array<out T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {\n val first = ArrayList<T>()\n val second = ArrayList<T>()\n for (element in this) {\n if (predicate(element)) {\n first.add(element)\n } else {\n second.add(element)\n }\n }\n return Pair(first, second)\n}\n\n/**\n * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n */\npublic inline fun ByteArray.partition(predicate: (Byte) -> Boolean): Pair<List<Byte>, List<Byte>> {\n val first = ArrayList<Byte>()\n val second = ArrayList<Byte>()\n for (element in this) {\n if (predicate(element)) {\n first.add(element)\n } else {\n second.add(element)\n }\n }\n return Pair(first, second)\n}\n\n/**\n * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n */\npublic inline fun ShortArray.partition(predicate: (Short) -> Boolean): Pair<List<Short>, List<Short>> {\n val first = ArrayList<Short>()\n val second = ArrayList<Short>()\n for (element in this) {\n if (predicate(element)) {\n first.add(element)\n } else {\n second.add(element)\n }\n }\n return Pair(first, second)\n}\n\n/**\n * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n */\npublic inline fun IntArray.partition(predicate: (Int) -> Boolean): Pair<List<Int>, List<Int>> {\n val first = ArrayList<Int>()\n val second = ArrayList<Int>()\n for (element in this) {\n if (predicate(element)) {\n first.add(element)\n } else {\n second.add(element)\n }\n }\n return Pair(first, second)\n}\n\n/**\n * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n */\npublic inline fun LongArray.partition(predicate: (Long) -> Boolean): Pair<List<Long>, List<Long>> {\n val first = ArrayList<Long>()\n val second = ArrayList<Long>()\n for (element in this) {\n if (predicate(element)) {\n first.add(element)\n } else {\n second.add(element)\n }\n }\n return Pair(first, second)\n}\n\n/**\n * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n */\npublic inline fun FloatArray.partition(predicate: (Float) -> Boolean): Pair<List<Float>, List<Float>> {\n val first = ArrayList<Float>()\n val second = ArrayList<Float>()\n for (element in this) {\n if (predicate(element)) {\n first.add(element)\n } else {\n second.add(element)\n }\n }\n return Pair(first, second)\n}\n\n/**\n * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n */\npublic inline fun DoubleArray.partition(predicate: (Double) -> Boolean): Pair<List<Double>, List<Double>> {\n val first = ArrayList<Double>()\n val second = ArrayList<Double>()\n for (element in this) {\n if (predicate(element)) {\n first.add(element)\n } else {\n second.add(element)\n }\n }\n return Pair(first, second)\n}\n\n/**\n * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which

[predicate] yielded `false`.\n */\npublic inline fun BooleanArray.partition(predicate: (Boolean) -> Boolean): Pair<List<Boolean>, List<Boolean>> {\n val first = ArrayList<Boolean>()\n val second = ArrayList<Boolean>()\n for (element in this) {\n if (predicate(element)) {\n first.add(element)\n } else {\n second.add(element)\n }\n }\n return Pair(first, second)\n}\n\n/**\n * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n */\npublic inline fun CharArray.partition(predicate: (Char) -> Boolean): Pair<List<Char>, List<Char>> {\n val first = ArrayList<Char>()\n val second = ArrayList<Char>()\n for (element in this) {\n if (predicate(element)) {\n first.add(element)\n } else {\n second.add(element)\n }\n }\n return Pair(first, second)\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <T, R> Array<out T>.zip(other: Array<out R>): List<Pair<T, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <R> ByteArray.zip(other: Array<out R>): List<Pair<Byte, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <R> ShortArray.zip(other: Array<out R>): List<Pair<Short, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <R> IntArray.zip(other: Array<out R>): List<Pair<Int, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <R> LongArray.zip(other: Array<out R>): List<Pair<Long, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <R> FloatArray.zip(other: Array<out R>): List<Pair<Float, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <R> DoubleArray.zip(other: Array<out R>): List<Pair<Double, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <R> BooleanArray.zip(other: Array<out R>): List<Pair<Boolean, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs 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LongArray.zip(other: LongArray, transform: (a: Long, b: Long) -> V): List<V> {\n val size = minOf(size, other.size)\n val list = ArrayList<V>(size)\n for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n }\n return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with
the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest array.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline fun <V> FloatArray.zip(other: FloatArray, transform: (a: Float, b: Float) -> V): List<V> {\n val size = minOf(size, other.size)\n val list = ArrayList<V>(size)\n for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n }\n return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest array.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline fun <V> DoubleArray.zip(other: DoubleArray, transform: (a: Double, b: Double) -> V): List<V> {\n val size = minOf(size, other.size)\n val list = ArrayList<V>(size)\n for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n }\n return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest array.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline fun <V> BooleanArray.zip(other: BooleanArray, transform: (a: Boolean, b: Boolean) -> V): List<V> {\n val size = minOf(size, other.size)\n val list = ArrayList<V>(size)\n for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n }\n return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned
list has length of the shortest array.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline fun <V> CharArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> {\n val size = minOf(size, other.size)\n val list = ArrayList<V>(size)\n for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n }\n return list\n}\n\n/**\n * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinTo\n */\npublic fun <T, A : Appendable> Array<out T>.joinTo(buffer: A, separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\",
limit: Int = -1, truncated: CharSequence = \"...\", transform: ((T) -> CharSequence)? = null): A {\n buffer.append(prefix)\n var count = 0\n for (element in this) {\n if (++count > 1) buffer.append(separator)\n if (limit < 0 || count <= limit) {\n buffer.appendElement(element, transform)\n } else break\n }\n if (limit >= 0 && count > limit) buffer.append(truncated)\n buffer.append(postfix)\n return buffer\n}\n\n/**\n * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinTo\n */\npublic fun <A : Appendable> ByteArray.joinTo(buffer: A, separator: CharSequence = \", \", prefix:
CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Byte) -> CharSequence)? = null): A {\n buffer.append(prefix)\n var count = 0\n for (element in this) {\n if (++count > 1) buffer.append(separator)\n if (limit < 0 || count <= limit) {\n if (transform != null)\n buffer.append(transform(element))\n else\n buffer.append(element.toString())\n } else break\n }\n if (limit >= 0 && count > limit) buffer.append(truncated)\n buffer.append(postfix)\n return

buffer\n}\n\n/**\n * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinTo\n */\npublic fun <A : Appendable> ShortArray.joinTo(buffer: A, separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Short) -> CharSequence)? = null): A {\n buffer.append(prefix)\n var count = 0\n for (element in this) {\n if (++count > 1) buffer.append(separator)\n if (limit < 0 || count <= limit) {\n if (transform != null)\n buffer.append(transform(element))\n else\n buffer.append(element.toString())\n } else break\n }\n if (limit >= 0 && count > limit) buffer.append(truncated)\n buffer.append(postfix)\n return buffer\n}\n\n/**\n * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinTo\n */\npublic fun <A : Appendable> IntArray.joinTo(buffer: A, separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Int) -> CharSequence)? = null): A {\n buffer.append(prefix)\n var count = 0\n for (element in this) {\n if (++count > 1) buffer.append(separator)\n if (limit < 0 || count <= limit) {\n if (transform != null)\n buffer.append(transform(element))\n else\n buffer.append(element.toString())\n } else break\n }\n if (limit >= 0 && count > limit) buffer.append(truncated)\n buffer.append(postfix)\n return buffer\n}\n\n/**\n * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinTo\n */\npublic fun <A : Appendable> LongArray.joinTo(buffer: A, separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Long) -> CharSequence)? = null): A {\n buffer.append(prefix)\n var count = 0\n for (element in this) {\n if (++count > 1) buffer.append(separator)\n if (limit < 0 || count <= limit) {\n if (transform != null)\n buffer.append(transform(element))\n else\n buffer.append(element.toString())\n } else break\n }\n if (limit >= 0 && count > limit) buffer.append(truncated)\n buffer.append(postfix)\n return buffer\n}\n\n/**\n * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinTo\n */\npublic fun <A : Appendable> FloatArray.joinTo(buffer: A, separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Float) -> CharSequence)? = null): A {\n buffer.append(prefix)\n var count = 0\n for (element in this) {\n if (++count > 1) buffer.append(separator)\n if (limit < 0 || count <= limit) {\n if (transform != null)\n buffer.append(transform(element))\n else\n buffer.append(element.toString())\n } else break\n }\n if (limit >= 0 && count > limit) buffer.append(truncated)\n buffer.append(postfix)\n return buffer\n}\n\n/**\n * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinTo\n */\npublic fun <A : Appendable> DoubleArray.joinTo(buffer: A, separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Double) -> CharSequence)? =

null): A {\n buffer.append(prefix)\n var count = 0\n for (element
in this) {\n if (++count > 1) buffer.append(separator)\n if (limit < 0 || count <= limit) {\n if
(transform != null)\n buffer.append(transform(element))\n else\n
buffer.append(element.toString())\n } else break\n }\n if (limit >= 0 && count > limit)
buffer.append(truncated)\n buffer.append(postfix)\n return buffer\n}\n\n/**\n * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinTo\n */\npublic fun <A : Appendable>
BooleanArray.joinTo(buffer: A, separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix:
CharSequence = \"\",
limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Boolean) -> CharSequence)? = null): A {\n
buffer.append(prefix)\n var count = 0\n for (element in this) {\n if (++count > 1) buffer.append(separator)\n
if (limit < 0 || count <= limit) {\n if (transform != null)\n buffer.append(transform(element))\n
else\n buffer.append(element.toString())\n } else break\n }\n if (limit >= 0 && count > limit)
buffer.append(truncated)\n buffer.append(postfix)\n return buffer\n}\n\n/**\n * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinTo\n
*/\npublic fun <A : Appendable> CharArray.joinTo(buffer: A, separator: CharSequence = \", \", prefix:
CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform:
((Char) -> CharSequence)? = null): A {\n buffer.append(prefix)\n var count = 0\n for (element in this) {\n
if (++count > 1) buffer.append(separator)\n if (limit < 0 || count <= limit) {\n if (transform != null)\n
buffer.append(transform(element))\n else\n buffer.append(element)\n } else break\n }\n
if (limit >= 0 && count > limit) buffer.append(truncated)\n buffer.append(postfix)\n return buffer\n}\n\n/**\n *
Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if
supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only
the first [limit]\n * elements will be
appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample
samples.collections.Collections.Transformations.joinToString\n */\npublic fun <T> Array<out
T>.joinToString(separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit:
Int = -1, truncated: CharSequence = \"...\", transform: ((T) -> CharSequence)? = null): String {\n return
joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates a
string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n
* If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first
[limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample
samples.collections.Collections.Transformations.joinToString\n */\npublic fun ByteArray.joinToString(separator:
CharSequence
= \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\",
transform: ((Byte) -> CharSequence)? = null): String {\n return joinTo(StringBuilder(), separator, prefix, postfix,
limit, truncated, transform).toString()\n}\n\n/**\n * Creates a string from all the elements separated using
[separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can
specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed
by the [truncated] string (which defaults to \"...\").\n * \n * @sample
samples.collections.Collections.Transformations.joinToString\n */\npublic fun ShortArray.joinToString(separator:
CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated:
CharSequence = \"...\", transform: ((Short) -> CharSequence)? = null): String {\n return joinTo(StringBuilder(),

separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n */\npublic fun IntArray.joinToString(separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Int) -> CharSequence)? = null): String {\n return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n */\npublic fun LongArray.joinToString(separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Long) -> CharSequence)? = null): String {\n return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n */\npublic fun FloatArray.joinToString(separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Float) -> CharSequence)? = null): String {\n return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n */\npublic fun DoubleArray.joinToString(separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Double) -> CharSequence)? = null): String {\n return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n */\npublic fun BooleanArray.joinToString(separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Boolean) -> CharSequence)? = null): String {\n return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n */\npublic fun CharArray.joinToString(separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Char) -> CharSequence)? = null): String {\n return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.\n */\npublic fun <T> Array<out T>.asIterable(): Iterable<T> {\n if (isEmpty()) return emptyList()\n return Iterable { this.iterator() }\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.\n */\npublic fun ByteArray.asIterable(): Iterable<Byte> {\n if (isEmpty()) return emptyList()\n return Iterable { this.iterator() }\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original

array returning its elements when being iterated.\n */\npublic fun ShortArray.asIterable(): Iterable<Short> {\n if (isEmpty()) return emptyList()\n return Iterable { this.iterator() }\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.\n */\npublic fun IntArray.asIterable(): Iterable<Int> {\n if (isEmpty()) return emptyList()\n return Iterable { this.iterator() }\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.\n */\npublic fun LongArray.asIterable(): Iterable<Long> {\n if (isEmpty()) return emptyList()\n return Iterable { this.iterator() }\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.\n */\npublic fun FloatArray.asIterable(): Iterable<Float> {\n if (isEmpty()) return emptyList()\n return Iterable { this.iterator() }\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.\n */\npublic fun DoubleArray.asIterable(): Iterable<Double> {\n if (isEmpty()) return emptyList()\n return Iterable { this.iterator() }\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.\n */\npublic fun BooleanArray.asIterable(): Iterable<Boolean> {\n if (isEmpty()) return emptyList()\n return Iterable { this.iterator() }\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.\n */\npublic fun CharArray.asIterable(): Iterable<Char> {\n if (isEmpty()) return emptyList()\n return Iterable { this.iterator() }\n}\n\n/**\n * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n * \n * @sample samples.collections.Sequences.Building.sequenceFromArray\n */\npublic fun <T> Array<out T>.asSequence(): Sequence<T> {\n if (isEmpty()) return emptySequence()\n return Sequence { this.iterator() }\n}\n\n/**\n * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n * \n * @sample samples.collections.Sequences.Building.sequenceFromArray\n */\npublic fun ByteArray.asSequence(): Sequence<Byte> {\n if (isEmpty()) return emptySequence()\n return Sequence { this.iterator() }\n}\n\n/**\n * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n * \n * @sample samples.collections.Sequences.Building.sequenceFromArray\n */\npublic fun ShortArray.asSequence(): Sequence<Short> {\n if (isEmpty()) return emptySequence()\n return Sequence { this.iterator() }\n}\n\n/**\n * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n * \n * @sample samples.collections.Sequences.Building.sequenceFromArray\n */\npublic fun IntArray.asSequence(): Sequence<Int> {\n if (isEmpty()) return emptySequence()\n return Sequence { this.iterator() }\n}\n\n/**\n * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n * \n * @sample samples.collections.Sequences.Building.sequenceFromArray\n */\npublic fun LongArray.asSequence(): Sequence<Long> {\n if (isEmpty()) return emptySequence()\n return Sequence { this.iterator() }\n}\n\n/**\n * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n * \n * @sample samples.collections.Sequences.Building.sequenceFromArray\n */\npublic fun FloatArray.asSequence(): Sequence<Float> {\n if (isEmpty()) return emptySequence()\n return Sequence { this.iterator() }\n}\n\n/**\n * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n * \n * @sample samples.collections.Sequences.Building.sequenceFromArray\n */\npublic fun DoubleArray.asSequence(): Sequence<Double> {\n if (isEmpty()) return emptySequence()\n return Sequence { this.iterator() }\n}\n\n/**\n * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n * \n * @sample samples.collections.Sequences.Building.sequenceFromArray\n */\npublic fun BooleanArray.asSequence(): Sequence<Boolean> {\n if (isEmpty()) return emptySequence()\n return Sequence { this.iterator() }\n}\n\n/**\n * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n * \n * @sample samples.collections.Sequences.Building.sequenceFromArray\n */\npublic fun CharArray.asSequence(): Sequence<Char> {\n if (isEmpty()) return emptySequence()\n return Sequence { this.iterator() }\n}\n\n/**\n * Returns an average value of elements in the array.\n */\n@kotlin.jvm.JvmName(\"averageOfByte\")\npublic fun Array<out Byte>.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n count += 1\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the array.\n */\n@kotlin.jvm.JvmName(\"averageOfShort\")\npublic fun

Array<out Short>.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n count += 1\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the array.\n */\n@kotlin.jvm.JvmName(\"averageOfInt\")\npublic fun Array<out Int>.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n count += 1\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the array.\n */\n@kotlin.jvm.JvmName(\"averageOfLong\")\npublic fun Array<out Long>.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n count += 1\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the array.\n */\n@kotlin.jvm.JvmName(\"averageOfFloat\")\npublic fun Array<out Float>.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n count += 1\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the array.\n */\n@kotlin.jvm.JvmName(\"averageOfDouble\")\npublic fun Array<out Double>.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n count += 1\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the array.\n */\npublic fun ByteArray.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n count += 1\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the array.\n */\npublic fun ShortArray.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n count += 1\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the array.\n */\npublic fun IntArray.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n count += 1\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the array.\n */\npublic fun LongArray.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n count += 1\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the array.\n */\npublic fun FloatArray.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n count += 1\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the array.\n */\npublic fun DoubleArray.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n count += 1\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns the sum of all elements in the array.\n */\n@kotlin.jvm.JvmName(\"sumOfByte\")\npublic fun Array<out Byte>.sum(): Int {\n var sum: Int = 0\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n */\n@kotlin.jvm.JvmName(\"sumOfShort\")\npublic fun Array<out Short>.sum(): Int {\n var sum: Int = 0\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n */\n@kotlin.jvm.JvmName(\"sumOfInt\")\npublic fun Array<out Int>.sum(): Int {\n var sum: Int = 0\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n */\n@kotlin.jvm.JvmName(\"sumOfLong\")\npublic fun Array<out Long>.sum(): Long {\n var sum: Long = 0L\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n */\n@kotlin.jvm.JvmName(\"sumOfFloat\")\npublic fun Array<out Float>.sum(): Float {\n var sum: Float = 0.0f\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n */\n@kotlin.jvm.JvmName(\"sumOfDouble\")\npublic fun Array<out Double>.sum(): Double {\n var sum: Double = 0.0\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n */\npublic fun ByteArray.sum(): Int {\n var sum: Int = 0\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n */\npublic fun ShortArray.sum(): Int {\n var sum: Int = 0\n for (element in

this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n */\npublic fun IntArray.sum(): Int {\n var sum: Int = 0\n for (element in this)
{\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n */\npublic fun LongArray.sum(): Long {\n var sum: Long = 0L\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n */\npublic fun FloatArray.sum(): Float {\n var sum: Float = 0.0f\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n */\npublic fun DoubleArray.sum(): Double {\n var sum: Double = 0.0\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license \n * that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"RangesKt\")\n\npackage kotlin.ranges\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\nimport kotlin.*\nimport kotlin.text.*\nimport kotlin.comparisons.*\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"intRangeContains\")\npublic operator fun ClosedRange<Int>.contains(value: Byte): Boolean {\n return contains(value.toInt())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"longRangeContains\")\npublic operator fun ClosedRange<Long>.contains(value: Byte): Boolean {\n return contains(value.toLong())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"shortRangeContains\")\npublic operator fun ClosedRange<Short>.contains(value: Byte): Boolean {\n return contains(value.toShort())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"doubleRangeContains\")\npublic operator fun ClosedRange<Double>.contains(value:
Byte): Boolean {\n return contains(value.toDouble())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"floatRangeContains\")\npublic operator fun ClosedRange<Float>.contains(value: Byte): Boolean {\n return contains(value.toFloat())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"intRangeContains\")\npublic operator fun ClosedRange<Int>.contains(value: Double): Boolean {\n return value.toIntExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"longRangeContains\")\npublic operator fun ClosedRange<Long>.contains(value: Double): Boolean {\n return value.toLongExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"byteRangeContains\")\npublic operator fun
ClosedRange<Byte>.contains(value: Double): Boolean {\n return value.toByteExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"shortRangeContains\")\npublic operator fun ClosedRange<Short>.contains(value: Double): Boolean {\n return value.toShortExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"floatRangeContains\")\npublic operator fun ClosedRange<Float>.contains(value: Double): Boolean {\n return contains(value.toFloat())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"intRangeContains\")\npublic operator fun ClosedRange<Int>.contains(value: Float): Boolean {\n return value.toIntExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"longRangeContains\")\npublic
operator fun ClosedRange<Long>.contains(value: Float): Boolean {\n return value.toLongExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"byteRangeContains\")\npublic operator fun ClosedRange<Byte>.contains(value: Float): Boolean {\n return value.toByteExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"shortRangeContains\")\npublic operator fun ClosedRange<Short>.contains(value: Float): Boolean {\n return value.toShortExactOrNull().let { if

(it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"doubleRangeContains\")\npublic operator fun ClosedRange<Double>.contains(value: Float): Boolean {\n   return contains(value.toDouble())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"longRangeContains\")\npublic operator fun ClosedRange<Long>.contains(value: Int): Boolean {\n   return contains(value.toLong())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"byteRangeContains\")\npublic operator fun ClosedRange<Byte>.contains(value: Int): Boolean {\n   return value.toByteExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"shortRangeContains\")\npublic operator fun ClosedRange<Short>.contains(value: Int): Boolean {\n   return value.toShortExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"doubleRangeContains\")\npublic operator fun ClosedRange<Double>.contains(value: Int): Boolean {\n   return contains(value.toDouble())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"floatRangeContains\")\npublic operator fun ClosedRange<Float>.contains(value: Int): Boolean {\n   return contains(value.toFloat())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"intRangeContains\")\npublic operator fun ClosedRange<Int>.contains(value: Long): Boolean {\n   return value.toIntExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"byteRangeContains\")\npublic operator fun ClosedRange<Byte>.contains(value: Long): Boolean {\n   return value.toByteExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"shortRangeContains\")\npublic operator fun ClosedRange<Short>.contains(value: Long): Boolean {\n   return value.toShortExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"doubleRangeContains\")\npublic operator fun ClosedRange<Double>.contains(value: Long): Boolean {\n   return contains(value.toDouble())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"floatRangeContains\")\npublic operator fun ClosedRange<Float>.contains(value: Long): Boolean {\n   return contains(value.toFloat())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"intRangeContains\")\npublic operator fun ClosedRange<Int>.contains(value: Short): Boolean {\n   return contains(value.toInt())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"longRangeContains\")\npublic operator fun ClosedRange<Long>.contains(value: Short): Boolean {\n   return contains(value.toLong())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"byteRangeContains\")\npublic operator fun ClosedRange<Byte>.contains(value: Short): Boolean {\n   return value.toByteExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"doubleRangeContains\")\npublic operator fun ClosedRange<Double>.contains(value: Short): Boolean {\n   return contains(value.toDouble())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"floatRangeContains\")\npublic operator fun ClosedRange<Float>.contains(value: Short): Boolean {\n   return contains(value.toFloat())\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Int.downTo(to: Byte): IntProgression {\n   return IntProgression.fromClosedRange(this, to.toInt(), -1)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Long.downTo(to: Byte): LongProgression {\n   return LongProgression.fromClosedRange(this, to.toLong(), -1L)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n

* If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Byte.downTo(to: Byte): IntProgression {\n   return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Short.downTo(to: Byte): IntProgression {\n   return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Char.downTo(to: Char): CharProgression {\n   return CharProgression.fromClosedRange(this, to, -1)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Int.downTo(to: Int): IntProgression {\n   return IntProgression.fromClosedRange(this, to, -1)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Long.downTo(to: Int): LongProgression {\n   return LongProgression.fromClosedRange(this, to.toLong(), -1L)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Byte.downTo(to: Int): IntProgression {\n   return IntProgression.fromClosedRange(this.toInt(), to, -1)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n *
 If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Short.downTo(to: Int): IntProgression {\n   return IntProgression.fromClosedRange(this.toInt(), to, -1)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Int.downTo(to: Long): LongProgression {\n   return LongProgression.fromClosedRange(this.toLong(), to, -1L)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Long.downTo(to: Long): LongProgression {\n   return LongProgression.fromClosedRange(this, to, -1L)\n}\n\n/**\n * Returns
 a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Byte.downTo(to: Long): LongProgression {\n   return LongProgression.fromClosedRange(this.toLong(), to, -1L)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Short.downTo(to: Long): LongProgression {\n   return LongProgression.fromClosedRange(this.toLong(), to, -1L)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned
 progression is empty.\n */\npublic infix fun Int.downTo(to: Short): IntProgression {\n   return IntProgression.fromClosedRange(this, to.toInt(), -1)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Long.downTo(to: Short): LongProgression {\n   return LongProgression.fromClosedRange(this, to.toLong(), -1L)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n

*/\npublic infix fun Byte.downTo(to: Short): IntProgression {\n   return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)\n}\n\n/**\n * Returns a progression from this value down to
the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Short.downTo(to: Short): IntProgression {\n   return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)\n}\n\n/**\n * Returns a progression that goes over the same range in the opposite direction with the same step.\n */\npublic fun IntProgression.reversed(): IntProgression {\n   return IntProgression.fromClosedRange(last, first, -step)\n}\n\n/**\n * Returns a progression that goes over the same range in the opposite direction with the same step.\n */\npublic fun LongProgression.reversed(): LongProgression {\n   return LongProgression.fromClosedRange(last, first, -step)\n}\n\n/**\n * Returns a progression that goes over the same range in the opposite direction with the same step.\n */\npublic fun CharProgression.reversed(): CharProgression {\n   return CharProgression.fromClosedRange(last,
first, -step)\n}\n\n/**\n * Returns a progression that goes over the same range with the given step.\n */\npublic infix fun IntProgression.step(step: Int): IntProgression {\n   checkStepIsPositive(step > 0, step)\n   return IntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n}\n\n/**\n * Returns a progression that goes over the same range with the given step.\n */\npublic infix fun LongProgression.step(step: Long): LongProgression {\n   checkStepIsPositive(step > 0, step)\n   return LongProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n}\n\n/**\n * Returns a progression that goes over the same range with the given step.\n */\npublic infix fun CharProgression.step(step: Int): CharProgression {\n   checkStepIsPositive(step > 0, step)\n   return CharProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n}\n\ninternal fun Int.toByteExactOrNull(): Byte? {\n   return if
(this in Byte.MIN_VALUE.toInt()..Byte.MAX_VALUE.toInt()) this.toByte() else null\n}\n\ninternal fun Long.toByteExactOrNull(): Byte? {\n   return if (this in Byte.MIN_VALUE.toLong()..Byte.MAX_VALUE.toLong()) this.toByte() else null\n}\n\ninternal fun Short.toByteExactOrNull(): Byte? {\n   return if (this in Byte.MIN_VALUE.toShort()..Byte.MAX_VALUE.toShort()) this.toByte() else null\n}\n\ninternal fun Double.toByteExactOrNull(): Byte? {\n   return if (this in Byte.MIN_VALUE.toDouble()..Byte.MAX_VALUE.toDouble()) this.toByte() else null\n}\n\ninternal fun Float.toByteExactOrNull(): Byte? {\n   return if (this in Byte.MIN_VALUE.toFloat()..Byte.MAX_VALUE.toFloat()) this.toByte() else null\n}\n\ninternal fun Long.toIntExactOrNull(): Int? {\n   return if (this in Int.MIN_VALUE.toLong()..Int.MAX_VALUE.toLong()) this.toInt() else null\n}\n\ninternal fun Double.toIntExactOrNull(): Int? {\n   return if (this in Int.MIN_VALUE.toDouble()..Int.MAX_VALUE.toDouble()) this.toInt() else null\n}\n\ninternal
fun Float.toIntExactOrNull(): Int? {\n   return if (this in Int.MIN_VALUE.toFloat()..Int.MAX_VALUE.toFloat()) this.toInt() else null\n}\n\ninternal fun Double.toLongExactOrNull(): Long? {\n   return if (this in Long.MIN_VALUE.toDouble()..Long.MAX_VALUE.toDouble()) this.toLong() else null\n}\n\ninternal fun Float.toLongExactOrNull(): Long? {\n   return if (this in Long.MIN_VALUE.toFloat()..Long.MAX_VALUE.toFloat()) this.toLong() else null\n}\n\ninternal fun Int.toShortExactOrNull(): Short? {\n   return if (this in Short.MIN_VALUE.toInt()..Short.MAX_VALUE.toInt()) this.toShort() else null\n}\n\ninternal fun Long.toShortExactOrNull(): Short? {\n   return if (this in Short.MIN_VALUE.toLong()..Short.MAX_VALUE.toLong()) this.toShort() else null\n}\n\ninternal fun Double.toShortExactOrNull(): Short? {\n   return if (this in Short.MIN_VALUE.toDouble()..Short.MAX_VALUE.toDouble()) this.toShort() else null\n}\n\ninternal fun Float.toShortExactOrNull(): Short? {\n   return if (this
in Short.MIN_VALUE.toFloat()..Short.MAX_VALUE.toFloat()) this.toShort() else null\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value the returned range is empty.\n */\npublic infix fun Int.until(to: Byte): IntRange {\n   return this ..

(to.toInt() - 1).toInt()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value the returned range is empty.\n */\npublic infix fun Long.until(to: Byte): LongRange {\n return this .. (to.toLong() - 1).toLong()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value the returned range is empty.\n */\npublic infix fun Byte.until(to: Byte): IntRange {\n return this.toInt() .. (to.toInt() - 1).toInt()\n}\n\n/**\n * Returns a range from this value

up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value the returned range is empty.\n */\npublic infix fun Short.until(to: Byte): IntRange {\n return this.toInt() .. (to.toInt() - 1).toInt()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value the returned range is empty.\n * \n * If the [to] value is less than or equal to `'\\u0000'` the returned range is empty.\n */\npublic infix fun Char.until(to: Char): CharRange {\n if (to <= '\\u0000') return CharRange.EMPTY\n return this .. (to - 1).toChar()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value the returned range is empty.\n * \n * If the [to] value is less than or equal to [Int.MIN_VALUE] the returned range is empty.\n */\npublic infix fun Int.until(to: Int):

IntRange {\n if (to <= Int.MIN_VALUE) return IntRange.EMPTY\n return this .. (to - 1).toInt()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value the returned range is empty.\n */\npublic infix fun Long.until(to: Int): LongRange {\n return this .. (to.toLong() - 1).toLong()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value the returned range is empty.\n * \n * If the [to] value is less than or equal to [Int.MIN_VALUE] the returned range is empty.\n */\npublic infix fun Byte.until(to: Int): IntRange {\n if (to <= Int.MIN_VALUE) return IntRange.EMPTY\n return this.toInt() .. (to - 1).toInt()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value the returned range

is empty.\n * \n * If the [to] value is less than or equal to [Int.MIN_VALUE] the returned range is empty.\n */\npublic infix fun Short.until(to: Int): IntRange {\n if (to <= Int.MIN_VALUE) return IntRange.EMPTY\n return this.toInt() .. (to - 1).toInt()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value the returned range is empty.\n * \n * If the [to] value is less than or equal to [Long.MIN_VALUE] the returned range is empty.\n */\npublic infix fun Int.until(to: Long): LongRange {\n if (to <= Long.MIN_VALUE) return LongRange.EMPTY\n return this.toLong() .. (to - 1).toLong()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value the returned range is empty.\n * \n * If the [to] value is less than or equal to [Long.MIN_VALUE] the returned range is empty.\n */\npublic

infix fun Long.until(to: Long): LongRange {\n if (to <= Long.MIN_VALUE) return LongRange.EMPTY\n return this .. (to - 1).toLong()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value the returned range is empty.\n * \n * If the [to] value is less than or equal to [Long.MIN_VALUE] the returned range is empty.\n */\npublic infix fun Byte.until(to: Long): LongRange {\n if (to <= Long.MIN_VALUE) return LongRange.EMPTY\n return this.toLong() .. (to - 1).toLong()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value the returned range is empty.\n * \n * If the [to] value is less than or equal to [Long.MIN_VALUE] the returned range is empty.\n */\npublic infix fun Short.until(to: Long): LongRange {\n if (to <= Long.MIN_VALUE) return LongRange.EMPTY\n return this.toLong()

.. (to - 1).toLong()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value the returned range is empty.\n */\npublic infix fun Int.until(to: Short): IntRange {\n return this .. (to.toInt() - 1).toInt()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value the returned range is empty.\n */\npublic infix fun Long.until(to: Short): LongRange {\n return this .. (to.toLong() - 1).toLong()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the

[to] value is less than or equal to `this` value the returned range is empty.\n */\npublic infix fun Byte.until(to: Short): IntRange {\n   return this.toInt() .. (to.toInt() - 1).toInt()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the
[to] value is less than or equal to `this` value the returned range is empty.\n */\npublic infix fun Short.until(to: Short): IntRange {\n   return this.toInt() .. (to.toInt() - 1).toInt()\n}\n\n/**\n * Ensures that this value is not less than the specified [minimumValue].\n * \n * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtLeastComparable\n */\npublic fun <T : Comparable<T>> T.coerceAtLeast(minimumValue: T): T {\n   return if (this < minimumValue) minimumValue else this\n}\n\n/**\n * Ensures that this value is not less than the specified [minimumValue].\n * \n * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtLeast\n */\npublic fun Byte.coerceAtLeast(minimumValue: Byte): Byte {\n   return if (this < minimumValue) minimumValue else this\n}\n\n/**\n *
Ensures that this value is not less than the specified [minimumValue].\n * \n * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtLeast\n */\npublic fun Short.coerceAtLeast(minimumValue: Short): Short {\n   return if (this < minimumValue) minimumValue else this\n}\n\n/**\n * Ensures that this value is not less than the specified [minimumValue].\n * \n * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtLeast\n */\npublic fun Int.coerceAtLeast(minimumValue: Int): Int {\n   return if (this < minimumValue) minimumValue else this\n}\n\n/**\n * Ensures that this value is not less than the specified [minimumValue].\n * \n * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtLeast\n
*/\npublic fun Long.coerceAtLeast(minimumValue: Long): Long {\n   return if (this < minimumValue) minimumValue else this\n}\n\n/**\n * Ensures that this value is not less than the specified [minimumValue].\n * \n * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtLeast\n */\npublic fun Float.coerceAtLeast(minimumValue: Float): Float {\n   return if (this < minimumValue) minimumValue else this\n}\n\n/**\n * Ensures that this value is not less than the specified [minimumValue].\n * \n * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtLeast\n */\npublic fun Double.coerceAtLeast(minimumValue: Double): Double {\n   return if (this < minimumValue) minimumValue else this\n}\n\n/**\n * Ensures that this value is not greater than the specified
[maximumValue].\n * \n * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtMostComparable\n */\npublic fun <T : Comparable<T>> T.coerceAtMost(maximumValue: T): T {\n   return if (this > maximumValue) maximumValue else this\n}\n\n/**\n * Ensures that this value is not greater than the specified [maximumValue].\n * \n * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtMost\n */\npublic fun Byte.coerceAtMost(maximumValue: Byte): Byte {\n   return if (this > maximumValue) maximumValue else this\n}\n\n/**\n * Ensures that this value is not greater than the specified [maximumValue].\n * \n * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtMost\n */\npublic fun
Short.coerceAtMost(maximumValue: Short): Short {\n   return if (this > maximumValue) maximumValue else this\n}\n\n/**\n * Ensures that this value is not greater than the specified [maximumValue].\n * \n * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtMost\n */\npublic fun Int.coerceAtMost(maximumValue: Int): Int {\n   return if (this > maximumValue) maximumValue else this\n}\n\n/**\n * Ensures that this value is not greater

than the specified [maximumValue].\n * \n * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtMost\n */\npublic fun Long.coerceAtMost(maximumValue: Long): Long {\n return if (this > maximumValue) maximumValue else this\n}\n\n/**\n * Ensures that this value is not greater than the specified [maximumValue].\n * \n * @return this value if it's
less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtMost\n */\npublic fun Float.coerceAtMost(maximumValue: Float): Float {\n return if (this > maximumValue) maximumValue else this\n}\n\n/**\n * Ensures that this value is not greater than the specified [maximumValue].\n * \n * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtMost\n */\npublic fun Double.coerceAtMost(maximumValue: Double): Double {\n return if (this > maximumValue) maximumValue else this\n}\n\n/**\n * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n * \n * @sample samples.comparisons.ComparableOps.coerceInComparable\n */\npublic fun <T : Comparable<T>> T.coerceIn(minimumValue: T?, maximumValue: T?): T {\n if (minimumValue !== null && maximumValue !== null) {\n if (minimumValue > maximumValue) throw IllegalArgumentException(\"Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.\")\n if (this < minimumValue) return minimumValue\n if (this > maximumValue) return maximumValue\n }\n else {\n if (minimumValue !== null && this < minimumValue) return minimumValue\n if (maximumValue !== null && this > maximumValue) return maximumValue\n }\n return this\n}\n\n/**\n * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n * \n * @sample samples.comparisons.ComparableOps.coerceIn\n */\npublic fun Byte.coerceIn(minimumValue:
Byte, maximumValue: Byte): Byte {\n if (minimumValue > maximumValue) throw IllegalArgumentException(\"Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.\")\n if (this < minimumValue) return minimumValue\n if (this > maximumValue) return maximumValue\n return this\n}\n\n/**\n * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n * \n * @sample samples.comparisons.ComparableOps.coerceIn\n */\npublic fun Short.coerceIn(minimumValue: Short, maximumValue: Short): Short {\n if (minimumValue > maximumValue) throw IllegalArgumentException(\"Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.\")\n if (this < minimumValue) return minimumValue\n if (this > maximumValue) return
maximumValue\n return this\n}\n\n/**\n * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n * \n * @sample samples.comparisons.ComparableOps.coerceIn\n */\npublic fun Int.coerceIn(minimumValue: Int, maximumValue: Int): Int {\n if (minimumValue > maximumValue) throw IllegalArgumentException(\"Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.\")\n if (this < minimumValue) return minimumValue\n if (this > maximumValue) return maximumValue\n return this\n}\n\n/**\n * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n
* \n * @sample samples.comparisons.ComparableOps.coerceIn\n */\npublic fun Long.coerceIn(minimumValue: Long, maximumValue: Long): Long {\n if (minimumValue > maximumValue) throw

IllegalArgumentException(\"Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.\")\n   if (this < minimumValue) return minimumValue\n   if (this > maximumValue) return maximumValue\n   return this\n}\n\n/**\n * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n * \n * @sample samples.comparisons.ComparableOps.coerceIn\n */\npublic fun Float.coerceIn(minimumValue: Float, maximumValue: Float): Float {\n   if (minimumValue > maximumValue) throw IllegalArgumentException(\"Cannot coerce value to an empty range: maximum $maximumValue is less than minimum
$minimumValue.\")\n   if (this < minimumValue) return minimumValue\n   if (this > maximumValue) return maximumValue\n   return this\n}\n\n/**\n * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n * \n * @sample samples.comparisons.ComparableOps.coerceIn\n */\npublic fun Double.coerceIn(minimumValue: Double, maximumValue: Double): Double {\n   if (minimumValue > maximumValue) throw IllegalArgumentException(\"Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.\")\n   if (this < minimumValue) return minimumValue\n   if (this > maximumValue) return maximumValue\n   return this\n}\n\n/**\n * Ensures that this value lies in the specified [range].\n * \n * @return this value if it's in the [range], or `range.start` if this value is less
than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`.\n * \n * @sample samples.comparisons.ComparableOps.coerceInFloatingPointRange\n */\n@SinceKotlin(\"1.1\")\npublic fun <T : Comparable<T>> T.coerceIn(range: ClosedFloatingPointRange<T>): T {\n   if (range.isEmpty()) throw IllegalArgumentException(\"Cannot coerce value to an empty range: $range.\")\n   return when {\n   // this < start equiv to this <= start && !(this >= start)\n   range.lessThanOrEquals(this, range.start) && !range.lessThanOrEquals(range.start, this) -> range.start\n   // this > end equiv to this >= end && !(this <= end)\n   range.lessThanOrEquals(range.endInclusive, this) && !range.lessThanOrEquals(this, range.endInclusive) -> range.endInclusive\n   else -> this\n   }\n}\n\n/**\n * Ensures that this value lies in the specified [range].\n * \n * @return this value if it's in the [range], or `range.start` if this value is less than `range.start`,
or `range.endInclusive` if this value is greater than `range.endInclusive`.\n * \n * @sample samples.comparisons.ComparableOps.coerceInComparable\n */\npublic fun <T : Comparable<T>> T.coerceIn(range: ClosedRange<T>): T {\n   if (range is ClosedFloatingPointRange) {\n   return this.coerceIn<T>(range)\n   }\n   if (range.isEmpty()) throw IllegalArgumentException(\"Cannot coerce value to an empty range: $range.\")\n   return when {\n   this < range.start -> range.start\n   this > range.endInclusive -> range.endInclusive\n   else -> this\n   }\n}\n\n/**\n * Ensures that this value lies in the specified [range].\n * \n * @return this value if it's in the [range], or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`.\n * \n * @sample samples.comparisons.ComparableOps.coerceIn\n */\npublic fun Int.coerceIn(range: ClosedRange<Int>): Int {\n   if (range is ClosedFloatingPointRange) {\n   return this.coerceIn<Int>(range)\n   }\n   if (range.isEmpty()) throw IllegalArgumentException(\"Cannot coerce value to an empty range: $range.\")\n   return when {\n   this < range.start -> range.start\n   this > range.endInclusive -> range.endInclusive\n   else -> this\n   }\n}\n\n/**\n * Ensures that this value lies in the specified [range].\n * \n * @return this value if it's in the [range], or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`.\n * \n * @sample samples.comparisons.ComparableOps.coerceIn\n */\npublic fun Long.coerceIn(range: ClosedRange<Long>): Long {\n   if (range is ClosedFloatingPointRange) {\n   return this.coerceIn<Long>(range)\n   }\n   if (range.isEmpty()) throw IllegalArgumentException(\"Cannot coerce value to an empty range: $range.\")\n   return when {\n   this < range.start -> range.start\n   this > range.endInclusive -> range.endInclusive\n   else -> this\n   }\n}\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license \n * that can be found in the license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO

NOT EDIT!\n\npackage kotlin.ranges\n\n/**\n * A range of values of type `Char`.\n */\npublic class CharRange(start: Char, endInclusive: Char) : CharProgression(start, endInclusive, 1), ClosedRange<Char> {\n override val start: Char get() = first\n override val endInclusive: Char get() = last\n\n override fun contains(value: Char): Boolean = first <= value && value <= last\n\n override fun isEmpty(): Boolean = first > last\n\n override fun equals(other: Any?): Boolean =\n other is CharRange && (isEmpty() && other.isEmpty() ||\n first == other.first && last == other.last)\n\n override fun hashCode(): Int =\n if (isEmpty()) -1 else (31 * first.toInt() + last.toInt())\n\n override fun toString(): String = \"$first..$last\"\n\n companion object {\n /** An empty range of values of type Char. */\n public val EMPTY: CharRange = CharRange(1.toChar(), 0.toChar())\n }\n}\n\n/**\n * A range of values of type `Int`.\n */\npublic class IntRange(start: Int, endInclusive: Int) : IntProgression(start, endInclusive, 1), ClosedRange<Int> {\n override val start: Int get() = first\n override val endInclusive: Int get() = last\n\n override fun contains(value: Int): Boolean = first <= value && value <= last\n\n override fun isEmpty(): Boolean = first > last\n\n override fun equals(other: Any?): Boolean =\n other is IntRange && (isEmpty() && other.isEmpty() ||\n first == other.first && last == other.last)\n\n override fun hashCode(): Int =\n if (isEmpty()) -1 else (31 * first + last)\n\n override fun toString(): String = \"$first..$last\"\n\n companion object {\n /** An empty range of values of type Int. */\n public val EMPTY: IntRange
= IntRange(1, 0)\n }\n}\n\n/**\n * A range of values of type `Long`.\n */\npublic class LongRange(start: Long, endInclusive: Long) : LongProgression(start, endInclusive, 1), ClosedRange<Long> {\n override val start: Long get() = first\n override val endInclusive: Long get() = last\n\n override fun contains(value: Long): Boolean = first <= value && value <= last\n\n override fun isEmpty(): Boolean = first > last\n\n override fun equals(other: Any?): Boolean =\n other is LongRange && (isEmpty() && other.isEmpty() ||\n first == other.first && last == other.last)\n\n override fun hashCode(): Int =\n if (isEmpty()) -1 else (31 * (first xor (first ushr 32)) + (last xor (last ushr 32))).toInt()\n\n override fun toString(): String = \"$first..$last\"\n\n companion object {\n /** An empty range of values of type Long. */\n public val EMPTY: LongRange = LongRange(1, 0)\n }\n}\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use
of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"CollectionsKt\")\n\npackage kotlin.collections\n\nimport kotlin.*\nimport kotlin.comparisons.compareValues\n\ninternal object EmptyIterator : ListIterator<Nothing> {\n override fun hasNext(): Boolean = false\n override fun hasPrevious(): Boolean = false\n override fun nextIndex(): Int = 0\n override fun previousIndex(): Int = -1\n override fun next(): Nothing = throw NoSuchElementException()\n override fun previous(): Nothing = throw NoSuchElementException()\n}\n\ninternal object EmptyList : List<Nothing>, Serializable, RandomAccess {\n private const val serialVersionUID: Long = -7390468764508069838L\n\n override fun equals(other: Any?): Boolean = other is List<*> && other.isEmpty()\n override fun hashCode(): Int = 1\n override fun toString(): String = \"[]\"\n\n override
val size: Int get() = 0\n override fun isEmpty(): Boolean = true\n override fun contains(element: Nothing): Boolean = false\n override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()\n\n override fun get(index: Int): Nothing = throw IndexOutOfBoundsException(\"Empty list doesn't contain element at index $index.\")\n override fun indexOf(element: Nothing): Int = -1\n override fun lastIndexOf(element: Nothing): Int = -1\n\n override fun iterator(): Iterator<Nothing> = EmptyIterator\n override fun listIterator(): ListIterator<Nothing> = EmptyIterator\n override fun listIterator(index: Int): ListIterator<Nothing> {\n if (index != 0) throw IndexOutOfBoundsException(\"Index: $index\")\n return EmptyIterator\n }\n\n override fun subList(fromIndex: Int, toIndex: Int): List<Nothing> {\n if (fromIndex == 0 && toIndex == 0) return this\n throw IndexOutOfBoundsException(\"fromIndex: $fromIndex, toIndex: $toIndex\")\n }\n\n private fun readResolve(): Any = EmptyList\n}\n\ninternal fun <T> Array<out T>.asCollection(): Collection<T> = ArrayAsCollection(this, isVarargs = false)\n\nprivate class ArrayAsCollection<T>(val values: Array<out T>, val isVarargs: Boolean) : Collection<T> {\n override val size: Int get() = values.size\n override fun isEmpty(): Boolean = values.isEmpty()\n override fun contains(element: T): Boolean =

values.contains(element)\n   override fun containsAll(elements: Collection<T>): Boolean = elements.all { contains(it) }\n   override fun iterator(): Iterator<T> = values.iterator()\n   // override hidden toArray implementation to prevent copying of values array\n   public fun toArray(): Array<out Any?> = values.copyToArrayOfAny(isVarargs)\n}\n\n/**\n * Returns an empty read-only list. The returned list is serializable (JVM).\n * @sample samples.collections.Collections.Lists.emptyReadOnlyList\n */\npublic fun <T> emptyList(): List<T> = EmptyList\n\n/**\n
 * Returns a new read-only list of given elements. The returned list is serializable (JVM).\n * @sample samples.collections.Collections.Lists.readOnlyList\n */\npublic fun <T> listOf(vararg elements: T): List<T> = if (elements.size > 0) elements.asList() else emptyList()\n\n/**\n * Returns an empty read-only list. The returned list is serializable (JVM).\n * @sample samples.collections.Collections.Lists.emptyReadOnlyList\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> listOf(): List<T> = emptyList()\n\n/**\n * Returns an empty new [MutableList].\n * @sample samples.collections.Collections.Lists.emptyMutableList\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline fun <T> mutableListOf(): MutableList<T> = ArrayList()\n\n/**\n * Returns an empty new [ArrayList].\n * @sample samples.collections.Collections.Lists.emptyArrayList\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline fun <T> arrayListOf(): ArrayList<T> = ArrayList()\n\n/**\n *
 Returns a new [MutableList] with the given elements.\n * @sample samples.collections.Collections.Lists.mutableList\n */\npublic fun <T> mutableListOf(vararg elements: T): MutableList<T> =\n   if (elements.size == 0) ArrayList() else ArrayList(ArrayAsCollection(elements, isVarargs = true))\n\n/**\n * Returns a new [ArrayList] with the given elements.\n * @sample samples.collections.Collections.Lists.arrayList\n */\npublic fun <T> arrayListOf(vararg elements: T): ArrayList<T> =\n   if (elements.size == 0) ArrayList() else ArrayList(ArrayAsCollection(elements, isVarargs = true))\n\n/**\n * Returns a new read-only list either of single given element, if it is not null, or empty list if the element is null. The returned list is serializable (JVM).\n * @sample samples.collections.Collections.Lists.listOfNotNull\n */\npublic fun <T : Any> listOfNotNull(element: T?): List<T> = if (element != null) listOf(element) else emptyList()\n\n/**\n * Returns a new read-only list only of those given elements,
 that are not null. The returned list is serializable (JVM).\n * @sample samples.collections.Collections.Lists.listOfNotNull\n */\npublic fun <T : Any> listOfNotNull(vararg elements: T?): List<T> = elements.filterNotNull()\n\n/**\n * Creates a new read-only list with the specified [size], where each element is calculated by calling the specified\n * [init] function. The [init] function returns a list element given its index.\n * @sample samples.collections.Collections.Lists.readOnlyListFromInitializer\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline fun <T> List(size: Int, init: (index: Int) -> T): List<T> = MutableList(size, init)\n\n/**\n * Creates a new mutable list with the specified [size], where each element is calculated by calling the specified\n * [init] function. The [init] function returns a list element given its index.\n * @sample samples.collections.Collections.Lists.mutableListFromInitializer\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic
 inline fun <T> MutableList(size: Int, init: (index: Int) -> T): MutableList<T> {\n   val list = ArrayList<T>(size)\n   repeat(size) { index -> list.add(init(index)) }\n   return list\n}\n\n/**\n * Returns an [IntRange] of the valid indices for this collection.\n * @sample samples.collections.Collections.Collections.indicesOfCollection\n */\npublic val Collection<*>.indices: IntRange\n   get() = 0..size - 1\n\n/**\n * Returns the index of the last item in the list or -1 if the list is empty.\n *\n * @sample samples.collections.Collections.Lists.lastIndexOfList\n */\npublic val <T> List<T>.lastIndex: Int\n   get() = this.size - 1\n\n/**\n * Returns `true` if the collection is not empty.\n * @sample samples.collections.Collections.Collections.collectionIsNotEmpty\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Collection<T>.isNotEmpty(): Boolean = !isEmpty()\n\n/**\n * Returns this Collection if it's not `null` and the empty list otherwise.\n * @sample samples.collections.Collections.Collections.collectionOrEmpty\n
 */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Collection<T>?.orEmpty(): Collection<T> = this ?: emptyList()\n\n/**\n * Returns this List if it's not `null` and the empty list otherwise.\n * @sample

samples.collections.Collections.Lists.listOrEmpty\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> List<T>?.orEmpty(): List<T> = this ?: emptyList()\n\n/**\n * Checks if all elements in the specified collection are contained in this collection.\n *\n * Allows to overcome type-safety restriction of `containsAll` that requires to pass a collection of type `Collection<E>`.\n * @sample samples.collections.Collections.Collections.collectionContainsAll\n */\n@Suppress(\"EXTENSION_SHADOWED_BY_MEMBER\") // false warning, extension takes precedence in some cases\n@kotlin.internal.InlineOnly\npublic inline fun <@kotlin.internal.OnlyInputTypes T> Collection<T>.containsAll(elements: Collection<T>): Boolean = this.containsAll(elements)\n\ninternal fun <T> List<T>.optimizeReadOnlyList() = when (size) {\n 0 -> emptyList()\n 1 -> listOf(this[0])\n else -> this\n}\n\n/**\n * Searches this list or its range for the provided [element] using the binary search algorithm.\n * The list is expected to be sorted into ascending order according to the Comparable natural ordering of its elements,\n * otherwise the result is undefined.\n *\n * If the list contains multiple elements equal to the specified [element], there is no guarantee which one will be found.\n *\n * `null` value is considered to be less than any non-null value.\n *\n * @return the index of the element, if it is contained in the list within the specified range;\n * otherwise, the inverted insertion point `(-insertion point - 1)`.\n * The insertion point is defined as the index at which the element should be inserted,\n * so that the list (or the specified subrange of list) still remains sorted.\n * @sample samples.collections.Collections.Lists.binarySearchOnComparable\n * @sample samples.collections.Collections.Lists.binarySearchWithBoundaries\n */\npublic fun <T : Comparable<T>> List<T?>.binarySearch(element: T?, fromIndex: Int = 0, toIndex: Int = size): Int {\n rangeCheck(size, fromIndex, toIndex)\n\n var low = fromIndex\n var high = toIndex - 1\n\n while (low <= high) {\n val mid = (low + high).ushr(1) // safe from overflows\n val midVal = get(mid)\n val cmp = compareValues(midVal, element)\n\n if (cmp < 0)\n low = mid + 1\n else if (cmp > 0)\n high = mid - 1\n else\n return mid // key found\n }\n return -(low + 1) // key not found\n}\n\n/**\n * Searches this list or its range for the provided [element] using the binary search algorithm.\n * The list is expected to be sorted into ascending order according to the specified [comparator],\n * otherwise the result is undefined.\n *\n * If the list contains multiple elements equal to the specified [element], there is no guarantee which one will be found.\n *\n * `null` value is considered to be less than any non-null value.\n *\n * @return the index of the element, if it is contained in the list within the specified range;\n * otherwise, the inverted insertion point `(-insertion point - 1)`.\n * The insertion point is defined as the index at which the element should be inserted,\n * so that the list (or the specified subrange of list) still remains sorted according to the specified [comparator].\n * @sample samples.collections.Collections.Lists.binarySearchWithComparator\n */\npublic fun <T> List<T>.binarySearch(element: T, comparator: Comparator<in T>, fromIndex: Int = 0, toIndex: Int = size): Int {\n rangeCheck(size, fromIndex, toIndex)\n\n var low = fromIndex\n var high = toIndex - 1\n\n while (low <= high) {\n val mid = (low + high).ushr(1) // safe from overflows\n val midVal = get(mid)\n val cmp = comparator.compare(midVal, element)\n\n if (cmp < 0)\n low = mid + 1\n else if (cmp > 0)\n high = mid - 1\n else\n return mid // key found\n }\n return -(low + 1) // key not found\n}\n\n/**\n * Searches this list or its range for an element having the key returned by the specified [selector] function\n * equal to the provided [key] value using the binary search algorithm.\n * The list is expected to be sorted into ascending order according to the Comparable natural ordering of keys of its elements.\n * otherwise the result is undefined.\n *\n * If the list contains multiple elements with the specified [key], there is no guarantee which one will be found.\n *\n * `null` value is considered to be less than any non-null value.\n *\n * @return the index of the element with the specified [key], if it is contained in the list within the specified range;\n * otherwise, the inverted insertion point `(-insertion point - 1)`.\n * The insertion point is defined as the index at which the element should be inserted,\n * so that the list (or the specified subrange of list) still remains sorted.\n * @sample samples.collections.Collections.Lists.binarySearchByKey\n */\npublic inline fun <T, K : Comparable<K>> List<T>.binarySearchBy(\n key: K?,\n fromIndex: Int = 0,\n toIndex: Int = size,\n

```
crossinline selector: (T) -> K?\n): Int =\n    binarySearch(fromIndex, toIndex) { compareValues(selector(it), key) }\n\n// do not introduce this overload --- too rare\n//public fun <T, K> List<T>.binarySearchBy(key: K, comparator: Comparator<K>, fromIndex: Int = 0, toIndex: Int = size(), selector: (T) -> K): Int =\n//        binarySearch(fromIndex, toIndex) { comparator.compare(selector(it), key) }\n\n\n/**\n * Searches this list or its range for an element for which [comparison] function returns zero using the binary search algorithm.\n * The list is expected to be sorted into ascending order according to the provided [comparison],\n * otherwise the result
 is undefined.\n *\n * If the list contains multiple elements for which [comparison] returns zero, there is no guarantee which one will be found.\n *\n * @param comparison function that compares an element of the list with the element being searched.\n *\n * @return the index of the found element, if it is contained in the list within the specified range;\n * otherwise, the inverted insertion point `(-insertion point - 1)`.\n * The insertion point is defined as the index at which the element should be inserted,\n * so that the list (or the specified subrange of list) still remains sorted.\n * @sample samples.collections.Collections.Lists.binarySearchWithComparisonFunction\n */\npublic fun <T> List<T>.binarySearch(fromIndex: Int = 0, toIndex: Int = size, comparison: (T) -> Int): Int {\n    rangeCheck(size, fromIndex, toIndex)\n\n    var low = fromIndex\n    var high = toIndex - 1\n\n    while (low <= high) {\n        val mid = (low + high).ushr(1) // safe from overflows\n        val midVal
 = get(mid)\n        val cmp = comparison(midVal)\n\n        if (cmp < 0)\n            low = mid + 1\n        else if (cmp > 0)\n            high = mid - 1\n        else\n            return mid // key found\n    }\n    return -(low + 1)  // key not found\n}\n\n/**\n * Checks that `from` and `to` are in\n * the range of [0..size] and throws an appropriate exception, if they aren't.\n */\nprivate fun rangeCheck(size: Int, fromIndex: Int, toIndex: Int) {\n    when {\n        fromIndex > toIndex -> throw IllegalArgumentException(\"fromIndex ($fromIndex) is greater than toIndex ($toIndex).\")\n        fromIndex < 0 -> throw IndexOutOfBoundsException(\"fromIndex ($fromIndex) is less than zero.\")\n        toIndex > size -> throw IndexOutOfBoundsException(\"toIndex ($toIndex) is greater than size ($size).\")\n    }\n}\n\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"MapsKt\")\n\npackage
 kotlin.collections\n\nprivate object EmptyMap : Map<Any?, Nothing>, Serializable {\n    private const val serialVersionUID: Long = 8246714829545688274\n\n    override fun equals(other: Any?): Boolean = other is Map<*, *> && other.isEmpty()\n    override fun hashCode(): Int = 0\n    override fun toString(): String = \"{}\"\n\n
 override val size: Int get() = 0\n    override fun isEmpty(): Boolean = true\n\n    override fun containsKey(key: Any?): Boolean = false\n    override fun containsValue(value: Nothing): Boolean = false\n    override fun get(key: Any?): Nothing? = null\n    override val entries: Set<Map.Entry<Any?, Nothing>> get() = EmptySet\n    override val keys: Set<Any?> get() = EmptySet\n    override val values: Collection<Nothing> get() = EmptyList\n\n    private fun readResolve(): Any = EmptyMap\n}\n\n/**\n * Returns an empty read-only map of specified type.\n *\n * The returned map is serializable
 (JVM).\n * @sample samples.collections.Maps.Instantiation.emptyReadOnlyMap\n */\npublic fun <K, V> emptyMap(): Map<K, V> = @Suppress(\"UNCHECKED_CAST\") (EmptyMap as Map<K, V>)\n\n/**\n * Returns a new read-only map with the specified contents, given as a list of pairs\n * where the first value is the key and the second is the value.\n *\n * If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs.\n *\n * Entries of the map are iterated in the order they were specified.\n *\n * The returned map is serializable (JVM).\n *\n * @sample samples.collections.Maps.Instantiation.mapFromPairs\n */\npublic fun <K, V> mapOf(vararg pairs: Pair<K, V>): Map<K, V> =\n    if (pairs.size > 0)
 pairs.toMap(LinkedHashMap(mapCapacity(pairs.size))) else emptyMap()\n\n/**\n * Returns an empty read-only map.\n *\n * The returned map is serializable (JVM).\n * @sample
 samples.collections.Maps.Instantiation.emptyReadOnlyMap\n */\n@kotlin.internal.InlineOnly\npublic
 inline fun <K, V> mapOf(): Map<K, V> = emptyMap()\n\n/**\n * Returns an empty new [MutableMap].\n *\n * The returned map preserves the entry iteration order.\n * @sample
 samples.collections.Maps.Instantiation.emptyMutableMap\n
*/\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> mutableMapOf():
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MutableMap<K, V> = LinkedHashMap()\n\n/**\n * Returns a new [MutableMap] with the specified contents, given as a list of pairs\n * where the first component is the key and the second is the value.\n *\n * If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs.\n *\n * Entries of the map are iterated in the order they were specified.\n *\n * @sample samples.collections.Maps.Instantiation.mutableMapFromPairs\n * @sample samples.collections.Maps.Instantiation.emptyMutableMap\n */\npublic fun <K, V> mutableMapOf(vararg pairs: Pair<K, V>): MutableMap<K, V> =\n   LinkedHashMap<K, V>(mapCapacity(pairs.size)).apply { putAll(pairs) }\n\n/**\n * Returns an empty new [HashMap].\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> hashMapOf(): HashMap<K, V> = HashMap<K, V>()\n\n/**\n * Returns a new [HashMap] with the specified contents, given as a list of pairs\n * where the first component is the key and the second is the value.\n *\n * @sample samples.collections.Maps.Instantiation.hashMapFromPairs\n */\npublic fun <K, V> hashMapOf(vararg pairs: Pair<K, V>): HashMap<K, V> = HashMap<K, V>(mapCapacity(pairs.size)).apply { putAll(pairs) }\n\n/**\n * Returns an empty new [LinkedHashMap].\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> linkedMapOf(): LinkedHashMap<K, V> = LinkedHashMap<K, V>()\n\n/**\n * Returns a new [LinkedHashMap] with the specified contents, given as a list of pairs\n * where the first component is the key and the second is the value.\n *\n * If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs.\n *\n * Entries of the map are iterated in the order they were specified.\n *\n * @sample samples.collections.Maps.Instantiation.linkedMapFromPairs\n */\npublic fun <K, V> linkedMapOf(vararg pairs: Pair<K, V>): LinkedHashMap<K, V> = pairs.toMap(LinkedHashMap(mapCapacity(pairs.size)))\n\n/**\n * Calculate the initial capacity of a map, based on Guava's com.google.common.collect.Maps approach. This is equivalent\n * to the Collection constructor for HashSet, (c.size()/.75f) + 1, but provides further optimisations for very small or\n * very large sizes, allows support non-collection classes, and provides consistency for all map based class construction.\n */\n@PublishedApi\ninternal fun mapCapacity(expectedSize: Int): Int {\n   if (expectedSize < 3) {\n   return expectedSize + 1\n   }\n   if (expectedSize < INT_MAX_POWER_OF_TWO) {\n   return expectedSize + expectedSize / 3\n   }\n   return Int.MAX_VALUE // any large value\n}\n\nprivate const val INT_MAX_POWER_OF_TWO: Int = Int.MAX_VALUE / 2 + 1\n\n/** Returns `true` if this map is not empty. */\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K, V>.isNotEmpty(): Boolean = !isEmpty()\n\n/**\n * Returns the [Map] if its not `null`, or the empty [Map] otherwise.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<K, V>?.orEmpty(): Map<K, V> = this ?: emptyMap()\n\n/**\n * Checks if the map contains the given key.\n *\n * This method allows to use the `x in map` syntax for checking whether an object is contained in the map.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <@kotlin.internal.OnlyInputTypes K, V> Map<out K, V>.contains(key: K): Boolean = containsKey(key)\n\n/**\n * Returns the value corresponding to the given [key], or `null` if such a key is not present in the map.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <@kotlin.internal.OnlyInputTypes K, V> Map<out K, V>.get(key: K): V? =\n   @Suppress(\"UNCHECKED_CAST\") (this as Map<K, V>).get(key)\n\n/**\n * Allows to use the index operator for storing values in a mutable map.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<K, V>.set(key: K, value: V): Unit {\n   put(key, value)\n}\n\n/**\n * Returns `true` if the map contains the specified [key].\n *\n * Allows to overcome type-safety restriction of `containsKey` that requires to pass a key of type `K`.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <@kotlin.internal.OnlyInputTypes K> Map<out K, *>.containsKey(key: K): Boolean =\n   @Suppress(\"UNCHECKED_CAST\") (this as Map<K, *>).containsKey(key)\n\n/**\n * Returns `true` if the map maps one or more keys to the specified [value].\n *\n * Allows to overcome type-safety restriction of `containsValue` that requires to pass a value of type `V`.\n */\n@Suppress(\"EXTENSION_SHADOWED_BY_MEMBER\") // false warning, extension takes precedence in some cases\n@kotlin.internal.InlineOnly\npublic inline fun <K, @kotlin.internal.OnlyInputTypes V> Map<K, V>.containsValue(value: V): Boolean = this.containsValue(value)\n\n\n/**\n * Removes the specified key and its corresponding value from this map.\n *\n

* @return the previous value associated with the key, or `null` if the key was not present in the map.\n\n * Allows to overcome type-safety restriction of `remove` that requires to pass a key of type `K`.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <@kotlin.internal.OnlyInputTypes K, V> MutableMap<out K, V>.remove(key: K): V? =\n   @Suppress(\"UNCHECKED_CAST\") (this as MutableMap<K, V>).remove(key)\n\n/**\n * Returns the key component of the map entry.\n *\n * This method allows to use destructuring declarations when working with maps, for example:\n * ```\n * for ((key, value) in map) {\n *   // do something with the key and the value\n * }\n * ```\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> Map.Entry<K, V>.component1(): K = key\n\n/**\n * Returns the value component of the map entry.\n *\n * This method allows to use destructuring declarations when working with maps, for example:\n * ```\n * for ((key, value) in map) {\n *   // do something with the key and the value\n * }\n * ```\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> Map.Entry<K, V>.component2(): V = value\n\n/**\n * Converts entry to [Pair] with key being first component and value being second.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map.Entry<K, V>.toPair(): Pair<K, V> = Pair(key, value)\n\n/**\n * Returns the value for the given key, or the result of the [defaultValue] function if there was no entry for the given key.\n *\n * @sample samples.collections.Maps.Usage.getOrElse\n */\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<K, V>.getOrElse(key: K, defaultValue: () -> V): V = get(key) ?: defaultValue()\n\n\ninternal inline fun <K, V> Map<K, V>.getOrElseNullable(key: K, defaultValue: () -> V): V {\n   val value = get(key)\n   if (value == null && !containsKey(key)) {\n   return defaultValue()\n   } else {\n   @Suppress(\"UNCHECKED_CAST\")\n   return value as V\n   }\n}\n\n/**\n * Returns the value for the given [key] or throws an exception if there is no such key in the map.\n *\n * If the map was created by [withDefault], resorts to its `defaultValue` provider function\n * instead of throwing an exception.\n *\n * @throws NoSuchElementException when the map doesn't contain a value for the specified key and\n * no implicit default value was provided for that map.\n */\n@SinceKotlin(\"1.1\")\npublic fun <K, V> Map<K, V>.getValue(key: K): V = getOrImplicitDefault(key)\n\n/**\n * Returns the value for the given key. If the key is not found in the map, calls the [defaultValue] function,\n * puts its result into the map under the given key and returns it.\n *\n * @sample samples.collections.Maps.Usage.getOrPut\n */\npublic inline fun <K, V> MutableMap<K, V>.getOrPut(key: K, defaultValue: () -> V): V {\n   val value = get(key)\n   return if (value == null) {\n   val answer = defaultValue()\n   put(key, answer)\n   answer\n   } else {\n   value\n   }\n}\n\n/**\n * Returns an [Iterator] over the entries in the [Map].\n *\n * @sample samples.collections.Maps.Usage.forOverEntries\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> Map<out K, V>.iterator(): Iterator<Map.Entry<K, V>> = entries.iterator()\n\n/**\n * Returns a [MutableIterator] over the mutable entries in the [MutableMap].\n *\n */\n@kotlin.jvm.JvmName(\"mutableIterator\")\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<K, V>.iterator(): MutableIterator<MutableMap.MutableEntry<K, V>> = entries.iterator()\n\n/**\n * Populates the given [destination] map with entries having the keys of this map and the values obtained\n * by applying the [transform] function to each entry in this [Map].\n */\npublic inline fun <K, V, R, M : MutableMap<in K, in R>> Map<out K, V>.mapValuesTo(destination: M, transform: (Map.Entry<K, V>) -> R): M {\n   return entries.associateByTo(destination, { it.key }, transform)\n}\n\n/**\n * Populates the given [destination] map with entries having the keys obtained\n * by applying the [transform] function to each entry in this [Map] and the values of this map.\n *\n * In case if any two entries are mapped to the equal keys, the value of the latter one will overwrite\n * the value associated with the former one.\n */\npublic inline fun <K, V, R, M : MutableMap<in R, in V>> Map<out K, V>.mapKeysTo(destination: M, transform: (Map.Entry<K, V>) -> R): M {\n   return entries.associateByTo(destination, transform, { it.value })\n}\n\n/**\n * Puts all the given [pairs] into this [MutableMap] with the first component in the pair being the key and the second the value.\n */\npublic fun <K, V> MutableMap<in K, in V>.putAll(pairs: Array<out Pair<K, V>>): Unit {\n   for ((key, value) in pairs) {\n   put(key,

value)\n }\n}\n\n/**\n * Puts all the elements of the given collection into this [MutableMap] with the first component in the pair being the key and the second the value.\n */\npublic fun <K, V> MutableMap<in K, in V>.putAll(pairs: Iterable<Pair<K, V>>): Unit {\n for ((key, value) in pairs) {\n put(key, value)\n }\n}\n\n/**\n * Puts all the elements of the given sequence into this [MutableMap] with the first component in the pair being the key and the second the value.\n */\npublic fun <K, V> MutableMap<in K, in V>.putAll(pairs: Sequence<Pair<K, V>>): Unit {\n for ((key, value) in pairs) {\n put(key, value)\n }\n}\n\n/**\n * Returns a new map with entries having the keys of this map and the values obtained by applying the [transform]\n * function to each entry in this [Map].\n *\n * The returned map preserves the entry iteration order of the original map.\n *\n * @sample samples.collections.Maps.Transformations.mapValues\n */\npublic inline fun <K, V, R> Map<out K, V>.mapValues(transform: (Map.Entry<K, V>) -> R): Map<K, R> {\n return mapValuesTo(LinkedHashMap<K, R>(mapCapacity(size)), transform) // .optimizeReadOnlyMap()\n}\n\n/**\n * Returns a new Map with entries having the keys obtained by applying the [transform] function to each entry in this\n * [Map] and the values of this map.\n *\n * In case if any two entries are mapped to the equal keys, the value of the latter one will overwrite\n * the value associated with the former one.\n *\n * The returned map preserves the entry iteration order of the original map.\n *\n * @sample samples.collections.Maps.Transformations.mapKeys\n */\npublic inline fun <K, V, R> Map<out K, V>.mapKeys(transform: (Map.Entry<K, V>) -> R): Map<R, V> {\n return mapKeysTo(LinkedHashMap<R, V>(mapCapacity(size)), transform) // .optimizeReadOnlyMap()\n}\n\n/**\n * Returns a map containing all key-value pairs with keys matching the given [predicate].\n *\n * The returned map preserves the entry iteration
order of the original map.\n * @sample samples.collections.Maps.Filtering.filterKeys\n */\npublic inline fun <K, V> Map<out K, V>.filterKeys(predicate: (K) -> Boolean): Map<K, V> {\n val result = LinkedHashMap<K, V>()\n for (entry in this) {\n if (predicate(entry.key)) {\n result.put(entry.key, entry.value)\n }\n }\n return result\n}\n\n/**\n * Returns a map containing all key-value pairs with values matching the given [predicate].\n *\n * The returned map preserves the entry iteration order of the original map.\n * @sample samples.collections.Maps.Filtering.filterValues\n */\npublic inline fun <K, V> Map<out K, V>.filterValues(predicate: (V) -> Boolean): Map<K, V> {\n val result = LinkedHashMap<K, V>()\n for (entry in this) {\n if (predicate(entry.value)) {\n result.put(entry.key, entry.value)\n }\n }\n return result\n}\n\n\n/**\n * Appends all entries matching the given [predicate] into the mutable map given
as [destination] parameter.\n *\n * @return the destination map.\n * @sample samples.collections.Maps.Filtering.filterTo\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> Map<out K, V>.filterTo(destination: M, predicate: (Map.Entry<K, V>) -> Boolean): M {\n for (element in this) {\n if (predicate(element)) {\n destination.put(element.key, element.value)\n }\n }\n return destination\n}\n\n/**\n * Returns a new map containing all key-value pairs matching the given [predicate].\n *\n * The returned map preserves the entry iteration order of the original map.\n * @sample samples.collections.Maps.Filtering.filter\n */\npublic inline fun <K, V> Map<out K, V>.filter(predicate: (Map.Entry<K, V>) -> Boolean): Map<K, V> {\n return filterTo(LinkedHashMap<K, V>(), predicate)\n}\n\n/**\n * Appends all entries not matching the given [predicate] into the given [destination].\n *\n * @return the destination map.\n * @sample samples.collections.Maps.Filtering.filterNotTo\n
*/\npublic inline fun <K, V, M : MutableMap<in K, in V>> Map<out K, V>.filterNotTo(destination: M, predicate: (Map.Entry<K, V>) -> Boolean): M {\n for (element in this) {\n if (!predicate(element)) {\n destination.put(element.key, element.value)\n }\n }\n return destination\n}\n\n/**\n * Returns a new map containing all key-value pairs not matching the given [predicate].\n *\n * The returned map preserves the entry iteration order of the original map.\n * @sample samples.collections.Maps.Filtering.filterNot\n */\npublic inline fun <K, V> Map<out K, V>.filterNot(predicate: (Map.Entry<K, V>) -> Boolean): Map<K, V> {\n return filterNotTo(LinkedHashMap<K, V>(), predicate)\n}\n\n/**\n * Returns a new map containing all key-value pairs from the given collection of pairs.\n *\n * The returned map preserves the entry iteration order of the original collection.\n */\npublic fun <K, V> Iterable<Pair<K, V>>.toMap(): Map<K, V> {\n if (this

is Collection) {\n return when (size) {\n 0 -> emptyMap()\n 1 -> mapOf(if (this is List) this[0] else iterator().next())\n else -> toMap(LinkedHashMap<K, V>(mapCapacity(size)))\n }\n }\n return toMap(LinkedHashMap<K, V>()).optimizeReadOnlyMap()\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs from the given collection of pairs.\n */\npublic fun <K, V, M : MutableMap<in K, in V>> Iterable<Pair<K, V>>.toMap(destination: M): M =\n destination.apply { putAll(this@toMap) }\n\n/**\n * Returns a new map containing all key-value pairs from the given array of pairs.\n *\n * The returned map preserves the entry iteration order of the original array.\n */\npublic fun <K, V> Array<out Pair<K, V>>.toMap(): Map<K, V> = when (size) {\n 0 -> emptyMap()\n 1 -> mapOf(this[0])\n else -> toMap(LinkedHashMap<K, V>(mapCapacity(size)))\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs from the given array of pairs.\n */\npublic fun <K, V, M : MutableMap<in K, in V>> Array<out Pair<K, V>>.toMap(destination: M): M =\n destination.apply { putAll(this@toMap) }\n\n/**\n * Returns a new map containing all key-value pairs from the given sequence of pairs.\n *\n * The returned map preserves the entry iteration order of the original sequence.\n */\npublic fun <K, V> Sequence<Pair<K, V>>.toMap(): Map<K, V> = toMap(LinkedHashMap<K, V>()).optimizeReadOnlyMap()\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs from the given sequence of pairs.\n */\npublic fun <K, V, M : MutableMap<in K, in V>> Sequence<Pair<K, V>>.toMap(destination: M): M =\n destination.apply { putAll(this@toMap) }\n\n/**\n * Returns a new read-only map containing all key-value pairs from the original map.\n *\n * The returned map preserves the entry iteration order of the original map.\n */\n@SinceKotlin(\"1.1\")\npublic fun <K, V> Map<out K, V>.toMap():
Map<K, V> = when (size) {\n 0 -> emptyMap()\n 1 -> toSingletonMap()\n else -> toMutableMap()\n}\n\n/**\n * Returns a new mutable map containing all key-value pairs from the original map.\n *\n * The returned map preserves the entry iteration order of the original map.\n */\n@SinceKotlin(\"1.1\")\npublic fun <K, V> Map<out K, V>.toMutableMap(): MutableMap<K, V> = LinkedHashMap(this)\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs from the given map.\n */\n@SinceKotlin(\"1.1\")\npublic fun <K, V, M : MutableMap<in K, in V>> Map<out K, V>.toMap(destination: M): M =\n destination.apply { putAll(this@toMap) }\n\n/**\n * Creates a new read-only map by replacing or adding an entry to this map from a given key-value [pair].\n *\n * The returned map preserves the entry iteration order of the original map.\n * The [pair] is iterated in the end if it has a unique key.\n */\npublic operator fun <K, V> Map<out K, V>.plus(pair: Pair<K, V>): Map<K, V>
=\n if (this.isEmpty()) mapOf(pair) else LinkedHashMap(this).apply { put(pair.first, pair.second) }\n\n/**\n * Creates a new read-only map by replacing or adding entries to this map from a given collection of key-value [pairs].\n *\n * The returned map preserves the entry iteration order of the original map.\n * Those [pairs] with unique keys are iterated in the end in the order of [pairs] collection.\n */\npublic operator fun <K, V> Map<out K, V>.plus(pairs: Iterable<Pair<K, V>>): Map<K, V> =\n if (this.isEmpty()) pairs.toMap() else LinkedHashMap(this).apply { putAll(pairs) }\n\n/**\n * Creates a new read-only map by replacing or adding entries to this map from a given array of key-value [pairs].\n *\n * The returned map preserves the entry iteration order of the original map.\n * Those [pairs] with unique keys are iterated in the end in the order of [pairs] array.\n */\npublic operator fun <K, V> Map<out K, V>.plus(pairs: Array<out Pair<K, V>>): Map<K, V> =\n if (this.isEmpty()) pairs.toMap() else LinkedHashMap(this).apply { putAll(pairs) }\n\n/**\n * Creates a new read-only map by replacing or adding entries to this map from a given sequence of key-value [pairs].\n *\n * The returned map preserves the entry iteration order of the original map.\n * Those [pairs] with unique keys are iterated in the end in the order of [pairs] sequence.\n */\npublic operator fun <K, V> Map<out K, V>.plus(pairs: Sequence<Pair<K, V>>): Map<K, V> =\n LinkedHashMap(this).apply { putAll(pairs) }.optimizeReadOnlyMap()\n\n/**\n * Creates a new read-only map by replacing or adding entries to this map from another [map].\n *\n * The returned map preserves the entry iteration order of the original map.\n * Those entries of another [map] that are missing in this map are iterated in the end in the order of that [map].\n */\npublic operator fun <K, V> Map<out K, V>.plus(map: Map<out K, V>): Map<K, V> =\n LinkedHashMap(this).apply { putAll(map) }\n\n\n/**\n * Appends or replaces the

given [pair] in this mutable map.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pair: Pair<K, V>) {\n   put(pair.first, pair.second)\n}\n\n/**\n * Appends or replaces all pairs from the given collection of [pairs] in this mutable map.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pairs: Iterable<Pair<K, V>>) {\n   putAll(pairs)\n}\n\n/**\n * Appends or replaces all pairs from the given array of [pairs] in this mutable map.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pairs: Array<out Pair<K, V>>) {\n   putAll(pairs)\n}\n\n/**\n * Appends or replaces all pairs from the given sequence of [pairs] in this mutable map.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pairs: Sequence<Pair<K, V>>) {\n   putAll(pairs)\n}\n\n/**\n * Appends or replaces all entries from
the given [map] in this mutable map.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(map: Map<K, V>) {\n   putAll(map)\n}\n\n/**\n * Returns a map containing all entries of the original map except the entry with the given [key].\n *\n * The returned map preserves the entry iteration order of the original map.\n */\n@SinceKotlin(\"1.1\")\npublic operator fun <K, V> Map<out K, V>.minus(key: K): Map<K, V> =\n   this.toMutableMap().apply { minusAssign(key) }.optimizeReadOnlyMap()\n\n/**\n * Returns a map containing all entries of the original map except those entries\n * the keys of which are contained in the given [keys] collection.\n *\n * The returned map preserves the entry iteration order of the original map.\n */\n@SinceKotlin(\"1.1\")\npublic operator fun <K, V> Map<out K, V>.minus(keys: Iterable<K>): Map<K, V> =\n   this.toMutableMap().apply { minusAssign(keys) }.optimizeReadOnlyMap()\n\n/**\n * Returns a map containing
all entries of the original map except those entries\n * the keys of which are contained in the given [keys] array.\n *\n * The returned map preserves the entry iteration order of the original map.\n */\n@SinceKotlin(\"1.1\")\npublic operator fun <K, V> Map<out K, V>.minus(keys: Array<out K>): Map<K, V> =\n   this.toMutableMap().apply { minusAssign(keys) }.optimizeReadOnlyMap()\n\n/**\n * Returns a map containing all entries of the original map except those entries\n * the keys of which are contained in the given [keys] sequence.\n *\n * The returned map preserves the entry iteration order of the original map.\n */\n@SinceKotlin(\"1.1\")\npublic operator fun <K, V> Map<out K, V>.minus(keys: Sequence<K>): Map<K, V> =\n   this.toMutableMap().apply { minusAssign(keys) }.optimizeReadOnlyMap()\n\n/**\n * Removes the entry with the given [key] from this mutable map.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<K, V>.minusAssign(key:
K) {\n   remove(key)\n}\n\n/**\n * Removes all entries the keys of which are contained in the given [keys] collection from this mutable map.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<K, V>.minusAssign(keys: Iterable<K>) {\n   this.keys.removeAll(keys)\n}\n\n/**\n * Removes all entries the keys of which are contained in the given [keys] array from this mutable map.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<K, V>.minusAssign(keys: Array<out K>) {\n   this.keys.removeAll(keys)\n}\n\n/**\n * Removes all entries from the keys of which are contained in the given [keys] sequence from this mutable map.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<K, V>.minusAssign(keys: Sequence<K>) {\n   this.keys.removeAll(keys)\n}\n\n\n// do not expose for now @PublishedApi\ninternal fun <K, V> Map<K, V>.optimizeReadOnlyMap()
= when (size) {\n   0 -> emptyMap()\n   1 -> toSingletonMapOrSelf()\n   else -> this\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n
/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"SetsKt\")\n\npackage kotlin.collections\n\n\ninternal object EmptySet : Set<Nothing>, Serializable {\n   private const val serialVersionUID: Long = 3406603774387020532\n\n   override fun equals(other: Any?): Boolean = other is Set<> && other.isEmpty()\n   override fun hashCode(): Int = 0\n   override fun toString(): String = \"[]\"\n\n   override val size: Int get() = 0\n   override fun isEmpty(): Boolean = true\n   override fun contains(element:

Nothing): Boolean = false\n   override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()\n\n   override fun iterator(): Iterator<Nothing> = EmptyIterator\n\n   private fun readResolve(): Any = EmptySet\n}\n\n\n/**\n * Returns an empty read-only set. The returned set is serializable (JVM).\n * @sample samples.collections.Collections.Sets.emptyReadOnlySet\n */\npublic fun <T> emptySet(): Set<T> = EmptySet\n\n/**\n * Returns a new read-only set with the given elements.\n * Elements of the set are iterated in the order they were specified.\n * The returned set is serializable (JVM).\n * @sample samples.collections.Collections.Sets.readOnlySet\n */\npublic fun <T> setOf(vararg elements: T): Set<T> = if (elements.size > 0) elements.toSet() else emptySet()\n\n/**\n * Returns an empty read-only set. The returned set is serializable (JVM).\n * @sample samples.collections.Collections.Sets.emptyReadOnlySet\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> setOf(): Set<T> = emptySet()\n\n/**\n * Returns an empty new [MutableSet].\n *\n * The returned set preserves the element iteration order.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline fun <T> mutableSetOf(): MutableSet<T> = LinkedHashSet()\n\n/**\n * Returns a new [MutableSet] with the given elements.\n * Elements of the set are iterated in the order they were specified.\n */\npublic fun <T> mutableSetOf(vararg elements: T): MutableSet<T> = elements.toCollection(LinkedHashSet(mapCapacity(elements.size)))\n\n/** Returns an empty new [HashSet]. */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline fun <T> hashSetOf(): HashSet<T> = HashSet()\n\n/** Returns a new [HashSet] with the given elements. */\npublic fun <T> hashSetOf(vararg elements: T): HashSet<T> = elements.toCollection(HashSet(mapCapacity(elements.size)))\n\n/** Returns an empty new [LinkedHashSet]. */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline fun <T> linkedSetOf(): LinkedHashSet<T> = LinkedHashSet()\n\n/**\n * Returns a new [LinkedHashSet] with the given elements.\n * Elements of the set are iterated in the order they were specified.\n */\npublic fun <T> linkedSetOf(vararg elements: T): LinkedHashSet<T> = elements.toCollection(LinkedHashSet(mapCapacity(elements.size)))\n\n/** Returns this Set if it's not `null` and the empty set otherwise. */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Set<T>?.orEmpty(): Set<T> = this ?: emptySet()\n\ninternal fun <T> Set<T>.optimizeReadOnlySet() = when (size) {\n   0 -> emptySet()\n   1 -> setOf(iterator().next())\n   else -> this\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"StringsKt\")\n@file:Suppress(\"PLATFORM_CLASS_MAPPED_TO_KOTLIN\")\n\npackage kotlin.text\n\nimport kotlin.*\n\n\n\n/**\n * Parses the string as a signed [Byte] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n */\n@SinceKotlin(\"1.1\")\npublic fun String.toByteOrNull(): Byte? = toByteOrNull(radix = 10)\n\n/**\n * Parses the string as a signed [Byte] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n *\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n */\n@SinceKotlin(\"1.1\")\npublic fun String.toByteOrNull(radix: Int): Byte? {\n   val int = this.toIntOrNull(radix) ?: return null\n   if (int < Byte.MIN_VALUE || int > Byte.MAX_VALUE) return null\n   return int.toByte()\n}\n\n/**\n * Parses the string as a [Short] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n */\n@SinceKotlin(\"1.1\")\npublic fun String.toShortOrNull(): Short? = toShortOrNull(radix = 10)\n\n/**\n * Parses the string as a [Short] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n *\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n */\n@SinceKotlin(\"1.1\")\npublic fun String.toShortOrNull(radix: Int): Short? {\n   val int = this.toIntOrNull(radix) ?: return null\n   if (int < Short.MIN_VALUE || int > Short.MAX_VALUE) return null\n   return int.toShort()\n}\n\n/**\n * Parses the string as an [Int] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n */\n@SinceKotlin(\"1.1\")\npublic fun String.toIntOrNull(): Int? = toIntOrNull(radix = 10)\n\n/**\n * Parses the string as an [Int] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n *\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n */\n@SinceKotlin(\"1.1\")\npublic fun String.toIntOrNull(radix: Int): Int? {\n   checkRadix(radix)\n\n   val length

```
= this.length\n    if (length == 0) return null\n\n    val start: Int\n    val isNegative: Boolean\n    val limit: Int\n\n    val firstChar = this[0]\n    if (firstChar <
 '0') {  // Possible leading sign\n        if (length == 1) return null  // non-digit (possible sign) only, no digits after\n\n
  start = 1\n\n        if (firstChar == '-') {\n            isNegative = true\n            limit = Int.MIN_VALUE\n        } else if
(firstChar == '+') {\n            isNegative = false\n            limit = -Int.MAX_VALUE\n        } else\n            return
null\n    } else {\n        start = 0\n        isNegative = false\n        limit = -Int.MAX_VALUE\n    }\n\n\n    val
limitBeforeMul = limit / radix\n    var result = 0\n    for (i in start..(length - 1)) {\n        val digit = digitOf(this[i],
radix)\n\n        if (digit < 0) return null\n        if (result < limitBeforeMul) return null\n\n        result *= radix\n\n
if (result < limit + digit) return null\n\n        result -= digit\n    }\n\n    return if (isNegative) result else -
result\n}\n\n/**\n * Parses the string as a [Long] number and returns the result\n * or `null` if the string is not
 a valid representation of a number.\n */\n@SinceKotlin(\"1.1\")\npublic fun String.toLongOrNull(): Long? =
toLongOrNull(radix = 10)\n\n/**\n * Parses the string as a [Long] number and returns the result\n * or `null` if the
string is not a valid representation of a number.\n *\n * @throws IllegalArgumentException when [radix] is not a
valid radix for string to number conversion.\n */\n@SinceKotlin(\"1.1\")\npublic fun String.toLongOrNull(radix:
Int): Long? {\n    checkRadix(radix)\n\n    val length = this.length\n    if (length == 0) return null\n\n    val start:
Int\n    val isNegative: Boolean\n    val limit: Long\n\n    val firstChar = this[0]\n    if (firstChar < '0') {  // Possible
leading sign\n        if (length == 1) return null  // non-digit (possible sign) only, no digits after\n\n        start = 1\n\n
  if (firstChar == '-') {\n            isNegative = true\n            limit = Long.MIN_VALUE\n        } else if (firstChar ==
'+') {\n            isNegative = false\n
        limit = -Long.MAX_VALUE\n        } else\n            return null\n    } else {\n        start = 0\n        isNegative =
false\n        limit = -Long.MAX_VALUE\n    }\n\n\n    val limitBeforeMul = limit / radix\n    var result = 0L\n    for
(i in start..(length - 1)) {\n        val digit = digitOf(this[i], radix)\n\n        if (digit < 0) return null\n        if (result <
limitBeforeMul) return null\n\n        result *= radix\n\n        if (result < limit + digit) return null\n\n        result -=
digit\n    }\n\n    return if (isNegative) result else -result\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of
this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"PreconditionsKt\")\n\npackage
kotlin\n\nimport kotlin.internal.contracts.*\n\n/**\n * Throws an [IllegalArgumentException] if the [value] is
false.\n *\n * @sample samples.misc.Preconditions.failRequireWithLazyMessage\n
 */\n@kotlin.internal.InlineOnly\npublic inline fun require(value: Boolean): Unit {\n    contract {\n        returns()
implies value\n    }\n    require(value) { \"Failed requirement.\" }\n}\n\n/**\n * Throws an
[IllegalArgumentException] with the result of calling [lazyMessage] if the [value] is false.\n *\n * @sample
samples.misc.Preconditions.failRequireWithLazyMessage\n */\n@kotlin.internal.InlineOnly\npublic inline fun
require(value: Boolean, lazyMessage: () -> Any): Unit {\n    contract {\n        returns() implies value\n    }\n    if
(!value) {\n        val message = lazyMessage()\n        throw IllegalArgumentException(message.toString())\n
}\n}\n\n/**\n * Throws an [IllegalArgumentException] if the [value] is null. Otherwise returns the not null value.\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun <T : Any> requireNotNull(value: T?): T {\n    contract {\n
returns() implies (value != null)\n    }\n    return requireNotNull(value)
 { \"Required value was null.\" }\n}\n\n/**\n * Throws an [IllegalArgumentException] with the result of calling
[lazyMessage] if the [value] is null. Otherwise\n * returns the not null value.\n *\n * @sample
samples.misc.Preconditions.failRequireWithLazyMessage\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T :
Any> requireNotNull(value: T?, lazyMessage: () -> Any): T {\n    contract {\n        returns() implies (value !=
null)\n    }\n\n    if (value == null) {\n        val message = lazyMessage()\n        throw
IllegalArgumentException(message.toString())\n    } else {\n        return value\n    }\n}\n\n/**\n * Throws an
[IllegalStateException] if the [value] is false.\n *\n * @sample
samples.misc.Preconditions.failCheckWithLazyMessage\n */\n@kotlin.internal.InlineOnly\npublic inline fun
check(value: Boolean): Unit {\n    contract {\n        returns() implies value\n    }\n    check(value) { \"Check failed.\"
}\n}\n\n/**\n * Throws an [IllegalStateException] with the result of
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 calling [lazyMessage] if the [value] is false.\n *\n * @sample
samples.misc.Preconditions.failCheckWithLazyMessage\n */\n@kotlin.internal.InlineOnly\npublic inline fun
check(value: Boolean, lazyMessage: () -> Any): Unit {\n    contract {\n        returns() implies value\n    }\n    if
(!value) {\n        val message = lazyMessage()\n        throw IllegalStateException(message.toString())\n
}\n}\n\n/**\n * Throws an [IllegalStateException] if the [value] is null. Otherwise\n * returns the not null value.\n
*\n * @sample samples.misc.Preconditions.failCheckWithLazyMessage\n */\n@kotlin.internal.InlineOnly\npublic
inline fun <T : Any> checkNotNull(value: T?): T = checkNotNull(value) { \"Required value was null.\" }\n\n/**\n *
Throws an [IllegalStateException] with the result of calling [lazyMessage]  if the [value] is null. Otherwise\n *
returns the not null value.\n *\n * @sample samples.misc.Preconditions.failCheckWithLazyMessage\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun <T
 : Any> checkNotNull(value: T?, lazyMessage: () -> Any): T {\n    contract {\n        returns() implies (value !=
null)\n    }\n\n    if (value == null) {\n        val message = lazyMessage()\n        throw
IllegalStateException(message.toString())\n    } else {\n        return value\n    }\n}\n\n\n/**\n * Throws an
[IllegalStateException] with the given [message].\n *\n * @sample samples.misc.Preconditions.failWithError\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun error(message: Any): Nothing = throw
IllegalStateException(message.toString())\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is
governed by the Apache 2.0 license \n * that can be found in the license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"ArraysKt\")\n\npackage
kotlin.collections\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\nimport kotlin.js.*\nimport
 primitiveArrayConcat\nimport withType\nimport kotlin.*\nimport kotlin.text.*\nimport
kotlin.comparisons.*\n\n/**\n * Returns a [List] that wraps the original array.\n */\npublic actual fun <T> Array<out
T>.asList(): List<T> {\n    return ArrayList<T>(this.unsafeCast<Array<Any?>>())\n}\n\n/**\n * Returns a [List]
that wraps the original array.\n */\n@kotlin.internal.InlineOnly\npublic actual inline fun ByteArray.asList():
List<Byte> {\n    return this.unsafeCast<Array<Byte>>().asList()\n}\n\n/**\n * Returns a [List] that wraps the
original array.\n */\n@kotlin.internal.InlineOnly\npublic actual inline fun ShortArray.asList(): List<Short> {\n
return this.unsafeCast<Array<Short>>().asList()\n}\n\n/**\n * Returns a [List] that wraps the original array.\n
*/\n@kotlin.internal.InlineOnly\npublic actual inline fun IntArray.asList(): List<Int> {\n    return
this.unsafeCast<Array<Int>>().asList()\n}\n\n/**\n * Returns a [List] that wraps the original array.\n
*/\n@kotlin.internal.InlineOnly\npublic
 actual inline fun LongArray.asList(): List<Long> {\n    return
this.unsafeCast<Array<Long>>().asList()\n}\n\n/**\n * Returns a [List] that wraps the original array.\n
*/\n@kotlin.internal.InlineOnly\npublic actual inline fun FloatArray.asList(): List<Float> {\n    return
this.unsafeCast<Array<Float>>().asList()\n}\n\n/**\n * Returns a [List] that wraps the original array.\n
*/\n@kotlin.internal.InlineOnly\npublic actual inline fun DoubleArray.asList(): List<Double> {\n    return
this.unsafeCast<Array<Double>>().asList()\n}\n\n/**\n * Returns a [List] that wraps the original array.\n
*/\n@kotlin.internal.InlineOnly\npublic actual inline fun BooleanArray.asList(): List<Boolean> {\n    return
this.unsafeCast<Array<Boolean>>().asList()\n}\n\n/**\n * Returns a [List] that wraps the original array.\n
*/\npublic actual fun CharArray.asList(): List<Char> {\n    return object : AbstractList<Char>(), RandomAccess {\n
    override val size: Int get() = this@asList.size\n
        override fun isEmpty(): Boolean = this@asList.isEmpty()\n        override fun contains(element: Char): Boolean
= this@asList.contains(element)\n        override fun get(index: Int): Char = this@asList[index]\n        override fun
indexOf(element: Char): Int = this@asList.indexOf(element)\n        override fun lastIndexOf(element: Char): Int =
this@asList.lastIndexOf(element)\n    }\n}\n\n/**\n * Returns `true` if the two specified arrays are *deeply* equal to
one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * If two corresponding
elements are nested arrays, they are also compared deeply.\n * If any of arrays contains itself on any nesting level
the behavior is undefined.\n */\n@SinceKotlin(\"1.1\")\n@library(\"arrayDeepEquals\")\npublic actual infix fun
<T> Array<out T>.contentDeepEquals(other: Array<out T>): Boolean {\n    definedExternally\n}\n\n/**\n *
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Returns a hash code based on the contents of this array as if it is [List].\n * Nested arrays are treated as lists too.\n * \n * If any of arrays contains itself on any nesting level the behavior is undefined.\n */\n@SinceKotlin(\"1.1\")\n@library(\"arrayDeepHashCode\")\npublic actual fun <T> Array<out T>.contentDeepHashCode(): Int {\n definedExternally\n}\n\n/**\n * Returns a string representation of the contents of this array as if it is a [List].\n * Nested arrays are treated as lists too.\n * \n * If any of arrays contains itself on any nesting level that reference\n * is rendered as `\"[...]\"` to prevent recursion.\n * \n * @sample samples.collections.Arrays.ContentOperations.contentDeepToString\n */\n@SinceKotlin(\"1.1\")\n@library(\"arrayDeepToString\")\npublic actual fun <T> Array<out T>.contentDeepToString(): String {\n definedExternally\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n */\n@SinceKotlin(\"1.1\")\n@library(\"arrayEquals\")\npublic actual infix fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean {\n definedExternally\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n */\n@SinceKotlin(\"1.1\")\n@library(\"arrayEquals\")\npublic actual infix fun ByteArray.contentEquals(other: ByteArray): Boolean {\n definedExternally\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n */\n@SinceKotlin(\"1.1\")\n@library(\"arrayEquals\")\npublic actual infix fun ShortArray.contentEquals(other: ShortArray): Boolean {\n definedExternally\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n */\n@SinceKotlin(\"1.1\")\n@library(\"arrayEquals\")\npublic actual infix fun IntArray.contentEquals(other: IntArray): Boolean {\n definedExternally\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n */\n@SinceKotlin(\"1.1\")\n@library(\"arrayEquals\")\npublic actual infix fun LongArray.contentEquals(other: LongArray): Boolean {\n definedExternally\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n */\n@SinceKotlin(\"1.1\")\n@library(\"arrayEquals\")\npublic actual infix fun FloatArray.contentEquals(other: FloatArray): Boolean {\n definedExternally\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n */\n@SinceKotlin(\"1.1\")\n@library(\"arrayEquals\")\npublic actual infix fun DoubleArray.contentEquals(other: DoubleArray): Boolean {\n definedExternally\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n */\n@SinceKotlin(\"1.1\")\n@library(\"arrayEquals\")\npublic actual infix fun BooleanArray.contentEquals(other: BooleanArray): Boolean {\n definedExternally\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n */\n@SinceKotlin(\"1.1\")\n@library(\"arrayEquals\")\npublic actual infix fun CharArray.contentEquals(other: CharArray): Boolean {\n definedExternally\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@SinceKotlin(\"1.1\")\n@library(\"arrayHashCode\")\npublic actual fun <T> Array<out T>.contentHashCode(): Int {\n definedExternally\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@SinceKotlin(\"1.1\")\n@library(\"arrayHashCode\")\npublic actual fun ByteArray.contentHashCode(): Int {\n definedExternally\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@SinceKotlin(\"1.1\")\n@library(\"arrayHashCode\")\npublic actual fun ShortArray.contentHashCode(): Int {\n definedExternally\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@SinceKotlin(\"1.1\")\n@library(\"arrayHashCode\")\npublic actual fun IntArray.contentHashCode(): Int {\n definedExternally\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@SinceKotlin(\"1.1\")\n@library(\"arrayHashCode\")\npublic actual fun LongArray.contentHashCode(): Int {\n

definedExternally\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@SinceKotlin(\"1.1\")\n@library(\"arrayHashCode\")\npublic actual fun FloatArray.contentHashCode(): Int {\n definedExternally\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@SinceKotlin(\"1.1\")\n@library(\"arrayHashCode\")\npublic actual fun DoubleArray.contentHashCode(): Int {\n definedExternally\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@SinceKotlin(\"1.1\")\n@library(\"arrayHashCode\")\npublic actual fun BooleanArray.contentHashCode(): Int {\n definedExternally\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@SinceKotlin(\"1.1\")\n@library(\"arrayHashCode\")\npublic actual fun CharArray.contentHashCode(): Int {\n definedExternally\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.1\")\n@library(\"arrayToString\")\npublic actual fun <T> Array<out T>.contentToString(): String {\n definedExternally\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.1\")\n@library(\"arrayToString\")\npublic actual fun ByteArray.contentToString(): String {\n definedExternally\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.1\")\n@library(\"arrayToString\")\npublic actual fun ShortArray.contentToString(): String {\n definedExternally\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.1\")\n@library(\"arrayToString\")\npublic actual fun IntArray.contentToString(): String {\n definedExternally\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.1\")\n@library(\"arrayToString\")\npublic actual fun LongArray.contentToString(): String {\n definedExternally\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.1\")\n@library(\"arrayToString\")\npublic actual fun FloatArray.contentToString(): String {\n definedExternally\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.1\")\n@library(\"arrayToString\")\npublic actual fun DoubleArray.contentToString(): String {\n definedExternally\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.1\")\n@library(\"arrayToString\")\npublic actual fun BooleanArray.contentToString(): String {\n definedExternally\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.1\")\n@library(\"arrayToString\")\npublic actual fun CharArray.contentToString(): String {\n definedExternally\n}\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\n@Suppress(\"ACTUAL_WITHOUT_EXPECT\", \"NOTHING_TO_INLINE\")\npublic actual inline fun <T> Array<out T>.copyOf(): Array<T> {\n return this.asDynamic().slice()\n}\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline fun ByteArray.copyOf(): ByteArray {\n return this.asDynamic().slice()\n}\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline fun ShortArray.copyOf(): ShortArray {\n return this.asDynamic().slice()\n}\n\n/**\n * Returns new

array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline fun IntArray.copyOf(): IntArray {\n   return this.asDynamic().slice()\n}\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\npublic actual fun LongArray.copyOf(): LongArray {\n   return withType(\"LongArray\", this.asDynamic().slice())\n}\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline fun FloatArray.copyOf(): FloatArray {\n   return this.asDynamic().slice()\n}\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline fun DoubleArray.copyOf(): DoubleArray {\n   return this.asDynamic().slice()\n}\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\npublic actual fun BooleanArray.copyOf(): BooleanArray {\n   return withType(\"BooleanArray\", this.asDynamic().slice())\n}\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\npublic actual fun CharArray.copyOf(): CharArray {\n   return withType(\"CharArray\", this.asDynamic().slice())\n}\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n */\npublic actual fun ByteArray.copyOf(newSize: Int): ByteArray {\n   return fillFrom(this, ByteArray(newSize))\n}\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n */\npublic actual fun ShortArray.copyOf(newSize: Int): ShortArray {\n   return fillFrom(this, ShortArray(newSize))\n}\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n */\npublic actual fun IntArray.copyOf(newSize: Int): IntArray {\n   return fillFrom(this, IntArray(newSize))\n}\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n */\npublic actual fun LongArray.copyOf(newSize: Int): LongArray {\n   return withType(\"LongArray\", arrayCopyResize(this, newSize, 0L))\n}\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n */\npublic actual fun FloatArray.copyOf(newSize: Int): FloatArray {\n   return fillFrom(this, FloatArray(newSize))\n}\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the

original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n */\npublic actual fun DoubleArray.copyOf(newSize: Int): DoubleArray {\n   return fillFrom(this, DoubleArray(newSize))\n}\n\n/**\n * Returns
 new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with `false` values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `false` values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n */\npublic actual fun BooleanArray.copyOf(newSize: Int): BooleanArray {\n   return withType(\"BooleanArray\", arrayCopyResize(this, newSize, false))\n}\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with null char (`\\u0000`) values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater
 than the size of the original array, the extra elements in the copy array are filled with null char (`\\u0000`) values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n */\npublic actual fun CharArray.copyOf(newSize: Int): CharArray {\n   return withType(\"CharArray\", fillFrom(this, CharArray(newSize)))\n}\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with `null` values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `null` values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizingCopyOf\n */\n@Suppress(\"ACTUAL_WITHOUT_EXPECT\")\npublic actual fun <T> Array<out T>.copyOf(newSize: Int): Array<T?> {\n   return arrayCopyResize(this,
 newSize, null)\n}\n\n/**\n * Returns new array which is a copy of range of original array.\n */\n@Suppress(\"ACTUAL_WITHOUT_EXPECT\", \"NOTHING_TO_INLINE\")\npublic actual inline fun <T> Array<out T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<T> {\n   return this.asDynamic().slice(fromIndex, toIndex)\n}\n\n/**\n * Returns new array which is a copy of range of original array.\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray {\n   return this.asDynamic().slice(fromIndex, toIndex)\n}\n\n/**\n * Returns new array which is a copy of range of original array.\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray {\n   return this.asDynamic().slice(fromIndex, toIndex)\n}\n\n/**\n * Returns new array which is a copy of range of original array.\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline fun IntArray.copyOfRange(fromIndex:
 Int, toIndex: Int): IntArray {\n   return this.asDynamic().slice(fromIndex, toIndex)\n}\n\n/**\n * Returns new array which is a copy of range of original array.\n */\npublic actual fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray {\n   return withType(\"LongArray\", this.asDynamic().slice(fromIndex, toIndex))\n}\n\n/**\n * Returns new array which is a copy of range of original array.\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray {\n   return this.asDynamic().slice(fromIndex, toIndex)\n}\n\n/**\n * Returns new array which is a copy of range of original array.\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray {\n   return this.asDynamic().slice(fromIndex, toIndex)\n}\n\n/**\n * Returns new array which is a copy of range of original array.\n */\npublic actual fun BooleanArray.copyOfRange(fromIndex:
 Int, toIndex: Int): BooleanArray {\n   return withType(\"BooleanArray\", this.asDynamic().slice(fromIndex, toIndex))\n}\n\n/**\n * Returns new array which is a copy of range of original array.\n */\npublic actual fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray {\n   return withType(\"CharArray\",

this.asDynamic().slice(fromIndex, toIndex))\n}\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\n@Suppress(\"ACTUAL_WITHOUT_EXPECT\", \"NOTHING_TO_INLINE\")\npublic actual inline operator fun <T> Array<out T>.plus(element: T): Array<T> {\n return this.asDynamic().concat(arrayOf(element))\n}\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline operator fun ByteArray.plus(element: Byte): ByteArray {\n return plus(byteArrayOf(element))\n}\n\n/**\n * Returns an array containing all elements
of the original array and then the given [element].\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline operator fun ShortArray.plus(element: Short): ShortArray {\n return plus(shortArrayOf(element))\n}\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline operator fun IntArray.plus(element: Int): IntArray {\n return plus(intArrayOf(element))\n}\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline operator fun LongArray.plus(element: Long): LongArray {\n return plus(longArrayOf(element))\n}\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline operator fun FloatArray.plus(element: Float): FloatArray {\n return plus(floatArrayOf(element))\n}\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline operator fun DoubleArray.plus(element: Double): DoubleArray {\n return plus(doubleArrayOf(element))\n}\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline operator fun BooleanArray.plus(element: Boolean): BooleanArray {\n return plus(booleanArrayOf(element))\n}\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline operator fun CharArray.plus(element: Char): CharArray {\n return plus(charArrayOf(element))\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\n@Suppress(\"ACTUAL_WITHOUT_EXPECT\")\npublic actual
operator fun <T> Array<out T>.plus(elements: Collection<T>): Array<T> {\n return arrayPlusCollection(this, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic actual operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray {\n return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic actual operator fun ShortArray.plus(elements: Collection<Short>): ShortArray {\n return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic actual operator fun IntArray.plus(elements: Collection<Int>): IntArray {\n return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic actual operator fun LongArray.plus(elements: Collection<Long>): LongArray {\n return arrayPlusCollection(this, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic actual operator fun FloatArray.plus(elements: Collection<Float>): FloatArray {\n return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic actual operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray {\n return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic actual operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray {\n return arrayPlusCollection(this, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and

then all elements of the given [elements] collection.\n */\npublic actual operator fun CharArray.plus(elements: Collection<Char>): CharArray {\n   return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\n@Suppress(\"ACTUAL_WITHOUT_EXPECT\", \"NOTHING_TO_INLINE\")\npublic actual inline operator fun <T> Array<out T>.plus(elements: Array<out T>): Array<T> {\n   return this.asDynamic().concat(elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given
[elements] array.\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline operator fun ByteArray.plus(elements: ByteArray): ByteArray {\n   return primitiveArrayConcat(this, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline operator fun ShortArray.plus(elements: ShortArray): ShortArray {\n   return primitiveArrayConcat(this, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline operator fun IntArray.plus(elements: IntArray): IntArray {\n   return primitiveArrayConcat(this, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline operator fun LongArray.plus(elements: LongArray): LongArray {\n   return primitiveArrayConcat(this, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline operator fun FloatArray.plus(elements: FloatArray): FloatArray {\n   return primitiveArrayConcat(this, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray {\n   return primitiveArrayConcat(this, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray {\n   return primitiveArrayConcat(this,
elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline operator fun CharArray.plus(elements: CharArray): CharArray {\n   return primitiveArrayConcat(this, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\n@Suppress(\"ACTUAL_WITHOUT_EXPECT\", \"NOTHING_TO_INLINE\")\npublic actual inline fun <T> Array<out T>.plusElement(element: T): Array<T> {\n   return this.asDynamic().concat(arrayOf(element))\n}\n\n/**\n * Sorts the array in-place.\n */\n@library(\"primitiveArraySort\")\npublic actual fun IntArray.sort(): Unit {\n   definedExternally\n}\n\n/**\n * Sorts the array in-place.\n */\npublic actual fun LongArray.sort(): Unit {\n   if (size > 1)\n   sort { a: Long, b: Long -> a.compareTo(b) }\n}\n\n/**\n * Sorts the array in-place.\n */\n@library(\"primitiveArraySort\")\npublic actual fun ByteArray.sort(): Unit {\n   definedExternally\n}\n\n/**\n * Sorts the array in-place.\n */\n@library(\"primitiveArraySort\")\npublic actual fun ShortArray.sort(): Unit {\n   definedExternally\n}\n\n/**\n * Sorts the array in-place.\n */\n@library(\"primitiveArraySort\")\npublic actual fun DoubleArray.sort(): Unit {\n   definedExternally\n}\n\n/**\n * Sorts the array in-place.\n */\n@library(\"primitiveArraySort\")\npublic actual fun FloatArray.sort(): Unit {\n   definedExternally\n}\n\n/**\n * Sorts the array in-place.\n */\n@library(\"primitiveArraySort\")\npublic actual fun CharArray.sort(): Unit {\n   definedExternally\n}\n\n/**\n * Sorts the array in-place according to the natural order of its elements.\n */\npublic actual fun <T : Comparable<T>> Array<out T>.sort(): Unit {\n   if (size > 1)\n   sort { a: T, b: T -> a.compareTo(b) }\n}\n\n/**\n * Sorts the array in-place according to the order specified by the given [comparison] function.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.sort(noinline comparison: (a: T, b: T) -> Int): Unit {\n   asDynamic().sort(comparison)\n}\n\n/**\n * Sorts the array in-place according to the order specified by

the given [comparison] function.\n */\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.sort(noinline comparison: (a: Byte, b: Byte) -> Int): Unit {\n asDynamic().sort(comparison)\n}\n\n/**\n * Sorts the array in-place according to the order specified by the given [comparison] function.\n */\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.sort(noinline comparison: (a: Short, b: Short) -> Int): Unit {\n asDynamic().sort(comparison)\n}\n\n/**\n * Sorts the array in-place according to the order specified by the given [comparison] function.\n */\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.sort(noinline comparison: (a: Int, b: Int) -> Int): Unit {\n asDynamic().sort(comparison)\n}\n\n/**\n * Sorts the array in-place according to the order specified by the given [comparison] function.\n */\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.sort(noinline comparison: (a: Long, b: Long) -> Int): Unit {\n asDynamic().sort(comparison)\n}\n\n/**\n * Sorts the array in-place according to the order specified by the given [comparison] function.\n */\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.sort(noinline comparison: (a: Float, b: Float) -> Int): Unit {\n asDynamic().sort(comparison)\n}\n\n/**\n * Sorts the array in-place according to the order specified by the given [comparison] function.\n */\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.sort(noinline comparison: (a: Double, b: Double) -> Int): Unit {\n asDynamic().sort(comparison)\n}\n\n/**\n * Sorts the array in-place according to the order specified by the given [comparison] function.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.sort(noinline comparison: (a: Char, b: Char) -> Int): Unit {\n asDynamic().sort(comparison)\n}\n\n/**\n * Sorts the array in-place according to the order specified by the given [comparator].\n */\npublic actual fun <T> Array<out T>.sortWith(comparator: Comparator<in T>): Unit {\n if (size > 1)\n sort { a, b -> comparator.compare(a, b) }\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\npublic actual fun ByteArray.toTypedArray(): Array<Byte> {\n return js(\"[]\").slice.call(this)\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\npublic actual fun ShortArray.toTypedArray(): Array<Short> {\n return js(\"[]\").slice.call(this)\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\npublic actual fun IntArray.toTypedArray(): Array<Int> {\n return js(\"[]\").slice.call(this)\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\npublic actual fun LongArray.toTypedArray(): Array<Long> {\n return copyOf().unsafeCast<Array<Long>>()\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\npublic actual fun FloatArray.toTypedArray(): Array<Float> {\n return js(\"[]\").slice.call(this)\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\npublic actual fun DoubleArray.toTypedArray(): Array<Double> {\n return js(\"[]\").slice.call(this)\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\npublic actual fun BooleanArray.toTypedArray(): Array<Boolean> {\n return copyOf().unsafeCast<Array<Boolean>>()\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\npublic actual fun CharArray.toTypedArray(): Array<Char> {\n return Array<Char>(size, { i -> this[i] })\n}\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n@file:kotlin.jvm.JvmName(\"ComparisonsKt\")\n@file:kotlin.jvm.JvmMultifileClass\n\npackage kotlin.comparisons\n\n/**\n * Compares two values using the specified functions [selectors] to calculate the result of the comparison.\n * The functions are called sequentially, receive the given values [a] and [b] and return [Comparable]\n * objects. As soon as the [Comparable] instances returned by a function for [a] and [b] values do not\n * compare as equal, the result of that comparison is returned.\n *\n * @sample samples.comparisons.Comparisons.compareValuesByWithSelectors\n */\npublic fun <T> compareValuesBy(a: T, b: T, vararg selectors: (T) -> Comparable<*>?): Int {\n require(selectors.size > 0)\n return compareValuesByImpl(a, b, selectors)\n}\n\nprivate fun <T> compareValuesByImpl(a: T, b: T, selectors: Array<out (T) -> Comparable<*>?>): Int

{\n for (fn in selectors) {\n val v1 = fn(a)\n val v2 = fn(b)\n val diff = compareValues(v1, v2)\n if (diff != 0) return diff\n }\n return 0\n}\n\n/**\n * Compares two values using the specified [selector] function to calculate the result of the comparison.\n * The function is applied to the given values [a] and [b] and return [Comparable] objects.\n * The result of comparison of these [Comparable] instances is returned.\n *\n * @sample samples.comparisons.Comparisons.compareValuesByWithSingleSelector\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> compareValuesBy(a: T, b: T, selector: (T) -> Comparable<*>?): Int {\n return compareValues(selector(a), selector(b))\n}\n\n/**\n * Compares two values using the specified [selector] function to calculate the result of the comparison.\n * The function is applied to the given values [a] and [b] and return objects of type K which are then being\n * compared with the given [comparator].\n *\n * @sample samples.comparisons.Comparisons.compareValuesByWithComparator\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T, K> compareValuesBy(a: T, b: T, comparator: Comparator<in K>, selector: (T) -> K): Int {\n return comparator.compare(selector(a), selector(b))\n}\n\n//// Not so useful without type inference for receiver of expression\n//// compareValuesWith(v1, v2, compareBy { it.prop1 } thenByDescending { it.prop2 })\n///**\n// * Compares two values using the specified [comparator].\n// */\n//@Suppress(\"NOTHING_TO_INLINE\")\n//public inline fun <T> compareValuesWith(a: T, b: T, comparator: Comparator<T>): Int = comparator.compare(a, b)\n//\n\n/**\n * Compares two nullable [Comparable] values. Null is considered less than any value.\n *\n * @sample samples.comparisons.Comparisons.compareValues\n */\npublic fun <T : Comparable<*>> compareValues(a: T?, b: T?): Int {\n if (a === b) return 0\n if (a == null) return -1\n if (b == null) return 1\n\n@Suppress(\"UNCHECKED_CAST\")\n return (a as Comparable<Any>).compareTo(b)\n}\n\n/**\n * Creates a comparator using the sequence of functions to calculate a result of comparison.\n * The functions are called sequentially, receive the given values `a` and `b` and return [Comparable]\n * objects. As soon as the [Comparable] instances returned by a function for `a` and `b` values do not\n * compare as equal, the result of that comparison is returned from the [Comparator].\n *\n * @sample samples.comparisons.Comparisons.compareByWithSelectors\n */\npublic fun <T> compareBy(vararg selectors: (T) -> Comparable<*>?): Comparator<T> {\n require(selectors.size > 0)\n return Comparator { a, b -> compareValuesByImpl(a, b, selectors) }\n}\n\n/**\n * Creates a comparator using the function to transform value to a [Comparable] instance for comparison.\n *\n * @sample samples.comparisons.Comparisons.compareByWithSingleSelector\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> compareBy(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =\n Comparator { a, b -> compareValuesBy(a, b, selector) }\n\n/**\n * Creates a comparator using the [selector] function to transform values being compared and then applying\n * the specified [comparator] to compare transformed values.\n *\n * @sample samples.comparisons.Comparisons.compareByWithComparator\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T, K> compareBy(comparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =\n Comparator { a, b -> compareValuesBy(a, b, comparator, selector) }\n\n/**\n * Creates a descending comparator using the function to transform value to a [Comparable] instance for comparison.\n *\n * @sample samples.comparisons.Comparisons.compareByDescendingWithSingleSelector\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> compareByDescending(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =\n Comparator { a, b -> compareValuesBy(b, a, selector) }\n\n/**\n * Creates a descending comparator using the [selector] function to transform values being compared and then applying\n * the specified [comparator] to compare transformed values.\n *\n * Note that an order of [comparator] is reversed by this wrapper.\n *\n * @sample samples.comparisons.Comparisons.compareByDescendingWithComparator\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T, K> compareByDescending(comparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =\n Comparator { a, b -> compareValuesBy(b, a, comparator, selector) }\n\n/**\n * Creates a comparator comparing values after the primary comparator defined them equal. It uses\n * the function to transform value to a [Comparable] instance for comparison.\n *\n * @sample samples.comparisons.Comparisons.thenBy\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T>

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Comparator<T>.thenBy(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =\n    Comparator { a, b ->\n        val previousCompare = this@thenBy.compare(a,
 b)\n        if (previousCompare != 0) previousCompare else compareValuesBy(a, b, selector)\n    }\n\n/**\n * Creates a comparator comparing values after the primary comparator defined them equal. It uses\n * the [selector] function to transform values and then compares them with the given [comparator].\n *\n * @sample samples.comparisons.Comparisons.thenByWithComparator\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T, K> Comparator<T>.thenBy(comparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =\n Comparator { a, b ->\n        val previousCompare = this@thenBy.compare(a, b)\n        if (previousCompare != 0) previousCompare else compareValuesBy(a, b, comparator, selector)\n    }\n\n/**\n * Creates a descending comparator using the primary comparator and\n * the function to transform value to a [Comparable] instance for comparison.\n *\n * @sample samples.comparisons.Comparisons.thenByDescending\n */\n@kotlin.internal.InlineOnly\npublic
 inline fun <T> Comparator<T>.thenByDescending(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =\n    Comparator { a, b ->\n        val previousCompare = this@thenByDescending.compare(a, b)\n        if (previousCompare != 0) previousCompare else compareValuesBy(b, a, selector)\n    }\n\n/**\n * Creates a descending comparator comparing values after the primary comparator defined them equal. It uses\n * the [selector] function to transform values and then compares them with the given [comparator].\n *\n * @sample samples.comparisons.Comparisons.thenByDescendingWithComparator\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T, K> Comparator<T>.thenByDescending(comparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =\n    Comparator { a, b ->\n        val previousCompare = this@thenByDescending.compare(a, b)\n        if (previousCompare != 0) previousCompare else compareValuesBy(b, a, comparator, selector)\n    }\n\n\n/**\n * Creates a comparator
 using the primary comparator and function to calculate a result of comparison.\n *\n * @sample samples.comparisons.Comparisons.thenComparator\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Comparator<T>.thenComparator(crossinline comparison: (a: T, b: T) -> Int): Comparator<T> =\n    Comparator { a, b ->\n        val previousCompare = this@thenComparator.compare(a, b)\n        if (previousCompare != 0) previousCompare else comparison(a, b)\n    }\n\n/**\n * Combines this comparator and the given [comparator] such that the latter is applied only\n * when the former considered values equal.\n *\n * @sample samples.comparisons.Comparisons.then\n */\npublic infix fun <T> Comparator<T>.then(comparator: Comparator<in T>): Comparator<T> =\n    Comparator { a, b ->\n        val previousCompare = this@then.compare(a, b)\n        if (previousCompare != 0) previousCompare else comparator.compare(a, b)\n    }\n\n/**\n * Combines this comparator and the given [comparator] such that the latter
 is applied only\n * when the former considered values equal.\n *\n * @sample samples.comparisons.Comparisons.thenDescending\n */\npublic infix fun <T> Comparator<T>.thenDescending(comparator: Comparator<in T>): Comparator<T> =\n    Comparator<T> { a, b ->\n        val previousCompare = this@thenDescending.compare(a, b)\n        if (previousCompare != 0) previousCompare else comparator.compare(b, a)\n    }\n\n// Not so useful without type inference for receiver of expression\n/**\n * Extends the given [comparator] of non-nullable values to a comparator of nullable values\n * considering `null` value less than any other value.\n *\n * @sample samples.comparisons.Comparisons.nullsFirstLastWithComparator\n */\npublic fun <T : Any> nullsFirst(comparator: Comparator<in T>): Comparator<T?> =\n    Comparator { a, b ->\n        when {\n            a === b -> 0\n            a == null -> -1\n            b == null -> 1\n            else -> comparator.compare(a, b)\n        }\n    }\n\n/**\n
 * Provides a comparator of nullable [Comparable] values\n * considering `null` value less than any other value.\n *\n * @sample samples.comparisons.Comparisons.nullsFirstLastComparator\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T : Comparable<T>> nullsFirst(): Comparator<T?> = nullsFirst(naturalOrder())\n\n/**\n * Extends the given [comparator] of non-nullable values to a comparator of nullable values\n * considering `null` value greater than any other value.\n *\n * @sample
```

samples.comparisons.Comparisons.nullsFirstLastWithComparator\n */\npublic fun <T : Any> nullsLast(comparator: Comparator<in T>): Comparator<T?> =\n   Comparator { a, b ->\n   when {\n   a === b -> 0\n   a == null -> 1\n   b == null -> -1\n   else -> comparator.compare(a, b)\n   }\n   }\n\n/**\n * Provides a comparator of nullable [Comparable] values\n * considering `null` value greater than any other value.\n *\n * @sample samples.comparisons.Comparisons.nullsFirstLastComparator\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T : Comparable<T>> nullsLast(): Comparator<T?> = nullsLast(naturalOrder())\n\n/**\n * Returns a comparator that compares [Comparable] objects in natural order.\n *\n * @sample samples.comparisons.Comparisons.naturalOrderComparator\n */\npublic fun <T : Comparable<T>> naturalOrder(): Comparator<T> = @Suppress(\"UNCHECKED_CAST\") (NaturalOrderComparator as Comparator<T>)\n\n/**\n * Returns a comparator that compares [Comparable] objects in reversed natural order.\n *\n * @sample samples.comparisons.Comparisons.nullsFirstLastWithComparator\n */\npublic fun <T : Comparable<T>> reverseOrder(): Comparator<T> = @Suppress(\"UNCHECKED_CAST\") (ReverseOrderComparator as Comparator<T>)\n\n/**\n * Returns a comparator that imposes the reverse ordering of this comparator.\n *\n * @sample samples.comparisons.Comparisons.reversed\n */\npublic fun <T> Comparator<T>.reversed(): Comparator<T> = when (this) {\n   is ReversedComparator -> this.comparator\n   NaturalOrderComparator -> @Suppress(\"UNCHECKED_CAST\") (ReverseOrderComparator as Comparator<T>)\n   ReverseOrderComparator -> @Suppress(\"UNCHECKED_CAST\") (NaturalOrderComparator as Comparator<T>)\n   else -> ReversedComparator(this)\n}\n\n\nprivate class ReversedComparator<T>(public val comparator: Comparator<T>) : Comparator<T> {\n   override fun compare(a: T, b: T): Int = comparator.compare(b, a)\n   @Suppress(\"VIRTUAL_MEMBER_HIDDEN\")\n   fun reversed(): Comparator<T> = comparator\n}\n\nprivate object NaturalOrderComparator : Comparator<Comparable<Any>> {\n   override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = a.compareTo(b)\n   @Suppress(\"VIRTUAL_MEMBER_HIDDEN\")\n   fun reversed(): Comparator<Comparable<Any>> = ReverseOrderComparator\n}\n\nprivate object ReverseOrderComparator : Comparator<Comparable<Any>> {\n   override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = b.compareTo(a)\n   @Suppress(\"VIRTUAL_MEMBER_HIDDEN\")\n   fun reversed(): Comparator<Comparable<Any>> = NaturalOrderComparator\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\n\npublic actual interface Comparator<T> {\n   @JsName(\"compare\")\n   actual fun compare(a: T, b: T): Int\n}\n\npublic actual inline fun <T> Comparator(crossinline comparison: (a: T, b: T) -> Int): Comparator<T> = object : Comparator<T> {\n   override fun compare(a: T, b: T): Int = comparison(a, b)\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"StandardKt\")\npackage kotlin\n\nimport kotlin.internal.contracts.*\n\n/**\n * An exception is thrown to indicate that a method body remains to be implemented.\n */\npublic class NotImplementedError(message: String = \"An operation is not implemented.\") : Error(message)\n\n/**\n * Always throws [NotImplementedError] stating that operation is not implemented.\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun TODO(): Nothing = throw NotImplementedError()\n\n/**\n * Always throws [NotImplementedError] stating that operation is not implemented.\n *\n * @param reason a string explaining why the implementation is missing.\n */\n@kotlin.internal.InlineOnly\npublic inline fun TODO(reason: String): Nothing = throw NotImplementedError(\"An operation is not implemented: $reason\")\n\n\n\n/**\n * Calls the specified function [block] and returns its result.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <R> run(block: () -> R): R {\n   contract {\n   callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n   }\n   return block()\n}\n\n/**\n * Calls the specified function [block] with `this` value as its receiver and returns its result.\n */\n@kotlin.internal.InlineOnly\npublic

inline fun <T, R> T.run(block: T.() -> R): R {\n contract {\n callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n }\n return block()\n}\n\n/**\n * Calls the specified function [block] with the given [receiver] as its receiver and returns its result.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> with(receiver: T, block: T.() -> R): R {\n contract {\n callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n }\n return receiver.block()\n}\n\n/**\n * Calls the specified function [block] with `this` value as its receiver and returns `this` value.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> T.apply(block: T.() -> Unit): T {\n contract {\n callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n }\n block()\n return this\n}\n\n/**\n * Calls the specified function [block] with `this` value as its argument and returns `this` value.\n */\n@kotlin.internal.InlineOnly\n@SinceKotlin(\"1.1\")\npublic inline fun <T> T.also(block: (T) -> Unit): T {\n contract {\n callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n }\n block(this)\n return this\n}\n\n/**\n * Calls the specified function [block] with `this` value as its argument and returns its result.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> T.let(block: (T) -> R): R {\n contract {\n callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n }\n return block(this)\n}\n\n/**\n * Returns `this` value if it satisfies the given [predicate] or `null`, if it doesn't.\n */\n@kotlin.internal.InlineOnly\n@SinceKotlin(\"1.1\")\npublic inline fun <T> T.takeIf(predicate: (T) -> Boolean): T? {\n contract {\n callsInPlace(predicate, InvocationKind.EXACTLY_ONCE)\n }\n return if (predicate(this)) this else null\n}\n\n/**\n * Returns `this` value if it _does not_ satisfy the given [predicate] or `null`, if it does.\n */\n@kotlin.internal.InlineOnly\n@SinceKotlin(\"1.1\")\npublic inline fun <T> T.takeUnless(predicate: (T) -> Boolean): T? {\n contract {\n callsInPlace(predicate, InvocationKind.EXACTLY_ONCE)\n }\n return if (!predicate(this)) this else null\n}\n\n/**\n * Executes the given function [action] specified number of [times].\n *\n * A zero-based index of current iteration is passed as a parameter to [action].\n */\n@kotlin.internal.InlineOnly\npublic inline fun repeat(times: Int, action: (Int) -> Unit) {\n contract { callsInPlace(action) }\n\n for (index in 0 until times) {\n action(index)\n }\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license \n * that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"ComparisonsKt\")\n\npackage kotlin.comparisons\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\nimport kotlin.js.*\nimport kotlin.*\nimport kotlin.text.*\nimport kotlin.comparisons.*\n\n/**\n * Returns the greater of two values.\n * If values are equal, returns the first one.\n */\n@SinceKotlin(\"1.1\")\npublic actual fun <T : Comparable<T>> maxOf(a: T, b: T): T {\n return if (a >= b) a else b\n}\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun maxOf(a: Byte, b: Byte): Byte {\n return Math.max(a.toInt(), b.toInt()).unsafeCast<Byte>()\n}\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun maxOf(a: Short, b: Short): Short {\n return Math.max(a.toInt(), b.toInt()).unsafeCast<Short>()\n}\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun maxOf(a: Int, b: Int): Int {\n return Math.max(a, b)\n}\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin(\"1.1\")\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline fun maxOf(a: Long, b: Long): Long {\n return if (a >= b) a else b\n}\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun maxOf(a: Float, b: Float): Float {\n return Math.max(a, b)\n}\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun maxOf(a: Double, b: Double): Double {\n return Math.max(a, b)\n}\n\n/**\n * Returns the greater of three values.\n */\n@SinceKotlin(\"1.1\")\npublic actual fun <T : Comparable<T>> maxOf(a: T, b: T, c: T): T {\n return maxOf(a, maxOf(b, c))\n}\n\n/**\n * Returns the greater of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun maxOf(a: Byte, b: Byte, c: Byte):

Byte {\n   return Math.max(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Byte>()\n}\n\n/**\n * Returns the greater of three
values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun maxOf(a: Short, b: Short, c: Short): Short {\n   return Math.max(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Short>()\n}\n\n/**\n * Returns the greater of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun maxOf(a: Int, b: Int, c: Int): Int {\n   return Math.max(a, b, c)\n}\n\n/**\n * Returns the greater of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun maxOf(a: Long, b: Long, c: Long): Long {\n   return maxOf(a, maxOf(b, c))\n}\n\n/**\n * Returns the greater of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun maxOf(a: Float, b: Float, c: Float): Float {\n   return Math.max(a, b, c)\n}\n\n/**\n * Returns the greater of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun maxOf(a: Double, b: Double, c: Double):
Double {\n   return Math.max(a, b, c)\n}\n\n/**\n * Returns the smaller of two values.\n * If values are equal, returns the first one.\n */\n@SinceKotlin(\"1.1\")\npublic actual fun <T : Comparable<T>> minOf(a: T, b: T): T {\n   return if (a <= b) a else b\n}\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun minOf(a: Byte, b: Byte): Byte {\n   return Math.min(a.toInt(), b.toInt()).unsafeCast<Byte>()\n}\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun minOf(a: Short, b: Short): Short {\n   return Math.min(a.toInt(), b.toInt()).unsafeCast<Short>()\n}\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun minOf(a: Int, b: Int): Int {\n   return Math.min(a, b)\n}\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin(\"1.1\")\n@Suppress(\"NOTHING_TO_INLINE\")\npublic
actual inline fun minOf(a: Long, b: Long): Long {\n   return if (a <= b) a else b\n}\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun minOf(a: Float, b: Float): Float {\n   return Math.min(a, b)\n}\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun minOf(a: Double, b: Double): Double {\n   return Math.min(a, b)\n}\n\n/**\n * Returns the smaller of three values.\n */\n@SinceKotlin(\"1.1\")\npublic actual fun <T : Comparable<T>> minOf(a: T, b: T, c: T): T {\n   return minOf(a, minOf(b, c))\n}\n\n/**\n * Returns the smaller of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun minOf(a: Byte, b: Byte, c: Byte): Byte {\n   return Math.min(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Byte>()\n}\n\n/**\n * Returns the smaller of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic
actual inline fun minOf(a: Short, b: Short, c: Short): Short {\n   return Math.min(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Short>()\n}\n\n/**\n * Returns the smaller of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun minOf(a: Int, b: Int, c: Int): Int {\n   return Math.min(a, b, c)\n}\n\n/**\n * Returns the smaller of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun minOf(a: Long, b: Long, c: Long): Long {\n   return minOf(a, minOf(b, c))\n}\n\n/**\n * Returns the smaller of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun minOf(a: Float, b: Float, c: Float): Float {\n   return Math.min(a, b, c)\n}\n\n/**\n * Returns the smaller of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun minOf(a: Double, b: Double, c: Double): Double {\n   return Math.min(a,
b, c)\n}\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"CollectionsKt\")\n\npackage kotlin.collections\n\n/**\n * Given an [iterator] function constructs an [Iterable] instance that returns values through the [Iterator]\n * provided by that function.\n * @sample samples.collections.Iterables.Building.iterable\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable(crossinline iterator: () -> Iterator<T>): Iterable<T>

= object : Iterable<T> {\n override fun iterator(): Iterator<T> = iterator()\n}\n\n/**\n * A wrapper over another [Iterable] (or any other object that can produce an [Iterator]) that returns\n * an indexing iterator.\n */\ninternal class IndexingIterable<out T>(private val iteratorFactory: () -> Iterator<T>) : Iterable<IndexedValue<T>> {\n override fun iterator(): Iterator<IndexedValue<T>> = IndexingIterator(iteratorFactory())\n}\n\n\n/**\n * Returns the size of this iterable if it is known, or `null` otherwise.\n */\n@PublishedApi\ninternal fun <T> Iterable<T>.collectionSizeOrNull(): Int? = if (this is Collection<*>) this.size else null\n\n/**\n * Returns the size of this iterable if it is known, or the specified [default] value otherwise.\n */\n@PublishedApi\ninternal fun <T> Iterable<T>.collectionSizeOrDefault(default: Int): Int = if (this is Collection<*>) this.size else default\n\n/** Returns true when it's safe to convert this collection to a set without changing contains method behavior. */\nprivate fun <T> Collection<T>.safeToConvertToSet() = size > 2 && this is ArrayList\n\n/** Converts this collection to a set, when it's worth so and it doesn't change contains method behavior. */\ninternal fun <T> Iterable<T>.convertToSetForSetOperationWith(source: Iterable<T>): Collection<T> =\n when (this) {\n is Set -> this\n is Collection ->\n when {\n source is Collection && source.size < 2 -> this\n else -> if (this.safeToConvertToSet()) toHashSet() else this\n }\n else -> toHashSet()\n }\n\n/** Converts this collection to a set, when it's worth so and it doesn't change contains method behavior. */\ninternal fun <T> Iterable<T>.convertToSetForSetOperation(): Collection<T> =\n when (this) {\n is Set -> this\n is Collection -> if (this.safeToConvertToSet()) toHashSet() else this\n else -> toHashSet()\n }\n\n\n/**\n * Returns a single list of all elements from all collections in the given collection.\n * @sample samples.collections.Iterables.Operations.flattenIterable\n */\npublic fun <T> Iterable<Iterable<T>>.flatten(): List<T> {\n val result = ArrayList<T>()\n for (element in this) {\n result.addAll(element)\n }\n return result\n}\n\n/**\n * Returns a pair of lists, where\n * *first* list is built from the first values of each pair from this collection,\n * *second* list is built from the second values of each pair from this collection.\n * @sample samples.collections.Iterables.Operations.unzipIterable\n */\npublic fun <T, R> Iterable<Pair<T, R>>.unzip(): Pair<List<T>, List<R>> {\n val expectedSize = collectionSizeOrDefault(10)\n val listT = ArrayList<T>(expectedSize)\n val listR = ArrayList<R>(expectedSize)\n for (pair in this) {\n listT.add(pair.first)\n listR.add(pair.second)\n }\n return listT to listR\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"SequencesKt\")\n\npackage kotlin.sequences\n\nimport kotlin.*\n\n/**\n * Given an [iterator] function constructs a [Sequence] that returns values through the [Iterator]\n * provided by that function.\n * The values are evaluated lazily, and the sequence is potentially infinite.\n *\n * @sample samples.collections.Sequences.Building.sequenceFromIterator\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence(crossinline iterator: () -> Iterator<T>): Sequence<T> = object : Sequence<T> {\n override fun iterator(): Iterator<T> = iterator()\n}\n\n/**\n * Creates a sequence that returns all elements from this iterator. The sequence is constrained to be iterated only once.\n *\n * @sample samples.collections.Sequences.Building.sequenceFromIterator\n */\npublic fun <T> Iterator<T>.asSequence(): Sequence<T> = Sequence { this }.constrainOnce()\n\n/**\n * Creates a sequence that returns the specified values.\n *\n * @sample samples.collections.Sequences.Building.sequenceOfValues\n */\npublic fun <T> sequenceOf(vararg elements: T): Sequence<T> = if (elements.isEmpty()) emptySequence() else elements.asSequence()\n\n/**\n * Returns an empty sequence.\n */\npublic fun <T> emptySequence(): Sequence<T> = EmptySequence\n\nprivate object EmptySequence : Sequence<Nothing>, DropTakeSequence<Nothing> {\n override fun iterator(): Iterator<Nothing> = EmptyIterator\n override fun drop(n: Int) = EmptySequence\n override fun take(n: Int) = EmptySequence\n}\n\n/**\n * Returns a sequence of all elements from all sequences in this sequence.\n *\n * The operation is _intermediate_ and _stateless_.\n */\npublic fun <T> Sequence<Sequence<T>>.flatten(): Sequence<T> = flatten { it.iterator() }\n\n/**\n * Returns a sequence of all elements from all iterables in this sequence.\n *\n * The operation is _intermediate_ and _stateless_.\n

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*/\n@kotlin.jvm.JvmName(\"flattenSequenceOfIterable\")\npublic fun <T> Sequence<Iterable<T>>.flatten(): Sequence<T> = flatten { it.iterator() }\n\nprivate fun <T, R> Sequence<T>.flatten(iterator: (T) -> Iterator<R>): Sequence<R> {\n    if (this is TransformingSequence<*, *>) {\n        return (this as TransformingSequence<*, T>).flatten(iterator)\n    }\n    return FlatteningSequence(this, { it }, iterator)\n}\n\n/**\n * Returns a pair of lists, where\n * *first* list is built from the first values of each pair from this sequence,\n * *second* list is built from the second values of each pair from this sequence.\n *\n * The operation is _terminal_.\n */\npublic fun <T, R> Sequence<Pair<T, R>>.unzip(): Pair<List<T>, List<R>> {\n    val listT = ArrayList<T>()\n    val listR = ArrayList<R>()\n    for (pair in this) {\n        listT.add(pair.first)\n        listR.add(pair.second)\n    }\n    return listT to listR\n}\n\n/**\n * A sequence that returns the values from the underlying [sequence] that either match or do not match\n * the specified [predicate].\n *\n * @param sendWhen If `true`, values for which the predicate returns `true` are returned. Otherwise,\n * values for which the predicate returns `false` are returned\n */\ninternal class FilteringSequence<T>(\n    private val sequence: Sequence<T>,\n    private val sendWhen: Boolean = true,\n    private val predicate: (T) -> Boolean\n) : Sequence<T> {\n\n    override fun iterator(): Iterator<T> = object : Iterator<T> {\n        val iterator = sequence.iterator()\n        var nextState: Int = -1 // -1 for unknown, 0 for done, 1 for continue\n        var nextItem: T? = null\n\n        private fun calcNext() {\n            while (iterator.hasNext()) {\n                val item = iterator.next()\n                if (predicate(item) == sendWhen) {\n                    nextItem = item\n                    nextState = 1\n                    return\n                }\n            }\n            nextState = 0\n        }\n\n        override fun next(): T {\n            if (nextState == -1)\n                calcNext()\n            if (nextState == 0)\n                throw NoSuchElementException()\n            val result = nextItem\n            nextItem = null\n            nextState = -1\n            @Suppress(\"UNCHECKED_CAST\")\n            return result as T\n        }\n\n        override fun hasNext(): Boolean {\n            if (nextState == -1)\n                calcNext()\n            return nextState == 1\n        }\n    }\n}\n\n/**\n * A sequence which returns the results of applying the given [transformer] function to the values\n * in the underlying [sequence].\n */\n\ninternal class TransformingSequence<T, R>\nconstructor(private val sequence: Sequence<T>, private val transformer: (T) -> R) : Sequence<R> {\n    override fun iterator(): Iterator<R> = object : Iterator<R> {\n        val iterator = sequence.iterator()\n        override fun next(): R {\n            return transformer(iterator.next())\n        }\n\n        override fun hasNext(): Boolean {\n            return iterator.hasNext()\n        }\n    }\n\n    internal fun <E> flatten(iterator: (R) -> Iterator<E>): Sequence<E> {\n        return FlatteningSequence<T, R, E>(sequence, transformer, iterator)\n    }\n}\n\n/**\n * A sequence which returns the results of applying the given [transformer] function\n * to the values\n * in the underlying [sequence], where the transformer function takes the index of the value in the underlying\n * sequence along with the value itself.\n */\ninternal class TransformingIndexedSequence<T, R>\nconstructor(private val sequence: Sequence<T>, private val transformer: (Int, T) -> R) : Sequence<R> {\n    override fun iterator(): Iterator<R> = object : Iterator<R> {\n        val iterator = sequence.iterator()\n        var index = 0\n        override fun next(): R {\n            return transformer(index++, iterator.next())\n        }\n\n        override fun hasNext(): Boolean {\n            return iterator.hasNext()\n        }\n    }\n}\n\n/**\n * A sequence which combines values from the underlying [sequence] with their indices and returns them as\n * [IndexedValue] objects.\n */\ninternal class IndexingSequence<T>\nconstructor(private val sequence: Sequence<T>) : Sequence<IndexedValue<T>> {\n    override fun iterator(): Iterator<IndexedValue<T>> = object : Iterator<IndexedValue<T>> {\n        val iterator = sequence.iterator()\n        var index = 0\n        override fun next(): IndexedValue<T> {\n            return IndexedValue(index++, iterator.next())\n        }\n\n        override fun hasNext(): Boolean {\n            return iterator.hasNext()\n        }\n    }\n}\n\n/**\n * A sequence which takes the values from two parallel underlying sequences, passes them to the given\n * [transform] function and returns the values returned by that function. The sequence stops returning\n * values as soon as one of the underlying sequences stops returning values.\n */\ninternal class MergingSequence<T1, T2, V>\nconstructor(\n    private val sequence1: Sequence<T1>,\n    private val sequence2: Sequence<T2>,\n    private val transform: (T1, T2) -> V\n) : Sequence<V> {\n    override fun iterator(): Iterator<V> = object : Iterator<V> {\n        val iterator1 = sequence1.iterator()\n        val iterator2 = sequence2.iterator()\n        override fun
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next(): V {\n            return transform(iterator1.next(), iterator2.next())\n        }\n\n        override fun hasNext(): Boolean {\n            return iterator1.hasNext() && iterator2.hasNext()\n        }\n    }\n}\n\ninternal class FlatteningSequence<T, R, E>\nconstructor(\n    private val sequence: Sequence<T>,\n    private val transformer: (T) -> R,\n    private val iterator: (R) -> Iterator<E>\n) : Sequence<E> {\n    override fun iterator(): Iterator<E> = object : Iterator<E> {\n        val iterator = sequence.iterator()\n        var itemIterator: Iterator<E>? = null\n\n        override fun next(): E {\n            if (!ensureItemIterator())\n                throw NoSuchElementException()\n            return itemIterator!!.next()\n        }\n\n        override fun hasNext(): Boolean {\n            return ensureItemIterator()\n        }\n\n        private fun ensureItemIterator(): Boolean {\n            if (itemIterator?.hasNext() == false)\n                itemIterator = null\n\n            while (itemIterator == null) {\n                if (!iterator.hasNext()) {\n                    return false\n                } else {\n                    val element = iterator.next()\n                    val nextItemIterator = iterator(transformer(element))\n                    if (nextItemIterator.hasNext()) {\n                        itemIterator = nextItemIterator\n                        return true\n                    }\n                }\n            }\n            return true\n        }\n    }\n}\n\n/**\n * A sequence that supports drop(n) and take(n) operations\n */\ninternal interface DropTakeSequence<T> : Sequence<T> {\n    fun drop(n: Int): Sequence<T>\n    fun take(n: Int): Sequence<T>\n}\n\n/**\n * A sequence that skips [startIndex] values from the underlying [sequence]\n * and stops returning values right before [endIndex], i.e. stops at `endIndex - 1`\n */\ninternal class SubSequence<T>(\n    private val sequence: Sequence<T>,\n    private val startIndex: Int,\n    private val endIndex: Int\n) : Sequence<T>, DropTakeSequence<T> {\n\n    init {\n        require(startIndex >= 0) { \"startIndex should be non-negative, but is $startIndex\" }\n        require(endIndex >= 0) { \"endIndex should be non-negative, but is $endIndex\" }\n        require(endIndex >= startIndex) { \"endIndex should be not less than startIndex, but was $endIndex < $startIndex\" }\n    }\n\n    private val count: Int get() = endIndex - startIndex\n\n    override fun drop(n: Int): Sequence<T> = if (n >= count) emptySequence() else SubSequence(sequence, startIndex + n, endIndex)\n    override fun take(n: Int): Sequence<T> = if (n >= count) this else SubSequence(sequence, startIndex, startIndex + n)\n\n    override fun iterator() = object : Iterator<T> {\n\n        val iterator = sequence.iterator()\n        var position = 0\n\n        // Shouldn't be called from constructor to avoid premature iteration\n        private fun drop() {\n            while (position < startIndex && iterator.hasNext()) {\n                iterator.next()\n                position++\n            }\n        }\n\n        override fun hasNext(): Boolean {\n            drop()\n            return (position < endIndex) && iterator.hasNext()\n        }\n\n        override fun next(): T {\n            drop()\n            if (position >= endIndex)\n                throw NoSuchElementException()\n            position++\n            return iterator.next()\n        }\n    }\n}\n\n/**\n * A sequence that returns at most [count] values from the underlying [sequence], and stops returning values\n * as soon as that count is reached.\n */\ninternal class TakeSequence<T>(\n    private val sequence: Sequence<T>,\n    private val count: Int\n) : Sequence<T>, DropTakeSequence<T> {\n\n    init {\n        require(count >= 0) { \"count must be non-negative, but was $count.\" }\n    }\n\n    override fun drop(n: Int): Sequence<T> = if (n >= count) emptySequence() else SubSequence(sequence, n, count)\n    override fun take(n: Int): Sequence<T> = if (n >= count) this else TakeSequence(sequence, n)\n\n    override fun iterator(): Iterator<T> = object : Iterator<T> {\n        var left = count\n        val iterator = sequence.iterator()\n\n        override fun next(): T {\n            if (left == 0)\n                throw NoSuchElementException()\n            left--\n            return iterator.next()\n        }\n\n        override fun hasNext(): Boolean {\n            return left > 0 && iterator.hasNext()\n        }\n    }\n}\n\n/**\n * A sequence that returns values from the underlying [sequence] while the [predicate] function returns\n * `true`, and stops returning values once the function returns `false` for the next element.\n */\ninternal class TakeWhileSequence<T>\nconstructor(\n    private val sequence: Sequence<T>,\n    private val predicate: (T) -> Boolean\n) : Sequence<T> {\n    override fun iterator(): Iterator<T> = object : Iterator<T> {\n        val iterator = sequence.iterator()\n        var nextState: Int = -1 // -1 for unknown, 0 for done, 1 for continue\n        var nextItem: T? = null\n\n        private fun calcNext() {\n            if (iterator.hasNext()) {\n                val item = iterator.next()\n                if (predicate(item)) {\n                    nextState = 1\n                    nextItem = item\n                    return\n                }\n            }\n            nextState = 0\n        }\n\n        override fun next(): T {\n            if (nextState == -1)\n
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calcNext() // will change nextState\n            if (nextState == 0)\n                throw NoSuchElementException()\n
 @Suppress(\"UNCHECKED_CAST\")\n            val result = nextItem as T\n\n            // Clean next to avoid keeping
reference on yielded instance\n            nextItem = null\n            nextState = -1\n            return result\n        }\n\n
override fun hasNext(): Boolean {\n            if (nextState == -1)\n
        calcNext() // will change nextState\n            return nextState == 1\n        }\n    }\n}\n\n/**\n * A sequence that
skips the specified number of values from the underlying [sequence] and returns\n * all values after that.\n
*/\ninternal class DropSequence<T>(\n    private val sequence: Sequence<T>,\n    private val count: Int\n) :
Sequence<T>, DropTakeSequence<T> {\n    init {\n        require(count >= 0) { \"count must be non-negative, but
was $count.\" }\n    }\n\n    override fun drop(n: Int): Sequence<T> = DropSequence(sequence, count + n)\n
override fun take(n: Int): Sequence<T> = SubSequence(sequence, count, count + n)\n\n    override fun iterator():
Iterator<T> = object : Iterator<T> {\n        val iterator = sequence.iterator()\n        var left = count\n\n        //
Shouldn't be called from constructor to avoid premature iteration\n        private fun drop() {\n            while (left > 0
&& iterator.hasNext()) {\n                iterator.next()\n
  left--\n            }\n        }\n\n        override fun next(): T {\n            drop()\n            return iterator.next()\n        }\n\n
    override fun hasNext(): Boolean {\n            drop()\n            return iterator.hasNext()\n        }\n    }\n}\n\n/**\n * A
sequence that skips the values from the underlying [sequence] while the given [predicate] returns `true` and
returns\n * all values after that.\n */\ninternal class DropWhileSequence<T>\nconstructor(\n    private val sequence:
Sequence<T>,\n    private val predicate: (T) -> Boolean\n) : Sequence<T> {\n\n    override fun iterator():
Iterator<T> = object : Iterator<T> {\n        val iterator = sequence.iterator()\n        var dropState: Int = -1 // -1 for not
dropping, 1 for nextItem, 0 for normal iteration\n        var nextItem: T? = null\n\n        private fun drop() {\n
while (iterator.hasNext()) {\n                val item = iterator.next()\n                if (!predicate(item)) {\n
 nextItem = item\n                    dropState = 1\n                    return\n                }\n            }\n            dropState = 0\n
 }\n\n        override fun next(): T {\n            if (dropState == -1)\n                drop()\n\n            if (dropState == 1) {\n
            @Suppress(\"UNCHECKED_CAST\")\n                val result = nextItem as T\n                nextItem = null\n
        dropState = 0\n                return result\n            }\n            return iterator.next()\n        }\n\n        override fun
hasNext(): Boolean {\n            if (dropState == -1)\n                drop()\n            return dropState == 1 ||
iterator.hasNext()\n        }\n    }\n}\n\ninternal class DistinctSequence<T, K>(private val source: Sequence<T>,
private val keySelector: (T) -> K) : Sequence<T> {\n    override fun iterator(): Iterator<T> =
DistinctIterator(source.iterator(), keySelector)\n}\n\nprivate class DistinctIterator<T, K>(private val source:
Iterator<T>,
 private val keySelector: (T) -> K) : AbstractIterator<T>() {\n    private val observed = HashSet<K>()\n\n    override
fun computeNext() {\n        while (source.hasNext()) {\n            val next = source.next()\n            val key =
keySelector(next)\n\n            if (observed.add(key)) {\n                setNext(next)\n                return\n            }\n
}\n\n        done()\n    }\n}\n\n\nprivate class GeneratorSequence<T : Any>(private val getInitialValue: () -> T?,
private val getNextValue: (T) -> T?) : Sequence<T> {\n    override fun iterator(): Iterator<T> = object : Iterator<T>
{\n        var nextItem: T? = null\n        var nextState: Int = -2 // -2 for initial unknown, -1 for next unknown, 0 for
done, 1 for continue\n\n        private fun calcNext() {\n            nextItem = if (nextState == -2) getInitialValue() else
getNextValue(nextItem!!)\n            nextState = if (nextItem == null) 0 else 1\n        }\n\n        override fun next(): T
{\n            if
 (nextState < 0)\n                calcNext()\n\n            if (nextState == 0)\n                throw NoSuchElementException()\n
        val result = nextItem as T\n            // Do not clean nextItem (to avoid keeping reference on yielded instance) --
need to keep state for getNextValue\n            nextState = -1\n            return result\n        }\n\n        override fun
hasNext(): Boolean {\n            if (nextState < 0)\n                calcNext()\n            return nextState == 1\n        }\n
}\n}\n\n/**\n * Returns a wrapper sequence that provides values of this sequence, but ensures it can be iterated only
one time.\n *\n * The operation is _intermediate_ and _stateless_.\n *\n * [IllegalStateException] is thrown on
iterating the returned sequence from the second time.\n *\n */\npublic fun <T> Sequence<T>.constrainOnce():
Sequence<T> {\n    // as? does not work in js\n    //return this as? ConstrainedOnceSequence<T> ?:
ConstrainedOnceSequence(this)\n    return if (this
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is ConstrainedOnceSequence<T>) this else ConstrainedOnceSequence(this)\n}\n\n\n/**\n * Returns a sequence which invokes the function to calculate the next value on each iteration until the function returns `null`.\n *\n * The returned sequence is constrained to be iterated only once.\n *\n * @see constrainOnce\n * @see kotlin.coroutines.experimental.buildSequence\n *\n * @sample samples.collections.Sequences.Building.generateSequence\n */\npublic fun <T : Any> generateSequence(nextFunction: () -> T?): Sequence<T> {\n   return GeneratorSequence(nextFunction, { nextFunction() }).constrainOnce()\n}\n\n/**\n * Returns a sequence defined by the starting value [seed] and the function [nextFunction],\n * which is invoked to calculate the next value based on the previous one on each iteration.\n *\n * The sequence produces values until it encounters first `null` value.\n * If [seed] is `null`, an empty sequence is produced.\n *\n * The sequence can be iterated multiple times, each time starting with [seed].\n *\n * @see kotlin.coroutines.experimental.buildSequence\n *\n * @sample samples.collections.Sequences.Building.generateSequenceWithSeed\n */\n@kotlin.internal.LowPriorityInOverloadResolution\npublic fun <T : Any> generateSequence(seed: T?, nextFunction: (T) -> T?): Sequence<T> =\n   if (seed == null)\n   EmptySequence\n   else\n GeneratorSequence({ seed }, nextFunction)\n\n/**\n * Returns a sequence defined by the function [seedFunction], which is invoked to produce the starting value,\n * and the [nextFunction], which is invoked to calculate the next value based on the previous one on each iteration.\n *\n * The sequence produces values until it encounters first `null` value.\n * If [seedFunction] returns `null`, an empty sequence is produced.\n *\n * The sequence can be iterated multiple times.\n *\n * @see kotlin.coroutines.experimental.buildSequence\n *\n * @sample samples.collections.Sequences.Building.generateSequenceWithLazySeed\n */\npublic fun <T : Any> generateSequence(seedFunction: () -> T?, nextFunction: (T) -> T?): Sequence<T> =\n GeneratorSequence(seedFunction, nextFunction)\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license \n * that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"CollectionsKt\")\n\npackage kotlin.collections\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\nimport kotlin.*\nimport kotlin.text.*\nimport kotlin.comparisons.*\n\n/**\n * Returns 1st *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> List<T>.component1(): T {\n   return get(0)\n}\n\n/**\n * Returns 2nd *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> List<T>.component2(): T {\n   return get(1)\n}\n\n/**\n * Returns 3rd *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> List<T>.component3(): T {\n   return get(2)\n}\n\n/**\n * Returns 4th *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> List<T>.component4(): T {\n   return get(3)\n}\n\n/**\n * Returns 5th *element* from the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> List<T>.component5(): T {\n   return get(4)\n}\n\n/**\n * Returns `true` if [element] is found in the collection.\n */\npublic operator fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.contains(element: T): Boolean {\n   if (this is Collection)\n   return contains(element)\n   return indexOf(element) >= 0\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this collection.\n */\npublic fun <T> Iterable<T>.elementAt(index: Int): T {\n   if (this is List)\n   return get(index)\n   return elementAtOrElse(index) { throw IndexOutOfBoundsException(\"Collection doesn't contain element at index $index.\") }\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this list.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> List<T>.elementAt(index: Int): T {\n   return get(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this collection.\n */\npublic fun <T> Iterable<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {\n   if (this is List)\n   return this.getOrElse(index, defaultValue)\n   if (index < 0)\n   return defaultValue(index)\n   val iterator = iterator()\n   var count = 0\n   while (iterator.hasNext()) {\n   val element = iterator.next()\n   if (index == count++)\n   return element\n   }\n   return defaultValue(index)\n}\n\n/**\n

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 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this list.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> List<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {\n    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this collection.\n */\npublic fun <T> Iterable<T>.elementAtOrNull(index: Int): T? {\n    if (this is List)\n        return this.getOrNull(index)\n    if (index < 0)\n        return null\n    val iterator = iterator()\n    var count = 0\n    while (iterator.hasNext()) {\n        val element = iterator.next()\n        if (index == count++)\n            return element\n    }\n    return null\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this list.\n */\n@kotlin.internal.InlineOnly\npublic
 inline fun <T> List<T>.elementAtOrNull(index: Int): T? {\n    return this.getOrNull(index)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such element was found.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.find(predicate: (T) -> Boolean): T? {\n    return firstOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.findLast(predicate: (T) -> Boolean): T? {\n    return lastOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> List<T>.findLast(predicate: (T) -> Boolean): T? {\n    return lastOrNull(predicate)\n}\n\n/**\n * Returns first element.\n * @throws [NoSuchElementException] if the collection is empty.\n */\npublic fun <T> Iterable<T>.first():
 T {\n    when (this) {\n        is List -> return this.first()\n        else -> {\n            val iterator = iterator()\n            if (!iterator.hasNext())\n                throw NoSuchElementException(\"Collection is empty.\")\n            return iterator.next()\n        }\n    }\n}\n\n/**\n * Returns first element.\n * @throws [NoSuchElementException] if the list is empty.\n */\npublic fun <T> List<T>.first(): T {\n    if (isEmpty())\n        throw NoSuchElementException(\"List is empty.\")\n    return this[0]\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun <T> Iterable<T>.first(predicate: (T) -> Boolean): T {\n    for (element in this) if (predicate(element)) return element\n    throw NoSuchElementException(\"Collection contains no element matching the predicate.\")\n}\n\n/**\n * Returns the first element, or `null` if the collection is empty.\n */\npublic fun
 <T> Iterable<T>.firstOrNull(): T? {\n    when (this) {\n        is List -> {\n            if (isEmpty())\n                return null\n            else\n                return this[0]\n        }\n        else -> {\n            val iterator = iterator()\n            if (!iterator.hasNext())\n                return null\n            return iterator.next()\n        }\n    }\n}\n\n/**\n * Returns the first element, or `null` if the list is empty.\n */\npublic fun <T> List<T>.firstOrNull(): T? {\n    return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun <T> Iterable<T>.firstOrNull(predicate: (T) -> Boolean): T? {\n    for (element in this) if (predicate(element)) return element\n    return null\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this list.\n */\n@kotlin.internal.InlineOnly\npublic
 inline fun <T> List<T>.getOrElse(index: Int, defaultValue: (Int) -> T): T {\n    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this list.\n */\npublic fun <T> List<T>.getOrNull(index: Int): T? {\n    return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns first index of [element], or -1 if the collection does not contain element.\n */\npublic fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.indexOf(element: T): Int {\n    if (this is List) return this.indexOf(element)\n    var index = 0\n    for (item in this) {\n        if (element == item)\n            return index\n        index++\n    }\n    return -1\n}\n\n/**\n * Returns first index of [element], or -1 if the list does not contain element.\n */\n@Suppress(\"EXTENSION_SHADOWED_BY_MEMBER\") // false warning, extension takes precedence in some cases\npublic
 fun <@kotlin.internal.OnlyInputTypes T> List<T>.indexOf(element: T): Int {\n    return indexOf(element)\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if the
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collection does not contain such element.\n */\npublic inline fun <T> Iterable<T>.indexOfFirst(predicate: (T) -> Boolean): Int {\n var index = 0\n for (item in this) {\n if (predicate(item))\n return index\n index++\n }\n return -1\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if the list does not contain such element.\n */\npublic inline fun <T> List<T>.indexOfFirst(predicate: (T) -> Boolean): Int {\n var index = 0\n for (item in this) {\n if (predicate(item))\n return index\n index++\n }\n return -1\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the collection does not contain such element.\n */\npublic inline fun <T> Iterable<T>.indexOfLast(predicate:
(T) -> Boolean): Int {\n var lastIndex = -1\n var index = 0\n for (item in this) {\n if (predicate(item))\n lastIndex = index\n index++\n }\n return lastIndex\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the list does not contain such element.\n */\npublic inline fun <T> List<T>.indexOfLast(predicate: (T) -> Boolean): Int {\n val iterator = this.listIterator(size)\n while (iterator.hasPrevious()) {\n if (predicate(iterator.previous())) {\n return iterator.nextIndex()\n }\n }\n return -1\n}\n\n/**\n * Returns the last element.\n * @throws [NoSuchElementException] if the collection is empty.\n */\npublic fun <T> Iterable<T>.last(): T {\n when (this) {\n is List -> return this.last()\n else -> {\n val iterator = iterator()\n if (!iterator.hasNext())\n throw NoSuchElementException(\"Collection
is empty.\")\n var last = iterator.next()\n while (iterator.hasNext())\n last = iterator.next()\n return last\n }\n }\n}\n\n/**\n * Returns the last element.\n * @throws [NoSuchElementException] if the list is empty.\n */\npublic fun <T> List<T>.last(): T {\n if (isEmpty())\n throw NoSuchElementException(\"List is empty.\")\n return this[lastIndex]\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun <T> Iterable<T>.last(predicate: (T) -> Boolean): T {\n var last: T? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n last = element\n found = true\n }\n }\n if (!found) throw NoSuchElementException(\"Collection contains no element matching the predicate.\")\n @Suppress(\"UNCHECKED_CAST\")\n return last as T\n}\n\n/**\n * Returns
the last element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun <T> List<T>.last(predicate: (T) -> Boolean): T {\n val iterator = this.listIterator(size)\n while (iterator.hasPrevious()) {\n val element = iterator.previous()\n if (predicate(element)) return element\n }\n throw NoSuchElementException(\"List contains no element matching the predicate.\")\n}\n\n/**\n * Returns last index of [element], or -1 if the collection does not contain element.\n */\npublic fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.lastIndexOf(element: T): Int {\n if (this is List) return this.lastIndexOf(element)\n var lastIndex = -1\n var index = 0\n for (item in this) {\n if (element == item)\n lastIndex = index\n index++\n }\n return lastIndex\n}\n\n/**\n * Returns last index of [element], or -1 if the list does not contain element.\n */\n@Suppress(\"EXTENSION_SHADOWED_BY_MEMBER\")
// false warning, extension takes precedence in some cases\npublic fun <@kotlin.internal.OnlyInputTypes T> List<T>.lastIndexOf(element: T): Int {\n return lastIndexOf(element)\n}\n\n/**\n * Returns the last element, or `null` if the collection is empty.\n */\npublic fun <T> Iterable<T>.lastOrNull(): T? {\n when (this) {\n is List -> return if (isEmpty()) null else this[size - 1]\n else -> {\n val iterator = iterator()\n if (!iterator.hasNext())\n return null\n var last = iterator.next()\n while (iterator.hasNext())\n last = iterator.next()\n return last\n }\n }\n}\n\n/**\n * Returns the last element, or `null` if the list is empty.\n */\npublic fun <T> List<T>.lastOrNull(): T? {\n return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n */\npublic
inline fun <T> Iterable<T>.lastOrNull(predicate: (T) -> Boolean): T? {\n var last: T? = null\n for (element in this) {\n if (predicate(element)) {\n last = element\n }\n }\n return last\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n */\npublic inline fun <T> List<T>.lastOrNull(predicate: (T) -> Boolean): T? {\n val iterator = this.listIterator(size)\n while

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(iterator.hasPrevious()) {\n        val element = iterator.previous()\n        if (predicate(element)) return element\n    }\n
  return null\n}\n\n/**\n * Returns the single element, or throws an exception if the collection is empty or has more
than one element.\n */\npublic fun <T> Iterable<T>.single(): T {\n    when (this) {\n        is List -> return
this.single()\n        else -> {\n            val iterator = iterator()\n            if (!iterator.hasNext())\n                throw
NoSuchElementException(\"Collection
 is empty.\")\n            val single = iterator.next()\n            if (iterator.hasNext())\n                throw
IllegalArgumentException(\"Collection has more than one element.\")\n            return single\n        }\n
}\n}\n\n/**\n * Returns the single element, or throws an exception if the list is empty or has more than one
element.\n */\npublic fun <T> List<T>.single(): T {\n    return when (size) {\n        0 -> throw
NoSuchElementException(\"List is empty.\")\n        1 -> this[0]\n        else -> throw
IllegalArgumentException(\"List has more than one element.\")\n    }\n}\n\n/**\n * Returns the single element
matching the given [predicate], or throws exception if there is no or more than one matching element.\n */\npublic
inline fun <T> Iterable<T>.single(predicate: (T) -> Boolean): T {\n    var single: T? = null\n    var found = false\n
for (element in this) {\n        if (predicate(element)) {\n            if (found) throw
IllegalArgumentException(\"Collection contains
 more than one matching element.\")\n            single = element\n            found = true\n        }\n    }\n    if (!found)
throw NoSuchElementException(\"Collection contains no element matching the predicate.\")\n
@Suppress(\"UNCHECKED_CAST\")\n    return single as T\n}\n\n/**\n * Returns single element, or `null` if the
collection is empty or has more than one element.\n */\npublic fun <T> Iterable<T>.singleOrNull(): T? {\n    when
(this) {\n        is List -> return if (size == 1) this[0] else null\n        else -> {\n            val iterator = iterator()\n
if (!iterator.hasNext())\n                return null\n            val single = iterator.next()\n            if (iterator.hasNext())\n
        return null\n            return single\n        }\n    }\n}\n\n/**\n * Returns single element, or `null` if the list is
empty or has more than one element.\n */\npublic fun <T> List<T>.singleOrNull(): T? {\n    return if (size == 1)
this[0] else null\n}\n\n/**\n
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one
element was found.\n */\npublic inline fun <T> Iterable<T>.singleOrNull(predicate: (T) -> Boolean): T? {\n    var
single: T? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found)
return null\n            single = element\n            found = true\n        }\n    }\n    if (!found) return null\n    return
single\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun <T> Iterable<T>.drop(n: Int): List<T> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    if (n == 0) return toList()\n    val list:
ArrayList<T>\n    if (this is Collection<*>) {\n        val resultSize = size - n\n        if (resultSize <= 0)\n            return
emptyList()\n        if (resultSize == 1)\n
        return listOf(last())\n        list = ArrayList<T>(resultSize)\n        if (this is List<T>) {\n            if (this is
RandomAccess) {\n                for (index in n until size)\n                    list.add(this[index])\n            } else {\n
for (item in listIterator(n))\n                    list.add(item)\n            }\n            return list\n        }\n    }\n    else {\n
list = ArrayList<T>()\n    }\n    var count = 0\n    for (item in this) {\n        if (count++ >= n) list.add(item)\n    }\n
return list.optimizeReadOnlyList()\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n *
\n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun <T> List<T>.dropLast(n: Int):
List<T> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    return take((size -
n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last elements that satisfy the given
 [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun <T>
List<T>.dropLastWhile(predicate: (T) -> Boolean): List<T> {\n    if (!isEmpty()) {\n        val iterator =
listIterator(size)\n        while (iterator.hasPrevious()) {\n            if (!predicate(iterator.previous())) {\n                return
take(iterator.nextIndex() + 1)\n            }\n        }\n    }\n    return emptyList()\n}\n\n/**\n * Returns a list containing
all elements except first elements that satisfy the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic inline fun <T> Iterable<T>.dropWhile(predicate:
(T) -> Boolean): List<T> {\n    var yielding = false\n    val list = ArrayList<T>()\n    for (item in this)\n        if
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(yielding)\n list.add(item)\n else if (!predicate(item)) {\n list.add(item)\n yielding = true\n }\n return list\n}\n\n/**\n * Returns a list containing
only elements matching the given [predicate].\n */\npublic inline fun <T> Iterable<T>.filter(predicate: (T) -> Boolean): List<T> {\n return filterTo(ArrayList<T>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n */\npublic inline fun <T> Iterable<T>.filterIndexed(predicate: (index: Int, T) -> Boolean): List<T> {\n return filterIndexedTo(ArrayList<T>(), predicate)\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n */\npublic inline fun <T, C : MutableCollection<in T>> Iterable<T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C {\n forEachIndexed
{ index, element ->\n if (predicate(index, element)) destination.add(element)\n }\n return destination\n}\n\n/**\n * Returns a list containing all elements that are instances of specified type parameter R.\n */\npublic inline fun <reified R> Iterable<*>.filterIsInstance(): List<@kotlin.internal.NoInfer R> {\n return filterIsInstanceTo(ArrayList<R>())\n}\n\n/**\n * Appends all elements that are instances of specified type parameter R to the given [destination].\n */\npublic inline fun <reified R, C : MutableCollection<in R>> Iterable<*>.filterIsInstanceTo(destination: C): C {\n for (element in this) if (element is R) destination.add(element)\n return destination\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n */\npublic inline fun <T> Iterable<T>.filterNot(predicate: (T) -> Boolean): List<T> {\n return filterNotTo(ArrayList<T>(), predicate)\n}\n\n/**\n * Returns a list containing all elements that are not `null`.\n
*/\npublic fun <T : Any> Iterable<T?>.filterNotNull(): List<T> {\n return filterNotNullTo(ArrayList<T>())\n}\n\n/**\n * Appends all elements that are not `null` to the given [destination].\n */\npublic fun <C : MutableCollection<in T>, T : Any> Iterable<T?>.filterNotNullTo(destination: C): C {\n for (element in this) if (element != null) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements not matching the given [predicate] to the given [destination].\n */\npublic inline fun <T, C : MutableCollection<in T>> Iterable<T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {\n for (element in this) if (!predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n */\npublic inline fun <T, C : MutableCollection<in T>> Iterable<T>.filterTo(destination: C, predicate: (T) -> Boolean): C {\n for (element in this) if (predicate(element)) destination.add(element)\n
return destination\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n */\npublic fun <T> List<T>.slice(indices: IntRange): List<T> {\n if (indices.isEmpty()) return listOf()\n return this.subList(indices.start, indices.endInclusive + 1).toList()\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n */\npublic fun <T> List<T>.slice(indices: Iterable<Int>): List<T> {\n val size = indices.collectionSizeOrDefault(10)\n if (size == 0) return emptyList()\n val list = ArrayList<T>(size)\n for (index in indices) {\n list.add(get(index))\n }\n return list\n}\n\n/**\n * Returns a list containing first [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun <T> Iterable<T>.take(n: Int): List<T> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n if (this is Collection<T>)
{\n if (n >= size) return toList()\n if (n == 1) return listOf(first())\n }\n var count = 0\n val list = ArrayList<T>(n)\n for (item in this) {\n if (count++ == n)\n break\n list.add(item)\n }\n return list.optimizeReadOnlyList()\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun <T> List<T>.takeLast(n: Int): List<T> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n val size = size\n if (n >= size) return toList()\n if (n == 1) return listOf(last())\n val list = ArrayList<T>(n)\n if (this is RandomAccess) {\n for (index in size - n until size)\n list.add(this[index])\n } else {\n for (item in listIterator(size - n))\n list.add(item)\n }\n return list\n}\n\n/**\n * Returns a list containing last elements satisfying

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 the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline
fun <T> List<T>.takeLastWhile(predicate: (T) -> Boolean): List<T> {\n    if (isEmpty())\n        return emptyList()\n
  val iterator = listIterator(size)\n    while (iterator.hasPrevious()) {\n        if (!predicate(iterator.previous())) {\n
 iterator.next()\n            val expectedSize = size - iterator.nextIndex()\n            if (expectedSize == 0) return
emptyList()\n            return ArrayList<T>(expectedSize).apply {\n                while (iterator.hasNext())\n
add(iterator.next())\n            }\n        }\n    }\n    return toList()\n}\n\n/**\n * Returns a list containing first elements
satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic
inline fun <T> Iterable<T>.takeWhile(predicate: (T) -> Boolean): List<T> {\n    val list = ArrayList<T>()\n    for
(item in this)
 {\n        if (!predicate(item))\n            break\n        list.add(item)\n    }\n    return list\n}\n\n/**\n * Reverses elements
in the list in-place.\n */\npublic expect fun <T> MutableList<T>.reverse(): Unit\n\n/**\n * Returns a list with
elements in reversed order.\n */\npublic fun <T> Iterable<T>.reversed(): List<T> {\n    if (this is Collection && size
<= 1) return toList()\n    val list = toMutableList()\n    list.reverse()\n    return list\n}\n\n/**\n * Sorts elements in the
list in-place according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline
fun <T, R : Comparable<R>> MutableList<T>.sortBy(crossinline selector: (T) -> R?): Unit {\n    if (size > 1)
sortWith(compareBy(selector))\n}\n\n/**\n * Sorts elements in the list in-place descending according to natural sort
order of the value returned by specified [selector] function.\n */\npublic inline fun <T, R : Comparable<R>>
MutableList<T>.sortByDescending(crossinline selector:
 (T) -> R?): Unit {\n    if (size > 1) sortWith(compareByDescending(selector))\n}\n\n/**\n * Sorts elements in the
list in-place descending according to their natural sort order.\n */\npublic fun <T : Comparable<T>>
MutableList<T>.sortDescending(): Unit {\n    sortWith(reverseOrder())\n}\n\n/**\n * Returns a list of all elements
sorted according to their natural sort order.\n */\npublic fun <T : Comparable<T>> Iterable<T>.sorted(): List<T>
{\n    if (this is Collection) {\n        if (size <= 1) return this.toList()\n        @Suppress(\"UNCHECKED_CAST\")\n
    return (toTypedArray<Comparable<T>>() as Array<T>).apply { sort() }.asList()\n    }\n    return
toMutableList().apply { sort() }\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order of
the value returned by specified [selector] function.\n */\npublic inline fun <T, R : Comparable<R>>
Iterable<T>.sortedBy(crossinline selector: (T) -> R?): List<T> {\n    return
sortedWith(compareBy(selector))\n}\n\n/**\n
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified
[selector] function.\n */\npublic inline fun <T, R : Comparable<R>> Iterable<T>.sortedByDescending(crossinline
selector: (T) -> R?): List<T> {\n    return sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list
of all elements sorted descending according to their natural sort order.\n */\npublic fun <T : Comparable<T>>
Iterable<T>.sortedDescending(): List<T> {\n    return sortedWith(reverseOrder())\n}\n\n/**\n * Returns a list of all
elements sorted according to the specified [comparator].\n */\npublic fun <T> Iterable<T>.sortedWith(comparator:
Comparator<in T>): List<T> {\n    if (this is Collection) {\n        if (size <= 1) return this.toList()\n
@Suppress(\"UNCHECKED_CAST\")\n        return (toTypedArray<Any?>() as Array<T>).apply {
sortWith(comparator) }.asList()\n    }\n    return toMutableList().apply { sortWith(comparator) }\n}\n\n/**\n
 * Returns an array of Boolean containing all of the elements of this collection.\n */\npublic fun
Collection<Boolean>.toBooleanArray(): BooleanArray {\n    val result = BooleanArray(size)\n    var index = 0\n
for (element in this)\n        result[index++] = element\n    return result\n}\n\n/**\n * Returns an array of Byte
containing all of the elements of this collection.\n */\npublic fun Collection<Byte>.toByteArray(): ByteArray {\n
val result = ByteArray(size)\n    var index = 0\n    for (element in this)\n        result[index++] = element\n    return
result\n}\n\n/**\n * Returns an array of Char containing all of the elements of this collection.\n */\npublic fun
Collection<Char>.toCharArray(): CharArray {\n    val result = CharArray(size)\n    var index = 0\n    for (element in
this)\n        result[index++] = element\n    return result\n}\n\n/**\n * Returns an array of Double containing all of the
elements of this collection.\n */\npublic fun Collection<Double>.toDoubleArray():
 DoubleArray {\n    val result = DoubleArray(size)\n    var index = 0\n    for (element in this)\n        result[index++]
= element\n    return result\n}\n\n/**\n * Returns an array of Float containing all of the elements of this collection.\n
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*/\npublic fun Collection<Float>.toFloatArray(): FloatArray {\n    val result = FloatArray(size)\n    var index = 0\n    for (element in this)\n        result[index++] = element\n    return result\n}\n\n/**\n * Returns an array of Int containing all of the elements of this collection.\n */\npublic fun Collection<Int>.toIntArray(): IntArray {\n    val result = IntArray(size)\n    var index = 0\n    for (element in this)\n        result[index++] = element\n    return result\n}\n\n/**\n * Returns an array of Long containing all of the elements of this collection.\n */\npublic fun Collection<Long>.toLongArray(): LongArray {\n    val result = LongArray(size)\n    var index = 0\n    for (element in this)\n        result[index++] = element\n    return result\n}\n\n/**\n * Returns an array of Short containing all of the elements of this collection.\n */\npublic fun Collection<Short>.toShortArray(): ShortArray {\n    val result = ShortArray(size)\n    var index = 0\n    for (element in this)\n        result[index++] = element\n    return result\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to elements of the given collection.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original collection.\n */\npublic inline fun <T, K, V> Iterable<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {\n    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)\n    return associateTo(LinkedHashMap<K, V>(capacity), transform)\n}\n\n/**\n * Returns a [Map] containing the elements from the given collection indexed by the key\n * returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original collection.\n */\npublic inline fun <T, K> Iterable<T>.associateBy(keySelector: (T) -> K): Map<K, T> {\n    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, T>(capacity), keySelector)\n}\n\n/**\n * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given collection.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original collection.\n */\npublic inline fun <T, K, V> Iterable<T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {\n    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given collection\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */\npublic inline fun <T, K, M : MutableMap<in K, in T>> Iterable<T>.associateByTo(destination: M, keySelector: (T) -> K): M {\n    for (element in this) {\n        destination.put(keySelector(element), element)\n    }\n    return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given collection.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */\npublic inline fun <T, K, V, M : MutableMap<in K, in V>> Iterable<T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {\n    for (element in this) {\n        destination.put(keySelector(element), valueTransform(element))\n    }\n    return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each element of the given collection.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n */\npublic inline fun <T, K, V, M : MutableMap<in K, in V>> Iterable<T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M {\n    for (element in this) {\n        destination += transform(element)\n    }\n    return destination\n}\n\n/**\n * Appends all elements to the given [destination] collection.\n */\npublic fun <T, C : MutableCollection<in T>> Iterable<T>.toCollection(destination: C): C {\n    for (item in this) {\n        destination.add(item)\n    }\n    return destination\n}\n\n/**\n * Returns a [HashSet] of all elements.\n */\npublic fun <T> Iterable<T>.toHashSet(): HashSet<T> {\n    return toCollection(HashSet<T>(mapCapacity(collectionSizeOrDefault(12))))\n}\n\n/**\n * Returns a [List] containing all elements.\n */\npublic fun <T> Iterable<T>.toList(): List<T> {\n    if (this is
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Collection) {\n return when (size) {\n 0 -> emptyList()\n 1 -> listOf(if (this is List) get(0) else iterator().next())\n else -> this.toMutableList()\n }\n }\n return this.toMutableList().optimizeReadOnlyList()\n}\n\n/**\n * Returns a [MutableList] filled with all elements of this collection.\n */\npublic fun <T> Iterable<T>.toMutableList(): MutableList<T> {\n if (this is Collection<T>)\n return this.toMutableList()\n return toCollection(ArrayList<T>())\n}\n\n/**\n * Returns a [MutableList] filled with all elements of this collection.\n */\npublic fun <T> Collection<T>.toMutableList(): MutableList<T> {\n return ArrayList(this)\n}\n\n/**\n * Returns a [Set] of all elements.\n * \n * The returned set preserves the element iteration order of the original collection.\n */\npublic fun <T> Iterable<T>.toSet(): Set<T> {\n if (this is Collection) {\n return when (size) {\n 0 -> emptySet()\n 1 -> setOf(if (this is List) this[0] else iterator().next())\n else -> toCollection(LinkedHashSet<T>(mapCapacity(size)))\n }\n }\n return toCollection(LinkedHashSet<T>()).optimizeReadOnlySet()\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original collection.\n */\npublic inline fun <T, R> Iterable<T>.flatMap(transform: (T) -> Iterable<R>): List<R> {\n return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original collection, to the given [destination].\n */\npublic inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {\n for (element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Groups elements of the original collection by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original collection.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <T, K> Iterable<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {\n return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original collection\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original collection.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <T, K, V> Iterable<T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>> {\n return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups elements of the original collection by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <T, K, M : MutableMap<in K, MutableList<T>>> Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<T>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original collection\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return destination\n}\n\n/**\n * Creates a [Grouping] source from a collection to be used later with one of group-and-fold operations\n * using the specified [keySelector] function to extract a key from each element.\n * \n * @sample samples.collections.Collections.Transformations.groupingByEachCount\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <T, K> Iterable<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {\n return object : Grouping<T, K> {\n override fun sourceIterator(): Iterator<T> =

this@groupingBy.iterator()\n override fun keyOf(element: T): K = keySelector(element)\n }\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original collection.\n */\npublic inline fun <T, R> Iterable<T>.map(transform: (T) -> R): List<R> {\n return mapTo(ArrayList<R>(collectionSizeOrDefault(10)),
transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original collection.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <T, R> Iterable<T>.mapIndexed(transform: (index: Int, T) -> R): List<R> {\n return mapIndexedTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)\n}\n\n/**\n * Returns a list containing only the non-null results of applying the given [transform] function\n * to each element and its index in the original collection.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <T, R : Any> Iterable<T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): List<R> {\n return mapIndexedNotNullTo(ArrayList<R>(), transform)\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original collection\n * and appends only the non-null results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <T, R : Any, C : MutableCollection<in R>> Iterable<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {\n forEachIndexed { index, element -> transform(index, element)?.let { destination.add(it) } }\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original collection\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {\n var index = 0\n for (item in this)\n destination.add(transform(index++, item))\n return destination\n}\n\n/**\n * Returns a list containing only the non-null results of applying the given [transform] function\n * to each element in the original collection.\n */\npublic inline fun <T, R : Any> Iterable<T>.mapNotNull(transform: (T) -> R?): List<R> {\n return mapNotNullTo(ArrayList<R>(), transform)\n}\n\n/**\n * Applies the given [transform] function to each element in the original collection\n * and appends only the non-null results to the given [destination].\n */\npublic inline fun <T, R : Any, C : MutableCollection<in R>> Iterable<T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {\n forEach { element -> transform(element)?.let { destination.add(it) } }\n return destination\n}\n\n/**\n * Applies the given [transform] function to each
element of the original collection\n * and appends the results to the given [destination].\n */\npublic inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.mapTo(destination: C, transform: (T) -> R): C {\n for (item in this)\n destination.add(transform(item))\n return destination\n}\n\n/**\n * Returns a lazy [Iterable] of [IndexedValue] for each element of the original collection.\n */\npublic fun <T> Iterable<T>.withIndex(): Iterable<IndexedValue<T>> {\n return IndexingIterable { iterator() }\n}\n\n/**\n * Returns a list containing only distinct elements from the given collection.\n * \n * The elements in the resulting list are in the same order as they were in the source collection.\n */\npublic fun <T> Iterable<T>.distinct(): List<T> {\n return this.toMutableSet().toList()\n}\n\n/**\n * Returns a list containing only elements from the given collection\n * having distinct keys returned by the given [selector] function.\n * \n * The elements in the resulting
list are in the same order as they were in the source collection.\n */\npublic inline fun <T, K> Iterable<T>.distinctBy(selector: (T) -> K): List<T> {\n val set = HashSet<K>()\n val list = ArrayList<T>()\n for (e in this) {\n val key = selector(e)\n if (set.add(key))\n list.add(e)\n }\n return list\n}\n\n/**\n * Returns a set containing all elements that are contained by both this set and the specified collection.\n * \n * The returned set preserves the element iteration order of the original collection.\n */\npublic infix fun <T> Iterable<T>.intersect(other: Iterable<T>): Set<T> {\n val set = this.toMutableSet()\n set.retainAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by this collection and not contained

by the specified collection.\n * \n * The returned set preserves the element iteration order of the original collection.\n */\npublic infix fun <T> Iterable<T>.subtract(other: Iterable<T>): Set<T> {\n val set = this.toMutableSet()\n set.removeAll(other)\n return set\n}\n\n/**\n * Returns a mutable set containing all distinct elements from the given collection.\n * \n * The returned set preserves the element iteration order of the original collection.\n */\npublic fun <T> Iterable<T>.toMutableSet(): MutableSet<T> {\n return when (this) {\n is Collection<T> -> LinkedHashSet(this)\n else -> toCollection(LinkedHashSet<T>())\n }\n}\n\n/**\n * Returns a set containing all distinct elements from both collections.\n * \n * The returned set preserves the element iteration order of the original collection.\n * Those elements of the [other] collection that are unique are iterated in the end\n * in the order of the [other] collection.\n */\npublic infix fun <T> Iterable<T>.union(other: Iterable<T>): Set<T> {\n val set = this.toMutableSet()\n set.addAll(other)\n return set\n}\n\n/**\n * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\npublic inline fun <T> Iterable<T>.all(predicate: (T) -> Boolean): Boolean {\n if (this is Collection && isEmpty()) return true\n for (element in this) if (!predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if collection has at least one element.\n * \n * @sample samples.collections.Collections.Aggregates.any\n */\npublic fun <T> Iterable<T>.any(): Boolean {\n if (this is Collection) return !isEmpty()\n return iterator().hasNext()\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n */\npublic inline fun <T> Iterable<T>.any(predicate: (T) -> Boolean): Boolean {\n if (this is Collection && isEmpty()) return false\n for (element in this) if (predicate(element)) return true\n return false\n}\n\n/**\n * Returns the number of elements in this collection.\n */\npublic fun <T> Iterable<T>.count(): Int {\n if (this is Collection) return size\n var count = 0\n for (element in this) count++\n return count\n}\n\n/**\n * Returns the number of elements in this collection.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Collection<T>.count(): Int {\n return size\n}\n\n/**\n * Returns the number of elements matching the given [predicate].\n */\npublic inline fun <T> Iterable<T>.count(predicate: (T) -> Boolean): Int {\n if (this is Collection && isEmpty()) return 0\n var count = 0\n for (element in this) if (predicate(element)) count++\n return count\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.\n */\npublic inline fun <T, R> Iterable<T>.fold(initial: R, operation: (acc: R, T) -> R): R {\n var accumulator = initial\n for (element in this) accumulator = operation(accumulator, element)\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original collection.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */\npublic inline fun <T, R> Iterable<T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {\n var index = 0\n var accumulator = initial\n for (element in this) accumulator = operation(index++, accumulator, element)\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.\n */\npublic inline fun <T, R> List<T>.foldRight(initial: R, operation: (T, acc: R) -> R): R {\n var accumulator = initial\n if (!isEmpty()) {\n val iterator = listIterator(size)\n while (iterator.hasPrevious()) {\n accumulator = operation(iterator.previous(), accumulator)\n }\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element with its index in the original list and current accumulator value.\n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <T, R> List<T>.foldRightIndexed(initial: R, operation: (index: Int, T, acc: R) -> R): R {\n var accumulator = initial\n if (!isEmpty()) {\n val iterator = listIterator(size)\n while (iterator.hasPrevious()) {\n val index = iterator.previousIndex()\n accumulator = operation(index, iterator.previous(), accumulator)\n }\n }\n return accumulator\n}\n\n/**\n * Performs the given [action] on each element.\n */\n@kotlin.internal.HidesMembers\npublic

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inline fun <T> Iterable<T>.forEach(action: (T) -> Unit): Unit {\n    for (element in this)
action(element)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the
element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the
desired action on the element.\n */\npublic inline fun <T> Iterable<T>.forEachIndexed(action: (index: Int, T) ->
Unit): Unit {\n    var index = 0\n    for (item in this) action(index++, item)\n}\n\n/**\n * Returns the largest element
or `null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n
*/\n@SinceKotlin(\"1.1\")\npublic fun Iterable<Double>.max(): Double? {\n    val iterator = iterator()\n    if
(!iterator.hasNext()) return null\n    var max = iterator.next()\n    if (max.isNaN()) return max\n    while
(iterator.hasNext()) {\n        val e = iterator.next()\n        if (e.isNaN()) return e\n        if (max < e) max =
e\n    }\n    return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n * \n * If any of
elements is `NaN` returns `NaN`.\n */\n@SinceKotlin(\"1.1\")\npublic fun Iterable<Float>.max(): Float? {\n    val
iterator = iterator()\n    if (!iterator.hasNext()) return null\n    var max = iterator.next()\n    if (max.isNaN()) return
max\n    while (iterator.hasNext()) {\n        val e = iterator.next()\n        if (e.isNaN()) return e\n        if (max < e) max
= e\n    }\n    return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n */\npublic fun
<T : Comparable<T>> Iterable<T>.max(): T? {\n    val iterator = iterator()\n    if (!iterator.hasNext()) return null\n
var max = iterator.next()\n    while (iterator.hasNext()) {\n        val e = iterator.next()\n        if (max < e) max = e\n
}\n    return max\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if
there are no elements.\n
*/\npublic inline fun <T, R : Comparable<R>> Iterable<T>.maxBy(selector: (T) -> R): T? {\n    val iterator =
iterator()\n    if (!iterator.hasNext()) return null\n    var maxElem = iterator.next()\n    var maxValue =
selector(maxElem)\n    while (iterator.hasNext()) {\n        val e = iterator.next()\n        val v = selector(e)\n        if
(maxValue < v) {\n            maxElem = e\n            maxValue = v\n        }\n    }\n    return maxElem\n}\n\n/**\n *
Returns the first element having the largest value according to the provided [comparator] or `null` if there are no
elements.\n */\npublic fun <T> Iterable<T>.maxWith(comparator: Comparator<in T>): T? {\n    val iterator =
iterator()\n    if (!iterator.hasNext()) return null\n    var max = iterator.next()\n    while (iterator.hasNext()) {\n
val e = iterator.next()\n        if (comparator.compare(max, e) < 0) max = e\n    }\n    return max\n}\n\n/**\n *
Returns the smallest element or `null` if there are no elements.\n
 * \n * If any of elements is `NaN` returns `NaN`.\n */\n@SinceKotlin(\"1.1\")\npublic fun Iterable<Double>.min():
Double? {\n    val iterator = iterator()\n    if (!iterator.hasNext()) return null\n    var min = iterator.next()\n    if
(min.isNaN()) return min\n    while (iterator.hasNext()) {\n        val e = iterator.next()\n        if (e.isNaN()) return e\n
    if (min > e) min = e\n    }\n    return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no
elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n */\n@SinceKotlin(\"1.1\")\npublic fun
Iterable<Float>.min(): Float? {\n    val iterator = iterator()\n    if (!iterator.hasNext()) return null\n    var min =
iterator.next()\n    if (min.isNaN()) return min\n    while (iterator.hasNext()) {\n        val e = iterator.next()\n        if
(e.isNaN()) return e\n        if (min > e) min = e\n    }\n    return min\n}\n\n/**\n * Returns the smallest element or
`null` if there are no elements.\n */\npublic
 fun <T : Comparable<T>> Iterable<T>.min(): T? {\n    val iterator = iterator()\n    if (!iterator.hasNext()) return
null\n    var min = iterator.next()\n    while (iterator.hasNext()) {\n        val e = iterator.next()\n        if (min > e) min
= e\n    }\n    return min\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function or
`null` if there are no elements.\n */\npublic inline fun <T, R : Comparable<R>> Iterable<T>.minBy(selector: (T) ->
R): T? {\n    val iterator = iterator()\n    if (!iterator.hasNext()) return null\n    var minElem = iterator.next()\n    var
minValue = selector(minElem)\n    while (iterator.hasNext()) {\n        val e = iterator.next()\n        val v =
selector(e)\n        if (minValue > v) {\n            minElem = e\n            minValue = v\n        }\n    }\n    return
minElem\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator]
or `null` if there are no elements.\n */\npublic
 fun <T> Iterable<T>.minWith(comparator: Comparator<in T>): T? {\n    val iterator = iterator()\n    if
(!iterator.hasNext()) return null\n    var min = iterator.next()\n    while (iterator.hasNext()) {\n        val e =
iterator.next()\n        if (comparator.compare(min, e) > 0) min = e\n    }\n    return min\n}\n\n/**\n * Returns `true` if
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the collection has no elements.\n * \n * @sample samples.collections.Collections.Aggregates.none\n */\npublic fun
<T> Iterable<T>.none(): Boolean {\n    if (this is Collection) return isEmpty()\n    return
!iterator().hasNext()\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun <T>
Iterable<T>.none(predicate: (T) -> Boolean): Boolean {\n    if (this is Collection && isEmpty()) return true\n    for
(element in this) if (predicate(element)) return false\n    return true\n}\n\n/**\n * Performs the given [action] on each
element
 and returns the collection itself afterwards.\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <T, C : Iterable<T>>
C.onEach(action: (T) -> Unit): C {\n    return apply { for (element in this) action(element) }\n}\n\n/**\n *
Accumulates value starting with the first element and applying [operation] from left to right to current accumulator
value and each element.\n */\npublic inline fun <S, T : S> Iterable<T>.reduce(operation: (acc: S, T) -> S): S {\n
val iterator = this.iterator()\n    if (!iterator.hasNext()) throw UnsupportedOperationException(\"Empty collection
can't be reduced.\")\n    var accumulator: S = iterator.next()\n    while (iterator.hasNext()) {\n        accumulator =
operation(accumulator, iterator.next())\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with
the first element and applying [operation] from left to right\n * to current accumulator value and each element with
its index in the original collection.\n * @param [operation] function that
 takes the index of an element, current accumulator value\n * and the element itself and calculates the next
accumulator value.\n */\npublic inline fun <S, T : S> Iterable<T>.reduceIndexed(operation: (index: Int, acc: S, T) ->
S): S {\n    val iterator = this.iterator()\n    if (!iterator.hasNext()) throw UnsupportedOperationException(\"Empty
collection can't be reduced.\")\n    var index = 1\n    var accumulator: S = iterator.next()\n    while
(iterator.hasNext()) {\n        accumulator = operation(index++, accumulator, iterator.next())\n    }\n    return
accumulator\n}\n\n/**\n * Accumulates value starting with last element and applying [operation] from right to left
to each element and current accumulator value.\n */\npublic inline fun <S, T : S> List<T>.reduceRight(operation:
(T, acc: S) -> S): S {\n    val iterator = listIterator(size)\n    if (!iterator.hasPrevious())\n        throw
UnsupportedOperationException(\"Empty list can't be reduced.\")\n    var accumulator: S = iterator.previous()\n
    while (iterator.hasPrevious()) {\n        accumulator = operation(iterator.previous(), accumulator)\n    }\n    return
accumulator\n}\n\n/**\n * Accumulates value starting with last element and applying [operation] from right to left\n
* to each element with its index in the original list and current accumulator value.\n * @param [operation] function
that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next
accumulator value.\n */\npublic inline fun <S, T : S> List<T>.reduceRightIndexed(operation: (index: Int, T, acc: S)
-> S): S {\n    val iterator = listIterator(size)\n    if (!iterator.hasPrevious())\n        throw
UnsupportedOperationException(\"Empty list can't be reduced.\")\n    var accumulator: S = iterator.previous()\n
while (iterator.hasPrevious()) {\n        val index = iterator.previousIndex()\n        accumulator = operation(index,
iterator.previous(), accumulator)\n    }\n    return accumulator\n}\n\n/**\n
 * Returns the sum of all values produced by [selector] function applied to each element in the collection.\n
*/\npublic inline fun <T> Iterable<T>.sumBy(selector: (T) -> Int): Int {\n    var sum: Int = 0\n    for (element in this)
{\n        sum += selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each element in the collection.\n */\npublic inline fun <T>
Iterable<T>.sumByDouble(selector: (T) -> Double): Double {\n    var sum: Double = 0.0\n    for (element in this)
{\n        sum += selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns an original collection containing all the
non-`null` elements, throwing an [IllegalArgumentException] if there are any `null` elements.\n */\npublic fun <T :
Any> Iterable<T?>.requireNoNulls(): Iterable<T> {\n    for (element in this) {\n        if (element == null) {\n
throw IllegalArgumentException(\"null element found in $this.\")\n
 }\n    }\n    @Suppress(\"UNCHECKED_CAST\")\n    return this as Iterable<T>\n}\n\n/**\n * Returns an original
collection containing all the non-`null` elements, throwing an [IllegalArgumentException] if there are any `null`
elements.\n */\npublic fun <T : Any> List<T?>.requireNoNulls(): List<T> {\n    for (element in this) {\n        if
(element == null) {\n            throw IllegalArgumentException(\"null element found in $this.\")\n        }\n    }\n
@Suppress(\"UNCHECKED_CAST\")\n    return this as List<T>\n}\n\n/**\n * Splits this collection into a list of
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lists each not exceeding the given [size].\n * \n * The last list in the resulting list may have less elements than the given [size].\n * \n * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this collection.\n * \n * @sample samples.collections.Collections.Transformations.chunked\n */\n@SinceKotlin(\"1.2\")\npublic fun <T> Iterable<T>.chunked(size: Int): List<List<T>> {\n return windowed(size, size, partialWindows = true)\n}\n\n/**\n * Splits this collection into several lists each not exceeding the given [size]\n * and applies the given [transform] function to an each.\n * \n * @return list of results of the [transform] applied to an each list.\n * \n * Note that the list passed to the [transform] function is ephemeral and is valid only inside that function.\n * You should not store it or allow it to escape in some way, unless you made a snapshot of it.\n * The last list may have less elements than the given [size].\n * \n * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this collection.\n * \n * @sample samples.text.Strings.chunkedTransform\n */\n@SinceKotlin(\"1.2\")\npublic fun <T, R> Iterable<T>.chunked(size: Int, transform: (List<T>) -> R): List<R> {\n return windowed(size, size, partialWindows = true, transform = transform)\n}\n\n/**\n * Returns a list containing all elements of the original collection without the first occurrence of the given [element].\n */\npublic operator fun <T> Iterable<T>.minus(element: T): List<T> {\n val result = ArrayList<T>(collectionSizeOrDefault(10))\n var removed = false\n return this.filterTo(result) { if (!removed && it == element) { removed = true; false } else true }\n}\n\n/**\n * Returns a list containing all elements of the original collection except the elements contained in the given [elements] array.\n */\npublic operator fun <T> Iterable<T>.minus(elements: Array<out T>): List<T> {\n if (elements.isEmpty()) return this.toList()\n val other = elements.toHashSet()\n return this.filterNot { it in other }\n}\n\n/**\n * Returns a list containing all elements of the original collection except the elements contained in the given [elements] collection.\n */\npublic operator fun <T> Iterable<T>.minus(elements: Iterable<T>): List<T> {\n val other = elements.convertToSetForSetOperationWith(this)\n if (other.isEmpty())\n return this.toList()\n return this.filterNot { it in other }\n}\n\n/**\n * Returns a list containing all elements of the original collection except the elements contained in the given [elements] sequence.\n */\npublic operator fun <T> Iterable<T>.minus(elements: Sequence<T>): List<T> {\n val other = elements.toHashSet()\n if (other.isEmpty())\n return this.toList()\n return this.filterNot { it in other }\n}\n\n/**\n * Returns a list containing all elements of the original collection without the first occurrence of the given [element].\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.minusElement(element: T): List<T> {\n return minus(element)\n}\n\n/**\n * Splits the original collection into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n */\npublic inline fun <T> Iterable<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {\n val first = ArrayList<T>()\n val second = ArrayList<T>()\n for (element in this) {\n if (predicate(element)) {\n first.add(element)\n } else {\n second.add(element)\n }\n }\n return Pair(first, second)\n}\n\n/**\n * Returns a list containing all elements of the original collection and then the given [element].\n */\npublic operator fun <T> Iterable<T>.plus(element: T): List<T> {\n if (this is Collection) return this.plus(element)\n val result = ArrayList<T>()\n result.addAll(this)\n result.add(element)\n return result\n}\n\n/**\n * Returns a list containing all elements of the original collection and then the given [element].\n */\npublic operator fun <T> Collection<T>.plus(element: T): List<T> {\n val result = ArrayList<T>(size + 1)\n result.addAll(this)\n result.add(element)\n return result\n}\n\n/**\n * Returns a list containing all elements of the original collection and then all elements of the given [elements] array.\n */\npublic operator fun <T> Iterable<T>.plus(elements: Array<out T>): List<T> {\n if (this is Collection) return this.plus(elements)\n val result = ArrayList<T>()\n result.addAll(this)\n result.addAll(elements)\n return result\n}\n\n/**\n * Returns a list containing all elements of the original collection and then all elements of the given [elements] array.\n */\npublic operator fun <T> Collection<T>.plus(elements: Array<out T>): List<T> {\n val result = ArrayList<T>(this.size + elements.size)\n result.addAll(this)\n result.addAll(elements)\n return

result\n}\n\n/**\n * Returns a list containing all elements of the original collection and then all elements of the given [elements] collection.\n */\npublic operator fun <T> Iterable<T>.plus(elements: Iterable<T>): List<T> {\n if (this is Collection) return this.plus(elements)\n val result = ArrayList<T>()\n result.addAll(this)\n result.addAll(elements)\n return result\n}\n\n/**\n * Returns a list containing all elements of the original collection and then all elements of the given [elements] collection.\n */\npublic operator fun <T> Collection<T>.plus(elements: Iterable<T>): List<T> {\n if (elements is Collection) {\n val result = ArrayList<T>(this.size + elements.size)\n result.addAll(this)\n result.addAll(elements)\n return result\n } else {\n val result = ArrayList<T>(this)\n result.addAll(elements)\n return result\n }\n}\n\n/**\n * Returns a list containing all elements of the original collection and then all elements of the given [elements] sequence.\n */\npublic operator fun <T> Iterable<T>.plus(elements: Sequence<T>): List<T> {\n val result = ArrayList<T>()\n result.addAll(this)\n result.addAll(elements)\n return result\n}\n\n/**\n * Returns a list containing all elements of the original collection and
then all elements of the given [elements] sequence.\n */\npublic operator fun <T> Collection<T>.plus(elements: Sequence<T>): List<T> {\n val result = ArrayList<T>(this.size + 10)\n result.addAll(this)\n result.addAll(elements)\n return result\n}\n\n/**\n * Returns a list containing all elements of the original collection and then the given [element].\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.plusElement(element: T): List<T> {\n return plus(element)\n}\n\n/**\n * Returns a list containing all elements of the original collection and then the given [element].\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Collection<T>.plusElement(element: T): List<T> {\n return plus(element)\n}\n\n/**\n * Returns a list of snapshots of the window of the given [size]\n * sliding along this collection with the given [step], where each\n * snapshot is a list.\n * \n * Several last lists may have less elements than the given [size].\n * \n * Both [size]
and [step] must be positive and can be greater than the number of elements in this collection.\n * @param size the number of elements to take in each window\n * @param step the number of elements to move the window forward by on an each step, by default 1\n * @param partialWindows controls whether or not to keep partial windows in the end if any,\n * by default `false` which means partial windows won't be preserved\n * \n * @sample samples.collections.Sequences.Transformations.takeWindows\n */\n@SinceKotlin(\"1.2\")\npublic fun <T> Iterable<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): List<List<T>> {\n checkWindowSizeStep(size, step)\n if (this is RandomAccess && this is List) {\n val thisSize = this.size\n val result = ArrayList<List<T>>((thisSize + step - 1) / step)\n var index = 0\n while (index < thisSize) {\n val windowSize = size.coerceAtMost(thisSize - index)\n if (windowSize < size && !partialWindows)
break\n result.add(List(windowSize) { this[it + index] })\n index += step\n }\n return result\n }\n val result = ArrayList<List<T>>()\n windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = false).forEach {\n result.add(it)\n }\n return result\n}\n\n/**\n * Returns a list of results of applying the given [transform] function to\n * an each list representing a view over the window of the given [size]\n * sliding along this collection with the given [step].\n * \n * Note that the list passed to the [transform] function is ephemeral and is valid only inside that function.\n * You should not store it or allow it to escape in some way, unless you made a snapshot of it.\n * Several last lists may have less elements than the given [size].\n * \n * Both [size] and [step] must be positive and can be greater than the number of elements in this collection.\n * @param size the number of elements to take in each window\n
* @param step the number of elements to move the window forward by on an each step, by default 1\n * @param partialWindows controls whether or not to keep partial windows in the end if any,\n * by default `false` which means partial windows won't be preserved\n * \n * @sample samples.collections.Sequences.Transformations.averageWindows\n */\n@SinceKotlin(\"1.2\")\npublic fun <T, R> Iterable<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (List<T>) -> R): List<R> {\n checkWindowSizeStep(size, step)\n if (this is RandomAccess && this is List) {\n val thisSize = this.size\n val result = ArrayList<R>((thisSize + step - 1) / step)\n val window = MovingSubList(this)\n var index = 0\n while (index < thisSize) {\n window.move(index, (index + size).coerceAtMost(thisSize))\n if (!partialWindows && window.size < size) break\n

result.add(transform(window))\n index += step\n }\n return result\n }\n val result = ArrayList<R>()\n windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = true).forEach {\n result.add(transform(it))\n }\n return result\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` collection and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <T, R> Iterable<T>.zip(other: Array<out R>): List<Pair<T, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of values built from the elements of `this` collection and the [other] array with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline fun <T, R, V> Iterable<T>.zip(other:
Array<out R>, transform: (a: T, b: R) -> V): List<V> {\n val arraySize = other.size\n val list = ArrayList<V>(minOf(collectionSizeOrDefault(10), arraySize))\n var i = 0\n for (element in this) {\n if (i >= arraySize) break\n list.add(transform(element, other[i++]))\n }\n return list\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` collection and [other] collection with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <T, R> Iterable<T>.zip(other: Iterable<R>): List<Pair<T, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of values built from the elements of `this` collection and the [other] collection with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n
* @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline fun <T, R, V> Iterable<T>.zip(other: Iterable<R>, transform: (a: T, b: R) -> V): List<V> {\n val first = iterator()\n val second = other.iterator()\n val list = ArrayList<V>(minOf(collectionSizeOrDefault(10), other.collectionSizeOrDefault(10)))\n while (first.hasNext() && second.hasNext()) {\n list.add(transform(first.next(), second.next()))\n }\n return list\n}\n\n/**\n * Returns a list of pairs of each two adjacent elements in this collection.\n * \n * The returned list is empty if this collection contains less than two elements.\n * \n * @sample samples.collections.Collections.Transformations.zipWithNext\n */\n@SinceKotlin(\"1.2\")\npublic fun <T> Iterable<T>.zipWithNext(): List<Pair<T, T>> {\n return zipWithNext { a, b -> a to b }\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to an each pair of two adjacent
elements in this collection.\n * \n * The returned list is empty if this collection contains less than two elements.\n * \n * @sample samples.collections.Collections.Transformations.zipWithNextToFindDeltas\n */\n@SinceKotlin(\"1.2\")\npublic inline fun <T, R> Iterable<T>.zipWithNext(transform: (a: T, b: T) -> R): List<R> {\n val iterator = iterator()\n if (!iterator.hasNext()) return emptyList()\n val result = mutableListOf<R>()\n var current = iterator.next()\n while (iterator.hasNext()) {\n val next = iterator.next()\n result.add(transform(current, next))\n current = next\n }\n return result\n}\n\n/**\n * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinTo\n */\npublic fun <T, A : Appendable> Iterable<T>.joinTo(buffer: A, separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((T) -> CharSequence)? = null): A {\n buffer.append(prefix)\n var count = 0\n for (element in this) {\n if (++count > 1) buffer.append(separator)\n if (limit < 0 || count <= limit) {\n buffer.appendElement(element, transform)\n } else break\n }\n if (limit >= 0 && count > limit) buffer.append(truncated)\n buffer.append(postfix)\n return buffer\n}\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed

by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n */\npublic fun <T> Iterable<T>.joinToString(separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((T) -> CharSequence)? = null): String {\n return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Returns this collection as an [Iterable].\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.asIterable(): Iterable<T> {\n return this\n}\n\n/**\n * Creates a [Sequence] instance that wraps the original collection returning its elements when being iterated.\n * \n * @sample samples.collections.Sequences.Building.sequenceFromCollection\n */\npublic fun <T> Iterable<T>.asSequence(): Sequence<T> {\n return Sequence { this.iterator() }\n}\n\n/**\n * Returns an average value of elements in the collection.\n */\n@kotlin.jvm.JvmName(\"averageOfByte\")\npublic fun Iterable<Byte>.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n count += 1\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the collection.\n */\n@kotlin.jvm.JvmName(\"averageOfShort\")\npublic fun Iterable<Short>.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n count += 1\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the collection.\n */\n@kotlin.jvm.JvmName(\"averageOfInt\")\npublic fun Iterable<Int>.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n count += 1\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the collection.\n */\n@kotlin.jvm.JvmName(\"averageOfLong\")\npublic fun Iterable<Long>.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n count += 1\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the collection.\n */\n@kotlin.jvm.JvmName(\"averageOfFloat\")\npublic fun Iterable<Float>.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n count += 1\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the collection.\n */\n@kotlin.jvm.JvmName(\"averageOfDouble\")\npublic fun Iterable<Double>.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n count += 1\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns the sum of all elements in the collection.\n */\n@kotlin.jvm.JvmName(\"sumOfByte\")\npublic fun Iterable<Byte>.sum(): Int {\n var sum: Int = 0\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the collection.\n */\n@kotlin.jvm.JvmName(\"sumOfShort\")\npublic fun Iterable<Short>.sum(): Int {\n var sum: Int = 0\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the collection.\n */\n@kotlin.jvm.JvmName(\"sumOfInt\")\npublic fun Iterable<Int>.sum(): Int {\n var sum: Int = 0\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the collection.\n */\n@kotlin.jvm.JvmName(\"sumOfLong\")\npublic fun Iterable<Long>.sum(): Long {\n var sum: Long = 0L\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the collection.\n */\n@kotlin.jvm.JvmName(\"sumOfFloat\")\npublic fun Iterable<Float>.sum(): Float {\n var sum: Float = 0.0f\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the collection.\n */\n@kotlin.jvm.JvmName(\"sumOfDouble\")\npublic fun Iterable<Double>.sum(): Double {\n var sum: Double = 0.0\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\nimport kotlin.comparisons.naturalOrder\nimport kotlin.math.floor\n\n/** Returns the array if it's not `null`, or an empty array otherwise. */\n@kotlin.internal.InlineOnly\npublic actual inline fun <T> Array<out T>?.orEmpty(): Array<out T> = this

?: emptyArray<T>()\n\n@kotlin.internal.InlineOnly\npublic actual inline fun <T> Collection<T>.toTypedArray(): Array<T> = copyToArray(this)\n\n@JsName(\"copyToArray\")\n@PublishedApi\ninternal fun <T> copyToArray(collection: Collection<T>): Array<T> {\n return if (collection.asDynamic().toArray !== undefined)\n collection.asDynamic().toArray().unsafeCast<Array<T>>()\n else\n copyToArrayImpl(collection).unsafeCast<Array<T>>()\n}\n\n@JsName(\"copyToArrayImpl\")\ninternal actual fun copyToArrayImpl(collection: Collection<*>): Array<Any?> {\n val array = emptyArray<Any?>()\n val iterator = collection.iterator()\n while (iterator.hasNext())\n array.asDynamic().push(iterator.next())\n return array\n}\n\n@JsName(\"copyToExistingArrayImpl\")\ninternal actual fun <T> copyToArrayImpl(collection: Collection<*>, array: Array<T>): Array<T> {\n if (array.size < collection.size)\n return copyToArrayImpl(collection).unsafeCast<Array<T>>()\n\n val iterator = collection.iterator()\n var index = 0\n while (iterator.hasNext()) {\n array[index++] = iterator.next().unsafeCast<T>()\n }\n if (index < array.size) {\n array[index] = null.unsafeCast<T>()\n }\n return array\n}\n\n@library(\"arrayToString\")\n@Suppress(\"UNUSED_PARAMETER\")\ninternal fun arrayToString(array: Array<*>): String = definedExternally\n\n/**\n * Returns an immutable list containing only the specified object [element].\n */\npublic fun <T> listOf(element: T): List<T> = arrayListOf(element)\n\n/**\n * Returns an immutable set containing only the specified object [element].\n */\npublic fun <T> setOf(element: T): Set<T> = hashSetOf(element)\n\n/**\n * Returns an immutable map, mapping only the specified key to the\n * specified value.\n */\npublic fun <K, V> mapOf(pair: Pair<K, V>): Map<K, V> = hashMapOf(pair)\n\n/**\n * Fills the list with the provided [value].\n *\n * Each element in the list gets replaced with the [value].\n */\n@SinceKotlin(\"1.2\")\npublic actual fun <T> MutableList<T>.fill(value: T): Unit {\n for (index in 0..lastIndex) {\n this[index] = value\n }\n}\n\n/**\n * Randomly shuffles elements in this list.\n *\n * See: https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm\n */\n@SinceKotlin(\"1.2\")\npublic actual fun <T> MutableList<T>.shuffle(): Unit {\n for (i in lastIndex downTo 1) {\n val j = rand(i + 1)\n val copy = this[i]\n this[i] = this[j]\n this[j] = copy\n }\n}\n\nprivate fun rand(upperBound: Int) = floor(kotlin.js.Math.random() * upperBound).toInt()\n\n/**\n * Returns a new list with the elements of this list randomly shuffled.\n */\n@SinceKotlin(\"1.2\")\npublic actual fun <T> Iterable<T>.shuffled(): List<T> = toMutableList().apply { shuffle() }\n\n/**\n * Sorts elements in the list in-place according to their natural sort order.\n */\npublic actual fun <T : Comparable<T>> MutableList<T>.sort(): Unit {\n collectionsSort(this, naturalOrder())\n}\n\n/**\n * Sorts elements in the list in-place according to the order specified with [comparator].\n */\npublic actual fun <T> MutableList<T>.sortWith(comparator: Comparator<in T>): Unit {\n collectionsSort(this, comparator)\n}\n\nprivate fun <T> collectionsSort(list: MutableList<T>, comparator: Comparator<in T>) {\n if (list.size <= 1) return\n\n val array = copyToArray(list)\n\n array.asDynamic().sort(comparator.asDynamic().compare.bind(comparator))\n\n for (i in 0 until array.size) {\n list[i] = array[i]\n }\n}\n\ninternal actual fun <T> arrayOfNulls(reference: Array<T>, size: Int): Array<T> {\n return arrayOfNulls<Any>(size).unsafeCast<Array<T>>()\n}\n\n// no singleton map implementation in js, return map as is\n@Suppress(\"NOTHING_TO_INLINE\")\ninternal actual inline fun <K, V> Map<K, V>.toSingletonMapOrSelf(): Map<K, V> = this\n\n@Suppress(\"NOTHING_TO_INLINE\")\ninternal actual inline fun <K, V> Map<out K, V>.toSingletonMap(): Map<K, V> = this.toMutableMap()\n\n\n@Suppress(\"NOTHING_TO_INLINE\")\ninternal actual inline fun <T> Array<out T>.copyToArrayOfAny(isVarargs: Boolean): Array<out Any?> =\n if (isVarargs)\n // no need to copy vararg array in JS\n this\n else\n this.copyOf()\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"CollectionsKt\")\n\npackage kotlin.collections\n\n\n/**\n * Returns the given iterator itself. This allows to use an instance of iterator in a `for` loop.\n * @sample samples.collections.Iterators.iterator\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> Iterator<T>.iterator(): Iterator<T> = this\n\n/**\n * Returns an [Iterator] wrapping each value produced by

this [Iterator] with the [IndexedValue],\n * containing value and it's index.\n * @sample samples.collections.Iterators.withIndexIterator\n */\npublic fun <T> Iterator<T>.withIndex(): Iterator<IndexedValue<T>> = IndexingIterator(this)\n\n/**\n * Performs the given [operation] on each element of this [Iterator].\n * @sample samples.collections.Iterators.forEachIterator\n */\npublic inline fun <T> Iterator<T>.forEach(operation: (T) -> Unit): Unit {\n for (element in this) operation(element)\n}\n\n/**\n * Iterator transforming original `iterator` into iterator of [IndexedValue], counting index from zero.\n */\ninternal class IndexingIterator<out T>(private val iterator: Iterator<T>) : Iterator<IndexedValue<T>> {\n private var index = 0\n final override fun hasNext(): Boolean = iterator.hasNext()\n final override fun next(): IndexedValue<T> = IndexedValue(index++, iterator.next())\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license \n * that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"ComparisonsKt\")\n\npackage kotlin.comparisons\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\nimport kotlin.*\nimport kotlin.text.*\nimport kotlin.comparisons.*\n\n/**\n * Returns the greater of two values.\n * If values are equal, returns the first one.\n */\n@SinceKotlin(\"1.1\")\npublic expect fun <T : Comparable<T>> maxOf(a: T, b: T): T\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Byte, b: Byte): Byte\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Short, b: Short): Short\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Int, b: Int): Int\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Long, b: Long): Long\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Float, b: Float): Float\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Double, b: Double): Double\n\n/**\n * Returns the greater of three values.\n */\n@SinceKotlin(\"1.1\")\npublic expect fun <T : Comparable<T>> maxOf(a: T, b: T, c: T): T\n\n/**\n * Returns the greater of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Byte, b: Byte, c: Byte): Byte\n\n/**\n * Returns the greater of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Short, b: Short, c: Short): Short\n\n/**\n * Returns the greater of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Int, b: Int, c: Int): Int\n\n/**\n * Returns the greater of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Long, b: Long, c: Long): Long\n\n/**\n * Returns the greater of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Float, b: Float, c: Float): Float\n\n/**\n * Returns the greater of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Double, b: Double, c: Double): Double\n\n/**\n * Returns the greater of three values according to the order specified by the given [comparator].\n */\n@SinceKotlin(\"1.1\")\npublic fun <T> maxOf(a: T, b: T, c: T, comparator: Comparator<in T>): T {\n return maxOf(a, maxOf(b, c, comparator), comparator)\n}\n\n/**\n * Returns the greater of two values according to the order specified by the given [comparator].\n * If values are equal, returns the first one.\n */\n@SinceKotlin(\"1.1\")\npublic fun <T> maxOf(a: T, b: T, comparator: Comparator<in T>): T {\n return if (comparator.compare(a, b) >= 0) a else b\n}\n\n/**\n * Returns the smaller of two values.\n * If values are equal, returns the first one.\n */\n@SinceKotlin(\"1.1\")\npublic expect fun <T : Comparable<T>> minOf(a: T, b: T): T\n\n/**\n * Returns the smaller of two values.\n

*/\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Byte, b: Byte): Byte\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Short, b: Short): Short\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Int, b: Int): Int\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Long, b: Long): Long\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Float, b: Float): Float\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Double, b: Double): Double\n\n/**\n * Returns the smaller of three values.\n */\n@SinceKotlin(\"1.1\")\npublic expect fun <T : Comparable<T>> minOf(a: T, b: T, c: T): T\n\n/**\n * Returns the smaller of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Byte, b: Byte, c: Byte): Byte\n\n/**\n * Returns the smaller of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Short, b: Short, c: Short): Short\n\n/**\n * Returns the smaller of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Int, b: Int, c: Int): Int\n\n/**\n * Returns the smaller of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Long, b: Long, c: Long): Long\n\n/**\n * Returns the smaller of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Float, b: Float, c: Float): Float\n\n/**\n * Returns the smaller of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Double, b: Double, c: Double): Double\n\n/**\n * Returns the smaller of three values according to the order specified by the given [comparator].\n */\n@SinceKotlin(\"1.1\")\npublic fun <T> minOf(a: T, b: T, c: T, comparator: Comparator<in T>): T {\n   return minOf(a, minOf(b, c, comparator), comparator)\n}\n\n/**\n * Returns the smaller of two values according to the order specified by the given [comparator].\n * If values are equal, returns the first one.\n */\n@SinceKotlin(\"1.1\")\npublic fun <T> minOf(a: T, b: T, comparator: Comparator<in T>): T {\n   return if (comparator.compare(a, b) <= 0) a else b\n}\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"MapsKt\")\n\npackage kotlin.collections\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\nimport kotlin.*\nimport kotlin.text.*\nimport kotlin.comparisons.*\n\n/**\n * Returns a [List] containing all key-value pairs.\n */\npublic fun <K, V> Map<out K, V>.toList(): List<Pair<K, V>> {\n   if (size == 0)\n   return emptyList()\n   val iterator = entries.iterator()\n   if (!iterator.hasNext())\n   return emptyList()\n   val first = iterator.next()\n   if (!iterator.hasNext())\n   return listOf(first.toPair())\n   val result = ArrayList<Pair<K, V>>(size)\n   result.add(first.toPair())\n   do {\n   result.add(iterator.next().toPair())\n   } while (iterator.hasNext())\n   return result\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each entry of original map.\n */\npublic inline fun <K, V, R> Map<out K, V>.flatMap(transform: (Map.Entry<K, V>) -> Iterable<R>): List<R> {\n   return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each entry of original map, to the given [destination].\n */\npublic inline fun <K, V, R, C : MutableCollection<in R>> Map<out K, V>.flatMapTo(destination: C, transform: (Map.Entry<K, V>) -> Iterable<R>): C {\n   for (element in this) {\n   val list = transform(element)\n   destination.addAll(list)\n   }\n   return destination\n}\n\n/**\n * Returns a list containing the results of applying the given [transform]

function\n * to each entry in the original map.\n */\npublic inline fun <K, V, R> Map<out K, V>.map(transform: (Map.Entry<K, V>) -> R): List<R> {\n   return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing only the non-null results of applying the given [transform] function\n * to each entry in the original map.\n */\npublic inline fun <K, V, R : Any> Map<out K, V>.mapNotNull(transform: (Map.Entry<K, V>) -> R?): List<R> {\n   return mapNotNullTo(ArrayList<R>(), transform)\n}\n\n/**\n * Applies the given [transform] function to each entry in the original map\n * and appends only the non-null results to the given [destination].\n */\npublic inline fun <K, V, R : Any, C : MutableCollection<in R>> Map<out K, V>.mapNotNullTo(destination: C, transform: (Map.Entry<K, V>) -> R?): C {\n   forEach { element -> transform(element)?.let { destination.add(it) } }\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each entry of the original map\n * and appends the results to the given [destination].\n */\npublic inline fun <K, V, R, C : MutableCollection<in R>> Map<out K, V>.mapTo(destination: C, transform: (Map.Entry<K, V>) -> R): C {\n   for (item in this)\n   destination.add(transform(item))\n   return destination\n}\n\n/**\n * Returns `true` if all entries match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\npublic inline fun <K, V> Map<out K, V>.all(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {\n   if (isEmpty()) return true\n   for (element in this) if (!predicate(element)) return false\n   return true\n}\n\n/**\n * Returns `true` if map has at least one entry.\n * \n * @sample samples.collections.Collections.Aggregates.any\n */\npublic fun <K, V> Map<out K, V>.any(): Boolean {\n   return !isEmpty()\n}\n\n/**\n * Returns `true` if at least one entry matches the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n */\npublic inline fun <K, V> Map<out K, V>.any(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {\n   if (isEmpty()) return false\n   for (element in this) if (predicate(element)) return true\n   return false\n}\n\n/**\n * Returns the number of entries in this map.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K, V>.count(): Int {\n   return size\n}\n\n/**\n * Returns the number of entries matching the given [predicate].\n */\npublic inline fun <K, V> Map<out K, V>.count(predicate: (Map.Entry<K, V>) -> Boolean): Int {\n   if (isEmpty()) return 0\n   var count = 0\n   for (element in this) if (predicate(element)) count++\n   return count\n}\n\n/**\n * Performs the given [action] on each entry.\n */\n@kotlin.internal.HidesMembers\npublic inline fun <K, V> Map<out K, V>.forEach(action: (Map.Entry<K, V>) -> Unit): Unit {\n   for (element in this) action(element)\n}\n\n/**\n * Returns the first entry yielding the largest value of the given function or `null` if there are no entries.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R : Comparable<R>> Map<out K, V>.maxBy(selector: (Map.Entry<K, V>) -> R): Map.Entry<K, V>? {\n   return entries.maxBy(selector)\n}\n\n/**\n * Returns the first entry having the largest value according to the provided [comparator] or `null` if there are no entries.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K, V>.maxWith(comparator: Comparator<in Map.Entry<K, V>>): Map.Entry<K, V>? {\n   return entries.maxWith(comparator)\n}\n\n/**\n * Returns the first entry yielding the smallest value of the given function or `null` if there are no entries.\n */\npublic inline fun <K, V, R : Comparable<R>> Map<out K, V>.minBy(selector: (Map.Entry<K, V>) -> R): Map.Entry<K, V>? {\n   return entries.minBy(selector)\n}\n\n/**\n * Returns the first entry having the smallest value according to the provided [comparator] or `null` if there are no entries.\n */\npublic fun <K, V> Map<out K, V>.minWith(comparator: Comparator<in Map.Entry<K, V>>): Map.Entry<K, V>? {\n   return entries.minWith(comparator)\n}\n\n/**\n * Returns `true` if the map has no entries.\n * \n * @sample samples.collections.Collections.Aggregates.none\n */\npublic fun <K, V> Map<out K, V>.none(): Boolean {\n   return isEmpty()\n}\n\n/**\n * Returns `true` if no entries match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun <K, V> Map<out K, V>.none(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {\n   if (isEmpty()) return true\n   for (element in this) if (predicate(element)) return false\n   return true\n}\n\n/**\n * Performs the given [action] on each entry and returns the map itself afterwards.\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <K, V, M : Map<out K, V>> M.onEach(action: (Map.Entry<K, V>) -> Unit): M {\n   return apply { for (element in this) action(element) }\n}\n\n/**\n * Creates an [Iterable] instance

that wraps the original map returning its entries when being iterated.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K, V>.asIterable(): Iterable<Map.Entry<K, V>> {\n   return entries\n}\n\n/**\n * Creates a [Sequence] instance that wraps the original map returning its entries when being iterated.\n */\npublic fun <K, V> Map<out K, V>.asSequence(): Sequence<Map.Entry<K, V>> {\n   return entries.asSequence()\n}\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.ranges\n\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Float.rangeTo(that: Float): ClosedFloatingPointRange<Float> =\n   this.toDouble().rangeTo(that.toDouble()).unsafeCast<ClosedFloatingPointRange<Float>>()\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license \n * that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"SequencesKt\")\n\npackage kotlin.sequences\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\nimport kotlin.*\nimport kotlin.text.*\nimport kotlin.comparisons.*\nimport kotlin.coroutines.experimental.*\n\n/**\n * Returns `true` if [element] is found in the sequence.\n *\n * The operation is _terminal_.\n */\npublic operator fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.contains(element: T): Boolean {\n   return indexOf(element) >= 0\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this sequence.\n *\n * The operation is _terminal_.\n */\npublic fun <T> Sequence<T>.elementAt(index: Int): T {\n   return elementAtOrElse(index) { throw IndexOutOfBoundsException(\"Sequence doesn't contain element at index $index.\") }\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this sequence.\n *\n * The operation is _terminal_.\n */\npublic fun <T> Sequence<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {\n   if (index < 0)\n   return defaultValue(index)\n   val iterator = iterator()\n   var count = 0\n   while (iterator.hasNext()) {\n   val element = iterator.next()\n   if (index == count++)\n   return element\n   }\n   return defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this sequence.\n *\n * The operation is _terminal_.\n */\npublic fun <T> Sequence<T>.elementAtOrNull(index: Int): T? {\n   if (index < 0)\n   return null\n   val iterator = iterator()\n   var count = 0\n   while (iterator.hasNext()) {\n   val element = iterator.next()\n   if (index == count++)\n   return element\n   }\n   return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such element was found.\n *\n * The operation is _terminal_.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.find(predicate: (T) -> Boolean): T? {\n   return firstOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n *\n * The operation is _terminal_.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.findLast(predicate: (T) -> Boolean): T? {\n   return lastOrNull(predicate)\n}\n\n/**\n * Returns first element.\n * @throws [NoSuchElementException] if the sequence is empty.\n *\n * The operation is _terminal_.\n */\npublic fun <T> Sequence<T>.first(): T {\n   val iterator = iterator()\n   if (!iterator.hasNext())\n   throw NoSuchElementException(\"Sequence is empty.\")\n   return iterator.next()\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T> Sequence<T>.first(predicate: (T) -> Boolean): T {\n   for (element in this) if (predicate(element)) return element\n   throw NoSuchElementException(\"Sequence contains no element matching the predicate.\")\n}\n\n/**\n * Returns the first element, or `null` if the sequence is empty.\n *\n * The operation is _terminal_.\n */\npublic fun <T> Sequence<T>.firstOrNull(): T? {\n   val iterator = iterator()\n   if (!iterator.hasNext())\n   return null\n   return iterator.next()\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T> Sequence<T>.firstOrNull(predicate: (T) -> Boolean): T? {\n   for (element in this) if (predicate(element)) return element\n   return null\n}\n\n/**\n * Returns first

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 index of [element], or -1 if the sequence does not contain element.\n *\n * The operation is _terminal_.\n */\npublic fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.indexOf(element: T): Int {\n    var index = 0\n    for (item in this) {\n        if (element == item)\n            return index\n        index++\n    }\n    return -1\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if the sequence does not contain such element.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T> Sequence<T>.indexOfFirst(predicate: (T) -> Boolean): Int {\n    var index = 0\n    for (item in this) {\n        if (predicate(item))\n            return index\n        index++\n    }\n    return -1\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the sequence does not contain such element.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T> Sequence<T>.indexOfLast(predicate: (T) -> Boolean): Int {\n    var lastIndex = -1\n    var index = 0\n    for (item in this) {\n        if (predicate(item))\n            lastIndex = index\n        index++\n    }\n    return lastIndex\n}\n\n/**\n * Returns the last element.\n * @throws [NoSuchElementException] if the sequence is empty.\n *\n * The operation is _terminal_.\n */\npublic fun <T> Sequence<T>.last(): T {\n    val iterator = iterator()\n    if (!iterator.hasNext())\n        throw NoSuchElementException(\"Sequence is empty.\")\n    var last = iterator.next()\n    while (iterator.hasNext())\n        last = iterator.next()\n    return last\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T> Sequence<T>.last(predicate: (T) -> Boolean): T {\n    var last: T? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            last = element\n            found
 = true\n        }\n    }\n    if (!found) throw NoSuchElementException(\"Sequence contains no element matching the predicate.\")\n    @Suppress(\"UNCHECKED_CAST\")\n    return last as T\n}\n\n/**\n * Returns last index of [element], or -1 if the sequence does not contain element.\n *\n * The operation is _terminal_.\n */\npublic fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.lastIndexOf(element: T): Int {\n    var lastIndex = -1\n    var index = 0\n    for (item in this) {\n        if (element == item)\n            lastIndex = index\n        index++\n    }\n    return lastIndex\n}\n\n/**\n * Returns the last element, or `null` if the sequence is empty.\n *\n * The operation is _terminal_.\n */\npublic fun <T> Sequence<T>.lastOrNull(): T? {\n    val iterator = iterator()\n    if (!iterator.hasNext())\n        return null\n    var last = iterator.next()\n    while (iterator.hasNext())\n        last = iterator.next()\n    return last\n}\n\n/**\n * Returns the last element matching the
 given [predicate], or `null` if no such element was found.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T> Sequence<T>.lastOrNull(predicate: (T) -> Boolean): T? {\n    var last: T? = null\n    for (element in this) {\n        if (predicate(element)) {\n            last = element\n        }\n    }\n    return last\n}\n\n/**\n * Returns the single element, or throws an exception if the sequence is empty or has more than one element.\n *\n * The operation is _terminal_.\n */\npublic fun <T> Sequence<T>.single(): T {\n    val iterator = iterator()\n    if (!iterator.hasNext())\n        throw NoSuchElementException(\"Sequence is empty.\")\n    val single = iterator.next()\n    if (iterator.hasNext())\n        throw IllegalArgumentException(\"Sequence has more than one element.\")\n    return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n *\n * The operation is _terminal_.\n
 */\npublic inline fun <T> Sequence<T>.single(predicate: (T) -> Boolean): T {\n    var single: T? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) throw IllegalArgumentException(\"Sequence contains more than one matching element.\")\n            single = element\n
  found = true\n        }\n    }\n    if (!found) throw NoSuchElementException(\"Sequence contains no element matching the predicate.\")\n    @Suppress(\"UNCHECKED_CAST\")\n    return single as T\n}\n\n/**\n * Returns single element, or `null` if the sequence is empty or has more than one element.\n *\n * The operation is _terminal_.\n */\npublic fun <T> Sequence<T>.singleOrNull(): T? {\n    val iterator = iterator()\n    if (!iterator.hasNext())\n        return null\n    val single = iterator.next()\n    if (iterator.hasNext())\n        return null\n    return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or
 `null` if element was not found or more than one element was found.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T> Sequence<T>.singleOrNull(predicate: (T) -> Boolean): T? {\n    var single: T? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n
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single = element\n found = true\n }\n }\n if (!found) return null\n return single\n}\n\n/**\n * Returns a sequence containing all elements except first [n] elements.\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun <T> Sequence<T>.drop(n: Int): Sequence<T> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return when {\n n == 0 -> this\n this is DropTakeSequence -> this.drop(n)\n else -> DropSequence(this, n)\n }\n}\n\n/**\n * Returns a sequence containing all elements except first elements that satisfy the given [predicate].\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun <T> Sequence<T>.dropWhile(predicate: (T) -> Boolean): Sequence<T> {\n return DropWhileSequence(this, predicate)\n}\n\n/**\n * Returns a sequence containing only elements matching the given [predicate].\n *\n * The operation is _intermediate_ and _stateless_.\n */\npublic fun <T> Sequence<T>.filter(predicate: (T) -> Boolean): Sequence<T> {\n return FilteringSequence(this, true, predicate)\n}\n\n/**\n * Returns a sequence containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n *\n * The operation is _intermediate_ and _stateless_.\n */\npublic fun <T> Sequence<T>.filterIndexed(predicate: (index: Int, T) -> Boolean): Sequence<T> {\n // TODO: Rewrite with generalized MapFilterIndexingSequence\n return TransformingSequence(FilteringSequence(IndexingSequence(this), true, { predicate(it.index, it.value) }), { it.value })\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T, C : MutableCollection<in T>> Sequence<T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C {\n forEachIndexed { index, element ->\n if (predicate(index, element)) destination.add(element)\n }\n return destination\n}\n\n/**\n * Returns a sequence containing all elements that are instances of specified type parameter R.\n *\n * The operation is _intermediate_ and _stateless_.\n */\npublic inline fun <reified R> Sequence<*>.filterIsInstance(): Sequence<@kotlin.internal.NoInfer R> {\n @Suppress(\"UNCHECKED_CAST\")\n return filter { it is R } as Sequence<R>\n}\n\n/**\n * Appends all elements that are instances of specified type parameter R to the given [destination].\n *\n * The operation is _terminal_.\n */\npublic inline fun <reified R, C : MutableCollection<in R>> Sequence<*>.filterIsInstanceTo(destination: C): C {\n for (element in this) if (element is R) destination.add(element)\n return destination\n}\n\n/**\n * Returns a sequence containing all elements not matching the given [predicate].\n *\n * The operation is _intermediate_ and _stateless_.\n */\npublic fun <T> Sequence<T>.filterNot(predicate: (T) -> Boolean): Sequence<T> {\n return FilteringSequence(this, false, predicate)\n}\n\n/**\n * Returns a sequence containing all elements that are not `null`.\n *\n * The operation is _intermediate_ and _stateless_.\n */\npublic fun <T : Any> Sequence<T?>.filterNotNull(): Sequence<T> {\n @Suppress(\"UNCHECKED_CAST\")\n return filterNot { it == null } as Sequence<T>\n}\n\n/**\n * Appends all elements that are not `null` to the given [destination].\n *\n * The operation is _terminal_.\n */\npublic fun <C : MutableCollection<in T>, T : Any> Sequence<T?>.filterNotNullTo(destination: C): C {\n for (element in this) if (element != null) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements not matching the given [predicate] to the given [destination].\n *\n * The operation is _terminal_.\n */\npublic inline fun <T, C : MutableCollection<in T>> Sequence<T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {\n for (element in this) if (!predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n *\n * The operation is _terminal_.\n */\npublic inline fun <T, C : MutableCollection<in T>> Sequence<T>.filterTo(destination: C, predicate: (T) -> Boolean): C {\n for (element in this) if (predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Returns a sequence containing first [n] elements.\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun <T> Sequence<T>

Sequence<T>.take(n: Int): Sequence<T> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return when {\n n == 0 -> emptySequence()\n this is DropTakeSequence -> this.take(n)\n else -> TakeSequence(this, n)\n }\n}\n\n/**\n * Returns a sequence containing first elements satisfying the given [predicate].\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun <T> Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T> {\n return TakeWhileSequence(this, predicate)\n}\n\n/**\n * Returns a sequence that yields elements of
this sequence sorted according to their natural sort order.\n *\n * The operation is _intermediate_ and _stateful_.\n */\npublic fun <T : Comparable<T>> Sequence<T>.sorted(): Sequence<T> {\n return object : Sequence<T> {\n override fun iterator(): Iterator<T> {\n val sortedList = this@sorted.toMutableList()\n sortedList.sort()\n return sortedList.iterator()\n }\n }\n}\n\n/**\n * Returns a sequence that yields elements of this sequence sorted according to natural sort order of the value returned by specified [selector] function.\n *\n * The operation is _intermediate_ and _stateful_.\n */\npublic inline fun <T, R : Comparable<R>> Sequence<T>.sortedBy(crossinline selector: (T) -> R?): Sequence<T> {\n return sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a sequence that yields elements of this sequence sorted descending according to natural sort order of the value returned by specified [selector] function.\n *\n * The operation
is _intermediate_ and _stateful_.\n */\npublic inline fun <T, R : Comparable<R>> Sequence<T>.sortedByDescending(crossinline selector: (T) -> R?): Sequence<T> {\n return sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a sequence that yields elements of this sequence sorted descending according to their natural sort order.\n *\n * The operation is _intermediate_ and _stateful_.\n */\npublic fun <T : Comparable<T>> Sequence<T>.sortedDescending(): Sequence<T> {\n return sortedWith(reverseOrder())\n}\n\n/**\n * Returns a sequence that yields elements of this sequence sorted according to the specified [comparator].\n *\n * The operation is _intermediate_ and _stateful_.\n */\npublic fun <T> Sequence<T>.sortedWith(comparator: Comparator<in T>): Sequence<T> {\n return object : Sequence<T> {\n override fun iterator(): Iterator<T> {\n val sortedList = this@sortedWith.toMutableList()\n sortedList.sortWith(comparator)\n return sortedList.iterator()\n }\n }\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to elements of the given sequence.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original sequence.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T, K, V> Sequence<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {\n return associateTo(LinkedHashMap<K, V>(), transform)\n}\n\n/**\n * Returns a [Map] containing the elements from the given sequence indexed by the key\n * returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original sequence.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T, K> Sequence<T>.associateBy(keySelector: (T) -> K): Map<K, T> {\n return associateByTo(LinkedHashMap<K, T>(), keySelector)\n}\n\n/**\n * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given sequence.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original sequence.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T, K, V> Sequence<T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {\n return associateByTo(LinkedHashMap<K, V>(), keySelector, valueTransform)\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given sequence\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector]
the last one gets added to the map.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T, K, M : MutableMap<in K, in T>> Sequence<T>.associateByTo(destination: M, keySelector: (T) -> K): M {\n for

(element in this) {\n destination.put(keySelector(element), element)\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given sequence.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T, K, V, M : MutableMap<in K, in V>> Sequence<T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {\n for (element in this) {\n destination.put(keySelector(element), valueTransform(element))\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each element of the given sequence.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T, K, V, M : MutableMap<in K, in V>> Sequence<T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M {\n for (element in this) {\n destination += transform(element)\n }\n return destination\n}\n\n/**\n * Appends all elements to the given [destination] collection.\n *\n * The operation is _terminal_.\n */\npublic fun <T, C : MutableCollection<in T>> Sequence<T>.toCollection(destination: C): C {\n for (item in this) {\n destination.add(item)\n }\n return destination\n}\n\n/**\n * Returns a [HashSet] of all elements.\n *\n * The operation is _terminal_.\n */\npublic fun <T> Sequence<T>.toHashSet(): HashSet<T> {\n return toCollection(HashSet<T>())\n}\n\n/**\n * Returns a [List] containing all elements.\n *\n * The operation is _terminal_.\n */\npublic fun <T> Sequence<T>.toList(): List<T> {\n return this.toMutableList().optimizeReadOnlyList()\n}\n\n/**\n * Returns a [MutableList] filled with all elements of this sequence.\n *\n * The operation is _terminal_.\n */\npublic fun <T> Sequence<T>.toMutableList(): MutableList<T> {\n return toCollection(ArrayList<T>())\n}\n\n/**\n * Returns a [Set] of all elements.\n * \n * The returned set preserves the element iteration order of the original sequence.\n *\n * The operation is _terminal_.\n */\npublic fun <T> Sequence<T>.toSet(): Set<T> {\n return toCollection(LinkedHashSet<T>()).optimizeReadOnlySet()\n}\n\n/**\n * Returns a single sequence of all elements from results of [transform] function being invoked on each element of original sequence.\n *\n * The operation is _intermediate_ and _stateless_.\n */\npublic fun <T, R> Sequence<T>.flatMap(transform: (T) -> Sequence<R>): Sequence<R> {\n return FlatteningSequence(this, transform, { it.iterator() })\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original sequence, to the given [destination].\n *\n * The operation is _terminal_.\n */\npublic inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.flatMapTo(destination: C, transform: (T) -> Sequence<R>): C {\n for (element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Groups elements of the original sequence by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original sequence.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <T, K> Sequence<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {\n return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original sequence\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original sequence.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <T, K, V> Sequence<T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>> {\n return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups elements of the original sequence by the key returned
by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n *\n * The operation is

terminal.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <T, K, M : MutableMap<in K, MutableList<T>>> Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<T>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original sequence\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return destination\n}\n\n/**\n * Creates a [Grouping] source from a sequence to be used later with one of group-and-fold operations\n * using the specified [keySelector] function to extract a key from each element.\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Collections.Transformations.groupingByEachCount\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <T, K> Sequence<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {\n return object : Grouping<T, K> {\n override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()\n override fun keyOf(element: T): K = keySelector(element)\n }\n}\n\n/**\n * Returns a sequence containing the results of applying the given [transform] function\n * to each element in the original sequence.\n *\n * The operation is _intermediate_ and _stateless_.\n */\npublic fun <T, R> Sequence<T>.map(transform: (T) -> R): Sequence<R> {\n return TransformingSequence(this, transform)\n}\n\n/**\n * Returns a sequence containing the results of applying the given [transform] function\n * to each element and its index in the original sequence.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n *\n * The operation is _intermediate_ and _stateless_.\n */\npublic fun <T, R> Sequence<T>.mapIndexed(transform: (index: Int, T) -> R): Sequence<R> {\n return TransformingIndexedSequence(this, transform)\n}\n\n/**\n * Returns a sequence containing only the non-null results of applying the given [transform] function\n * to each element and its index in the original sequence.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n *\n * The operation is _intermediate_ and _stateless_.\n */\npublic fun <T, R : Any> Sequence<T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): Sequence<R> {\n return TransformingIndexedSequence(this, transform).filterNotNull()\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original sequence\n * and appends only the non-null results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T, R : Any, C : MutableCollection<in R>> Sequence<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {\n forEachIndexed { index, element -> transform(index, element)?.let { destination.add(it) } }\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original sequence\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {\n var index = 0\n for (item in this)\n destination.add(transform(index++, item))\n return destination\n}\n\n/**\n * Returns a sequence containing only the non-null results of applying the given [transform] function\n * to each element in the original sequence.\n *\n *

The operation is _intermediate_ and _stateless_.\n */\npublic fun <T, R : Any> Sequence<T>.mapNotNull(transform: (T) -> R?): Sequence<R> {\n return TransformingSequence(this, transform).filterNotNull()\n}\n\n/**\n * Applies the given [transform] function to each element in the original sequence\n * and appends only the non-null results to the given [destination].\n *\n * The operation is _terminal_.\n */\npublic inline fun <T, R : Any, C : MutableCollection<in R>> Sequence<T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {\n forEach { element -> transform(element)?.let { destination.add(it) } }\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original sequence\n * and appends the results to the given [destination].\n *\n * The operation is _terminal_.\n */\npublic inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.mapTo(destination: C, transform: (T) -> R): C {\n for (item in this)\n destination.add(transform(item))\n return destination\n}\n\n/**\n * Returns a sequence of [IndexedValue] for each element of the original sequence.\n *\n * The operation is _intermediate_ and _stateless_.\n */\npublic fun <T> Sequence<T>.withIndex(): Sequence<IndexedValue<T>> {\n return IndexingSequence(this)\n}\n\n/**\n * Returns a sequence containing only distinct elements from the given sequence.\n * \n * The elements in the resulting sequence are in the same order as they were in the source sequence.\n *\n * The operation is _intermediate_ and _stateful_.\n */\npublic fun <T> Sequence<T>.distinct(): Sequence<T> {\n return this.distinctBy { it }\n}\n\n/**\n * Returns a sequence containing only elements from the given sequence\n * having distinct keys returned by the given [selector] function.\n * \n * The elements in the resulting sequence are in the same order as they were in the source sequence.\n *\n * The operation is _intermediate_ and _stateful_.\n */\npublic fun <T, K> Sequence<T>.distinctBy(selector: (T) -> K): Sequence<T> {\n return DistinctSequence(this, selector)\n}\n\n/**\n * Returns a mutable set containing all distinct elements from the given sequence.\n * \n * The returned set preserves the element iteration order of the original sequence.\n *\n * The operation is _terminal_.\n */\npublic fun <T> Sequence<T>.toMutableSet(): MutableSet<T> {\n val set = LinkedHashSet<T>()\n for (item in this) set.add(item)\n return set\n}\n\n/**\n * Returns `true` if all elements match the given [predicate].\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\npublic inline fun <T> Sequence<T>.all(predicate: (T) -> Boolean): Boolean {\n for (element in this) if (!predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if sequence has at least one element.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Aggregates.any\n */\npublic fun <T> Sequence<T>.any(): Boolean {\n return iterator().hasNext()\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n */\npublic inline fun <T> Sequence<T>.any(predicate: (T) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return true\n return false\n}\n\n/**\n * Returns the number of elements in this sequence.\n *\n * The operation is _terminal_.\n */\npublic fun <T> Sequence<T>.count(): Int {\n var count = 0\n for (element in this) count++\n return count\n}\n\n/**\n * Returns the number of elements matching the given [predicate].\n *\n * The operation is _terminal_.\n */\npublic inline fun <T> Sequence<T>.count(predicate: (T) -> Boolean): Int {\n var count = 0\n for (element in this) if (predicate(element)) count++\n return count\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation]
from left to right to current accumulator value and each element.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T, R> Sequence<T>.fold(initial: R, operation: (acc: R, T) -> R): R {\n var accumulator = initial\n for (element in this) accumulator = operation(accumulator, element)\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original sequence.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T, R> Sequence<T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {\n var index = 0\n var accumulator = initial\n for (element in this) accumulator =

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operation(index++, accumulator, element)\n    return accumulator\n}\n\n/**\n
 * Performs the given [action] on each element.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T>
Sequence<T>.forEach(action: (T) -> Unit): Unit {\n    for (element in this) action(element)\n}\n\n/**\n * Performs
the given [action] on each element, providing sequential index with the element.\n * @param [action] function that
takes the index of an element and the element itself\n * and performs the desired action on the element.\n *\n * The
operation is _terminal_.\n */\npublic inline fun <T> Sequence<T>.forEachIndexed(action: (index: Int, T) -> Unit):
Unit {\n    var index = 0\n    for (item in this) action(index++, item)\n}\n\n/**\n * Returns the largest element or
`null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n *\n * The operation is
_terminal_.\n */\n@SinceKotlin(\"1.1\")\npublic fun Sequence<Double>.max(): Double? {\n    val iterator =
iterator()\n    if (!iterator.hasNext()) return null\n    var max = iterator.next()\n
    if (max.isNaN()) return max\n    while (iterator.hasNext()) {\n        val e = iterator.next()\n        if (e.isNaN())
return e\n        if (max < e) max = e\n    }\n    return max\n}\n\n/**\n * Returns the largest element or `null` if there
are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n *\n * The operation is _terminal_.\n
*/\n@SinceKotlin(\"1.1\")\npublic fun Sequence<Float>.max(): Float? {\n    val iterator = iterator()\n    if
(!iterator.hasNext()) return null\n    var max = iterator.next()\n    if (max.isNaN()) return max\n    while
(iterator.hasNext()) {\n        val e = iterator.next()\n        if (e.isNaN()) return e\n        if (max < e) max = e\n    }\n
return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n *\n * The operation is
_terminal_.\n */\npublic fun <T : Comparable<T>> Sequence<T>.max(): T? {\n    val iterator = iterator()\n    if
(!iterator.hasNext()) return null\n    var max = iterator.next()\n
    while (iterator.hasNext()) {\n        val e = iterator.next()\n        if (max < e) max = e\n    }\n    return
max\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no
elements.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T, R : Comparable<R>>
Sequence<T>.maxBy(selector: (T) -> R): T? {\n    val iterator = iterator()\n    if (!iterator.hasNext()) return null\n
var maxElem = iterator.next()\n    var maxValue = selector(maxElem)\n    while (iterator.hasNext()) {\n        val e =
iterator.next()\n        val v = selector(e)\n        if (maxValue < v) {\n            maxElem = e\n            maxValue = v\n
    }\n    }\n    return maxElem\n}\n\n/**\n * Returns the first element having the largest value according to the
provided [comparator] or `null` if there are no elements.\n *\n * The operation is _terminal_.\n */\npublic fun <T>
Sequence<T>.maxWith(comparator: Comparator<in T>): T? {\n    val iterator
 = iterator()\n    if (!iterator.hasNext()) return null\n    var max = iterator.next()\n    while (iterator.hasNext()) {\n
val e = iterator.next()\n        if (comparator.compare(max, e) < 0) max = e\n    }\n    return max\n}\n\n/**\n *
Returns the smallest element or `null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n
*\n * The operation is _terminal_.\n */\n@SinceKotlin(\"1.1\")\npublic fun Sequence<Double>.min(): Double? {\n
val iterator = iterator()\n    if (!iterator.hasNext()) return null\n    var min = iterator.next()\n    if (min.isNaN()) return
min\n    while (iterator.hasNext()) {\n        val e = iterator.next()\n        if (e.isNaN()) return e\n        if (min > e) min
= e\n    }\n    return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n * \n * If any
of elements is `NaN` returns `NaN`.\n *\n * The operation is _terminal_.\n */\n@SinceKotlin(\"1.1\")\npublic fun
Sequence<Float>.min(): Float?
 {\n    val iterator = iterator()\n    if (!iterator.hasNext()) return null\n    var min = iterator.next()\n    if (min.isNaN())
return min\n    while (iterator.hasNext()) {\n        val e = iterator.next()\n        if (e.isNaN()) return e\n        if (min >
e) min = e\n    }\n    return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n *\n *
The operation is _terminal_.\n */\npublic fun <T : Comparable<T>> Sequence<T>.min(): T? {\n    val iterator =
iterator()\n    if (!iterator.hasNext()) return null\n    var min = iterator.next()\n    while (iterator.hasNext()) {\n
val e = iterator.next()\n        if (min > e) min = e\n    }\n    return min\n}\n\n/**\n * Returns the first element yielding
the smallest value of the given function or `null` if there are no elements.\n *\n * The operation is _terminal_.\n
*/\npublic inline fun <T, R : Comparable<R>> Sequence<T>.minBy(selector: (T) -> R): T? {\n    val iterator =
iterator()\n    if (!iterator.hasNext())
 return null\n    var minElem = iterator.next()\n    var minValue = selector(minElem)\n    while (iterator.hasNext())
{\n        val e = iterator.next()\n        val v = selector(e)\n        if (minValue > v) {\n            minElem = e\n
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minValue = v\n }\n }\n return minElem\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n *\n * The operation is _terminal_.\n */\npublic fun <T> Sequence<T>.minWith(comparator: Comparator<in T>): T? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var min = iterator.next()\n while (iterator.hasNext()) {\n val e = iterator.next()\n if (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns `true` if the sequence has no elements.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Aggregates.none\n */\npublic fun <T> Sequence<T>.none(): Boolean {\n return !iterator().hasNext()\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun <T> Sequence<T>.none(predicate: (T) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return false\n return true\n}\n\n/**\n * Returns a sequence which performs the given [action] on each element of the original sequence as they pass through it.\n *\n * The operation is _intermediate_ and _stateless_.\n */\n@SinceKotlin(\"1.1\")\npublic fun <T> Sequence<T>.onEach(action: (T) -> Unit): Sequence<T> {\n return map {\n action(it)\n it\n }\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.\n *\n * The operation is _terminal_.\n */\npublic inline fun <S, T : S> Sequence<T>.reduce(operation: (acc: S, T) -> S): S {\n val iterator = this.iterator()\n if (!iterator.hasNext()) throw UnsupportedOperationException(\"Empty sequence can't be reduced.\")\n var accumulator: S = iterator.next()\n while (iterator.hasNext()) {\n accumulator = operation(accumulator, iterator.next())\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original sequence.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself and calculates the next accumulator value.\n *\n * The operation is _terminal_.\n */\npublic inline fun <S, T : S> Sequence<T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {\n val iterator = this.iterator()\n if (!iterator.hasNext()) throw UnsupportedOperationException(\"Empty sequence can't be reduced.\")\n var index = 1\n var accumulator: S = iterator.next()\n while (iterator.hasNext()) {\n accumulator = operation(index++, accumulator, iterator.next())\n }\n return accumulator\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the sequence.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T> Sequence<T>.sumBy(selector: (T) -> Int): Int {\n var sum: Int = 0\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the sequence.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T> Sequence<T>.sumByDouble(selector: (T) -> Double): Double {\n var sum: Double = 0.0\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns an original collection containing all the non-`null` elements, throwing an [IllegalArgumentException] if there are any `null` elements.\n *\n * The operation is _intermediate_ and _stateless_.\n */\npublic fun <T : Any> Sequence<T?>.requireNoNulls(): Sequence<T> {\n return map { it ?: throw IllegalArgumentException(\"null element found in $this.\") }\n}\n\n/**\n * Splits this sequence into a sequence of lists each not exceeding the given [size].\n * \n * The last list in the resulting sequence may have less elements than the given [size].\n * \n * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this sequence.\n *\n * The operation is _intermediate_ and _stateful_.\n * \n * @sample samples.collections.Collections.Transformations.chunked\n */\n@SinceKotlin(\"1.2\")\npublic fun <T> Sequence<T>.chunked(size: Int): Sequence<List<T>> {\n return windowed(size, size, partialWindows = true)\n}\n\n/**\n * Splits this sequence into several lists each not exceeding the given [size]\n * and applies the given [transform] function to an each.\n * \n * @return sequence of results of the [transform] applied to an each list.\n * \n * Note that the list passed to the [transform] function is ephemeral and is valid only inside that function.\n * You should not store it or allow it to escape in some way, unless you made a snapshot of it.\n * The last list may have less elements

than the given [size].\n * \n * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this sequence.\n *\n * The operation is _intermediate_ and _stateful_.\n * \n * @sample samples.text.Strings.chunkedTransform\n */\n@SinceKotlin(\"1.2\")\npublic fun <T, R> Sequence<T>.chunked(size: Int, transform: (List<T>) -> R): Sequence<R> {\n return windowed(size, size, partialWindows = true, transform = transform)\n}\n\n/**\n * Returns a sequence containing all elements of the original sequence without the first occurrence of the given [element].\n *\n * The operation is _intermediate_ and _stateless_.\n */\npublic operator fun <T> Sequence<T>.minus(element: T): Sequence<T> {\n return object: Sequence<T> {\n override fun iterator(): Iterator<T> {\n var removed = false\n return this@minus.filter { if (!removed && it == element) { removed = true; false } else true }.iterator()\n }\n }\n}\n\n/**\n * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] array.\n * \n * Note that the source sequence and the array being subtracted are iterated only when an `iterator` is requested from\n * the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.\n *\n * The operation is _intermediate_ and _stateful_.\n */\npublic operator fun <T> Sequence<T>.minus(elements: Array<out T>): Sequence<T> {\n if (elements.isEmpty()) return this\n return object: Sequence<T> {\n override fun iterator(): Iterator<T> {\n val other = elements.toHashSet()\n return this@minus.filterNot { it in other }.iterator()\n }\n }\n}\n\n/**\n * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] collection.\n * \n * Note that the source sequence and the collection being subtracted are iterated only when an `iterator` is requested from\n * the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.\n *\n * The operation is _intermediate_ and _stateful_.\n */\npublic operator fun <T> Sequence<T>.minus(elements: Iterable<T>): Sequence<T> {\n return object: Sequence<T> {\n override fun iterator(): Iterator<T> {\n val other = elements.convertToSetForSetOperation()\n if (other.isEmpty())\n return this@minus.iterator()\n else\n return this@minus.filterNot { it in other }.iterator()\n }\n }\n}\n\n/**\n * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] sequence.\n * \n * Note that the source sequence and the sequence being subtracted are iterated only when an `iterator` is requested from\n * the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.\n * \n * The operation is _intermediate_ for this sequence and _terminal_ and _stateful_ for the [elements] sequence.\n */\npublic operator fun <T> Sequence<T>.minus(elements: Sequence<T>): Sequence<T> {\n return object: Sequence<T> {\n override fun iterator(): Iterator<T> {\n val other = elements.toHashSet()\n if (other.isEmpty())\n return this@minus.iterator()\n else\n return this@minus.filterNot { it in other }.iterator()\n }\n }\n}\n\n/**\n * Returns a sequence containing all elements of the original sequence without the first occurrence of the given [element].\n *\n * The operation is _intermediate_ and _stateless_.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.minusElement(element: T): Sequence<T> {\n return minus(element)\n}\n\n/**\n * Splits the original sequence into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T> Sequence<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {\n val first = ArrayList<T>()\n val second = ArrayList<T>()\n for (element in this) {\n if (predicate(element)) {\n first.add(element)\n } else {\n second.add(element)\n }\n }\n return Pair(first, second)\n}\n\n/**\n * Returns a sequence containing all elements of the original sequence and then the given [element].\n *\n * The operation is _intermediate_ and _stateless_.\n */\npublic operator fun <T> Sequence<T>.plus(element: T): Sequence<T> {\n return sequenceOf(this, sequenceOf(element)).flatten()\n}\n\n/**\n * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] array.\n * \n * Note that the source sequence and the array being added are iterated only when an `iterator` is requested from\n * the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.\n *\n * The operation is _intermediate_ and _stateless_.\n */\npublic operator fun <T> Sequence<T>.plus(elements: Array<out T>): Sequence<T> {\n return

this.plus(elements.asList())\n}\n\n/**\n * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] collection.\n * \n * Note that the source sequence and the collection being added are iterated only when an `iterator` is requested from\n * the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.\n *\n * The operation is _intermediate_ and _stateless_.\n */\npublic operator fun <T> Sequence<T>.plus(elements: Iterable<T>): Sequence<T> {\n   return sequenceOf(this, elements.asSequence()).flatten()\n}\n\n/**\n * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] sequence.\n * \n * Note that the source sequence and the sequence being added are iterated only when an `iterator` is requested from\n * the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.\n *\n * The operation is _intermediate_ and _stateless_.\n */\npublic operator fun <T> Sequence<T>.plus(elements: Sequence<T>): Sequence<T> {\n   return sequenceOf(this, elements).flatten()\n}\n\n/**\n * Returns a sequence containing all elements of the original sequence and then the given [element].\n *\n * The operation is _intermediate_ and _stateless_.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.plusElement(element: T): Sequence<T> {\n return plus(element)\n}\n\n/**\n * Returns a sequence of snapshots of the window of the given [size]\n * sliding along this sequence with the given [step], where each\n * snapshot is a list.\n * \n * Several last lists may have less elements than the given [size].\n * \n * Both [size] and [step] must be positive and can be greater than the number of elements in this sequence.\n * @param size the number of elements to take in each window\n * @param step the number of elements to move the window forward by on an each step, by default 1\n * @param partialWindows controls whether or not to keep partial windows in the end if any,\n * by default `false` which means partial windows won't be preserved\n * \n * @sample samples.collections.Sequences.Transformations.takeWindows\n */\n@SinceKotlin(\"1.2\")\npublic fun <T> Sequence<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): Sequence<List<T>> {\n   return windowedSequence(size, step, partialWindows, reuseBuffer = false)\n}\n\n/**\n * Returns a sequence of results of applying the given [transform] function to\n * an each list representing a view over the window of the given [size]\n * sliding along this sequence with the given [step].\n * \n * Note that the list passed to the [transform] function is ephemeral and is valid only inside that function.\n * You should not store it or allow it to escape in some way, unless you made a snapshot of it.\n * Several last lists may have less elements than the given [size].\n * \n * Both [size] and [step] must be positive and can be greater than the number of elements in this sequence.\n * @param size the number of elements to take in each window\n * @param step the number of elements to move the window forward by on an each step, by default 1\n * @param partialWindows controls whether or not to keep partial windows in the end if any,\n * by default `false` which means partial windows won't be preserved\n * \n * @sample samples.collections.Sequences.Transformations.averageWindows\n */\n@SinceKotlin(\"1.2\")\npublic fun <T, R> Sequence<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (List<T>) -> R): Sequence<R> {\n   return windowedSequence(size, step, partialWindows, reuseBuffer = true).map(transform)\n}\n\n/**\n * Returns a sequence of values built from the elements of `this` sequence and the [other] sequence with the same index.\n * The resulting sequence ends as soon as the shortest input sequence ends.\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Sequences.Transformations.zip\n */\npublic infix fun <T, R> Sequence<T>.zip(other: Sequence<R>): Sequence<Pair<T, R>> {\n   return MergingSequence(this, other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a sequence of values built from the elements of `this` sequence and the [other] sequence with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The resulting sequence ends as soon as the shortest input sequence ends.\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Sequences.Transformations.zipWithTransform\n */\npublic fun <T, R, V> Sequence<T>.zip(other: Sequence<R>, transform: (a: T, b: R) -> V): Sequence<V> {\n   return MergingSequence(this, other, transform)\n}\n\n/**\n * Returns a sequence of pairs of each two adjacent elements in this sequence.\n * \n * The returned sequence is empty if this sequence contains less than two elements.\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Collections.Transformations.zipWithNext\n */\n@SinceKotlin(\"1.2\")\npublic fun <T>

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Sequence<T>.zipWithNext(): Sequence<Pair<T, T>> {\n    return zipWithNext { a, b -> a to b }\n}\n\n/**\n * Returns a sequence containing the results of applying the given [transform]
 function\n * to an each pair of two adjacent elements in this sequence.\n * \n * The returned sequence is empty if this sequence contains less than two elements.\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Collections.Transformations.zipWithNextToFindDeltas\n */\n@SinceKotlin(\"1.2\")\npublic fun <T, R> Sequence<T>.zipWithNext(transform: (a: T, b: T) -> R): Sequence<R> {\n    return buildSequence result@ {\n        val iterator = iterator()\n        if (!iterator.hasNext()) return@result\n        var current = iterator.next()\n        while (iterator.hasNext()) {\n            val next = iterator.next()\n            yield(transform(current, next))\n            current = next\n        }\n    }\n}\n\n/**\n * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which
 case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Transformations.joinTo\n */\npublic fun <T, A : Appendable> Sequence<T>.joinTo(buffer: A, separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((T) -> CharSequence)? = null): A {\n    buffer.append(prefix)\n    var count = 0\n    for (element in this) {\n        if (++count > 1) buffer.append(separator)\n        if (limit < 0 || count <= limit) {\n            buffer.appendElement(element, transform)\n        } else break\n    }\n    if (limit >= 0 && count > limit) buffer.append(truncated)\n    buffer.append(postfix)\n    return buffer\n}\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n *
 If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n */\npublic fun <T> Sequence<T>.joinToString(separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((T) -> CharSequence)? = null): String {\n    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original sequence returning its elements when being iterated.\n */\npublic fun <T> Sequence<T>.asIterable(): Iterable<T> {\n    return Iterable { this.iterator() }\n}\n\n/**\n * Returns this sequence as a [Sequence].\n */\n@kotlin.internal.InlineOnly\npublic inline
 fun <T> Sequence<T>.asSequence(): Sequence<T> {\n    return this\n}\n\n/**\n * Returns an average value of elements in the sequence.\n *\n * The operation is _terminal_.\n */\n@kotlin.jvm.JvmName(\"averageOfByte\")\npublic fun Sequence<Byte>.average(): Double {\n    var sum: Double = 0.0\n    var count: Int = 0\n    for (element in this) {\n        sum += element\n        count += 1\n    }\n    return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the sequence.\n *\n * The operation is _terminal_.\n */\n@kotlin.jvm.JvmName(\"averageOfShort\")\npublic fun Sequence<Short>.average(): Double {\n    var sum: Double = 0.0\n    var count: Int = 0\n    for (element in this) {\n        sum += element\n        count += 1\n    }\n    return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the sequence.\n *\n * The operation is _terminal_.\n */\n@kotlin.jvm.JvmName(\"averageOfInt\")\npublic fun Sequence<Int>.average():
 Double {\n    var sum: Double = 0.0\n    var count: Int = 0\n    for (element in this) {\n        sum += element\n        count += 1\n    }\n    return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the sequence.\n *\n * The operation is _terminal_.\n */\n@kotlin.jvm.JvmName(\"averageOfLong\")\npublic fun Sequence<Long>.average(): Double {\n    var sum: Double = 0.0\n    var count: Int = 0\n    for (element in this) {\n        sum += element\n        count += 1\n    }\n    return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the sequence.\n *\n * The operation is _terminal_.\n */\n@kotlin.jvm.JvmName(\"averageOfFloat\")\npublic fun Sequence<Float>.average(): Double {\n    var sum: Double = 0.0\n    var count: Int = 0\n    for (element in this) {\n
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    sum += element\n        count += 1\n    }\n    return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n
 * Returns an average value of elements in the sequence.\n *\n * The operation is _terminal_.\n
*/\n@kotlin.jvm.JvmName(\"averageOfDouble\")\npublic fun Sequence<Double>.average(): Double {\n    var sum:
Double = 0.0\n    var count: Int = 0\n    for (element in this) {\n        sum += element\n        count += 1\n    }\n
return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns the sum of all elements in the sequence.\n
*\n * The operation is _terminal_.\n */\n@kotlin.jvm.JvmName(\"sumOfByte\")\npublic fun
Sequence<Byte>.sum(): Int {\n    var sum: Int = 0\n    for (element in this) {\n        sum += element\n    }\n    return
sum\n}\n\n/**\n * Returns the sum of all elements in the sequence.\n *\n * The operation is _terminal_.\n
*/\n@kotlin.jvm.JvmName(\"sumOfShort\")\npublic fun Sequence<Short>.sum(): Int {\n    var sum: Int = 0\n    for
(element in this) {\n        sum += element\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all elements in the
sequence.\n
 *\n * The operation is _terminal_.\n */\n@kotlin.jvm.JvmName(\"sumOfInt\")\npublic fun Sequence<Int>.sum():
Int {\n    var sum: Int = 0\n    for (element in this) {\n        sum += element\n    }\n    return sum\n}\n\n/**\n *
Returns the sum of all elements in the sequence.\n *\n * The operation is _terminal_.\n
*/\n@kotlin.jvm.JvmName(\"sumOfLong\")\npublic fun Sequence<Long>.sum(): Long {\n    var sum: Long = 0L\n
 for (element in this) {\n        sum += element\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all elements in
the sequence.\n *\n * The operation is _terminal_.\n */\n@kotlin.jvm.JvmName(\"sumOfFloat\")\npublic fun
Sequence<Float>.sum(): Float {\n    var sum: Float = 0.0f\n    for (element in this) {\n        sum += element\n    }\n
return sum\n}\n\n/**\n * Returns the sum of all elements in the sequence.\n *\n * The operation is _terminal_.\n
*/\n@kotlin.jvm.JvmName(\"sumOfDouble\")\npublic fun Sequence<Double>.sum(): Double {\n    var sum:
Double = 0.0\n
    for (element in this) {\n        sum += element\n    }\n    return sum\n}\n\n","/*\n * Copyright 2010-2018 JetBrains
s.r.o. Use of this source code is governed by the Apache 2.0 license \n * that can be found in the
license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"SetsKt\")\n\npackage
kotlin.collections\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\nimport kotlin.*\nimport kotlin.text.*\nimport
kotlin.comparisons.*\n\n/**\n * Returns a set containing all elements of the original set except the given
[element].\n * \n * The returned set preserves the element iteration order of the original set.\n */\npublic operator fun
<T> Set<T>.minus(element: T): Set<T> {\n    val result = LinkedHashSet<T>(mapCapacity(size))\n    var removed
= false\n    return this.filterTo(result) { if (!removed && it == element) { removed = true; false } else
 true }\n}\n\n/**\n * Returns a set containing all elements of the original set except the elements contained in the
given [elements] array.\n * \n * The returned set preserves the element iteration order of the original set.\n */\npublic
operator fun <T> Set<T>.minus(elements: Array<out T>): Set<T> {\n    val result = LinkedHashSet<T>(this)\n
result.removeAll(elements)\n    return result\n}\n\n/**\n * Returns a set containing all elements of the original set
except the elements contained in the given [elements] collection.\n * \n * The returned set preserves the element
iteration order of the original set.\n */\npublic operator fun <T> Set<T>.minus(elements: Iterable<T>): Set<T> {\n
val other = elements.convertToSetForSetOperationWith(this)\n    if (other.isEmpty())\n        return this.toSet()\n    if
(other is Set)\n        return this.filterNotTo(LinkedHashSet<T>()) { it in other }\n    val result =
LinkedHashSet<T>(this)\n    result.removeAll(other)\n    return result\n}\n\n/**\n
 * Returns a set containing all elements of the original set except the elements contained in the given [elements]
sequence.\n * \n * The returned set preserves the element iteration order of the original set.\n */\npublic operator fun
<T> Set<T>.minus(elements: Sequence<T>): Set<T> {\n    val result = LinkedHashSet<T>(this)\n
result.removeAll(elements)\n    return result\n}\n\n/**\n * Returns a set containing all elements of the original set
except the given [element].\n * \n * The returned set preserves the element iteration order of the original set.\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun <T> Set<T>.minusElement(element: T): Set<T> {\n    return
minus(element)\n}\n\n/**\n * Returns a set containing all elements of the original set and then the given [element] if
it isn't already in this set.\n * \n * The returned set preserves the element iteration order of the original set.\n
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*/\npublic operator fun <T> Set<T>.plus(element: T): Set<T> {\n   val result = LinkedHashSet<T>(mapCapacity(size + 1))\n   result.addAll(this)\n   result.add(element)\n   return result\n}\n\n/**\n * Returns a set containing all elements of the original set and the given [elements] array,\n * which aren't already in this set.\n * \n * The returned set preserves the element iteration order of the original set.\n */\npublic operator fun <T> Set<T>.plus(elements: Array<out T>): Set<T> {\n   val result = LinkedHashSet<T>(mapCapacity(this.size + elements.size))\n   result.addAll(this)\n   result.addAll(elements)\n   return result\n}\n\n/**\n * Returns a set containing all elements of the original set and the given [elements] collection,\n * which aren't already in this set.\n * The returned set preserves the element iteration order of the original set.\n */\npublic operator fun <T> Set<T>.plus(elements: Iterable<T>): Set<T> {\n   val result = LinkedHashSet<T>(mapCapacity(elements.collectionSizeOrNull()?.let { this.size + it } ?: this.size * 2))\n   result.addAll(this)\n   result.addAll(elements)\n   return result\n}\n\n/**\n * Returns a set containing all elements of the original set and the given [elements] sequence,\n * which aren't already in this set.\n * \n * The returned set preserves the element iteration order of the original set.\n */\npublic operator fun <T> Set<T>.plus(elements: Sequence<T>): Set<T> {\n   val result = LinkedHashSet<T>(mapCapacity(this.size * 2))\n   result.addAll(this)\n   result.addAll(elements)\n   return result\n}\n\n/**\n * Returns a set containing all elements of the original set and then the given [element] if it isn't already in this set.\n * \n * The returned set preserves the element iteration order of the original set.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Set<T>.plusElement(element: T): Set<T> {\n   return plus(element)\n}\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license \n * that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"StringsKt\")\n\npackage kotlin.text\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\nimport kotlin.*\nimport kotlin.text.*\nimport kotlin.comparisons.*\n\n/**\n * Returns a character at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this char sequence.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.elementAt(index: Int): Char {\n   return get(index)\n}\n\n/**\n * Returns a character at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this char sequence.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.elementAtOrElse(index: Int, defaultValue: (Int) -> Char): Char {\n   return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns a character at the given [index] or `null` if the [index] is out of bounds of this char sequence.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.elementAtOrNull(index: Int): Char? {\n   return this.getOrNull(index)\n}\n\n/**\n * Returns the first character matching the given [predicate], or `null` if no such character was found.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.find(predicate: (Char) -> Boolean): Char? {\n   return firstOrNull(predicate)\n}\n\n/**\n * Returns the last character matching the given [predicate], or `null` if no such character was found.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.findLast(predicate: (Char) -> Boolean): Char? {\n   return lastOrNull(predicate)\n}\n\n/**\n * Returns first character.\n * @throws [NoSuchElementException] if the char sequence is empty.\n */\npublic fun CharSequence.first(): Char {\n   if (isEmpty())\n   throw NoSuchElementException(\"Char sequence is empty.\")\n   return this[0]\n}\n\n/**\n * Returns the first character matching the given [predicate].\n * @throws [NoSuchElementException] if no such character is found.\n */\npublic inline fun CharSequence.first(predicate: (Char) -> Boolean): Char {\n   for (element in this) if (predicate(element)) return element\n   throw NoSuchElementException(\"Char sequence contains no character matching the predicate.\")\n}\n\n/**\n * Returns the first character, or `null` if the char sequence is empty.\n */\npublic fun CharSequence.firstOrNull(): Char? {\n   return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first character matching the given [predicate], or `null` if character was not found.\n */\npublic inline fun CharSequence.firstOrNull(predicate: (Char) -> Boolean): Char? {\n   for (element in this) if (predicate(element)) return element\n   return null\n}\n\n/**\n * Returns a

character at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this char sequence.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.getOrElse(index: Int, defaultValue: (Int) -> Char): Char {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns a character at the given [index] or `null` if the [index] is out of bounds of this char sequence.\n */\npublic fun CharSequence.getOrNull(index: Int): Char? {\n return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns index of the first character matching the given [predicate], or -1 if the char sequence does not contain such character.\n */\npublic inline fun CharSequence.indexOfFirst(predicate: (Char) -> Boolean): Int {\n for (index in indices) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the last character matching the given [predicate], or -1 if the char sequence does not contain such character.\n */\npublic inline fun CharSequence.indexOfLast(predicate: (Char) -> Boolean): Int {\n for (index in indices.reversed()) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns the last character.\n * @throws [NoSuchElementException] if the char sequence is empty.\n */\npublic fun CharSequence.last(): Char {\n if (isEmpty())\n throw NoSuchElementException(\"Char sequence is empty.\")\n return this[lastIndex]\n}\n\n/**\n * Returns the last character matching the given [predicate].\n * @throws [NoSuchElementException] if no such character is found.\n */\npublic inline fun CharSequence.last(predicate: (Char) -> Boolean): Char {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n throw NoSuchElementException(\"Char sequence contains no character matching the predicate.\")\n}\n\n/**\n * Returns the last character, or `null` if the char sequence is empty.\n */\npublic fun CharSequence.lastOrNull(): Char? {\n return if (isEmpty()) null else this[length - 1]\n}\n\n/**\n * Returns the last character matching the given [predicate], or `null` if no such character was found.\n */\npublic inline fun CharSequence.lastOrNull(predicate: (Char) -> Boolean): Char? {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n return null\n}\n\n/**\n * Returns the single character, or throws an exception if the char sequence is empty or has more than one character.\n */\npublic fun CharSequence.single(): Char {\n return when (length) {\n 0 -> throw NoSuchElementException(\"Char sequence is empty.\")\n 1 -> this[0]\n else -> throw IllegalArgumentException(\"Char sequence has more than one element.\")\n }\n}\n\n/**\n * Returns the single character matching the given [predicate], or throws exception if there is no or more than one matching character.\n */\npublic inline fun CharSequence.single(predicate: (Char) -> Boolean): Char {\n var single: Char? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) throw IllegalArgumentException(\"Char sequence contains more than one matching element.\")\n single = element\n found = true\n }\n }\n if (!found) throw NoSuchElementException(\"Char sequence contains no character matching the predicate.\")\n @Suppress(\"UNCHECKED_CAST\")\n return single as Char\n}\n\n/**\n * Returns single character, or `null` if the char sequence is empty or has more than one character.\n */\npublic fun CharSequence.singleOrNull(): Char? {\n return if (length == 1) this[0] else null\n}\n\n/**\n * Returns the single character matching the given [predicate], or `null` if character was not found or more than one character was found.\n */\npublic inline fun CharSequence.singleOrNull(predicate: (Char) -> Boolean): Char? {\n var single: Char? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) return null\n single = element\n found = true\n }\n }\n if (!found) return null\n return single\n}\n\n/**\n * Returns a subsequence of this char sequence with the first [n] characters removed.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun CharSequence.drop(n: Int): CharSequence {\n require(n >= 0) { \"Requested character count $n is less than zero.\" }\n return subSequence(n.coerceAtMost(length), length)\n}\n\n/**\n * Returns a string with the first [n] characters removed.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun String.drop(n: Int): String {\n require(n >= 0) { \"Requested character count $n is less than zero.\" }\n return substring(n.coerceAtMost(length))\n}\n\n/**\n

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 * Returns a subsequence of this char sequence with the last [n] characters removed.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun CharSequence.dropLast(n: Int):
CharSequence {\n    require(n >= 0) { \"Requested character count $n is less than zero.\" }\n    return take((length -
n).coerceAtLeast(0))\n}\n\n/**\n * Returns a string with the last [n] characters removed.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun String.dropLast(n: Int): String {\n    require(n
>= 0) { \"Requested character count $n is less than zero.\" }\n    return take((length -
n).coerceAtLeast(0))\n}\n\n/**\n * Returns a subsequence of this char sequence containing all characters except last
characters that satisfy the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic inline fun
CharSequence.dropLastWhile(predicate: (Char) -> Boolean): CharSequence {\n    for (index in
 lastIndex downTo 0)\n        if (!predicate(this[index]))\n            return subSequence(0, index + 1)\n    return
\"\"\n}\n\n/**\n * Returns a string containing all characters except last characters that satisfy the given [predicate].\n
* \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun
String.dropLastWhile(predicate: (Char) -> Boolean): String {\n    for (index in lastIndex downTo 0)\n        if
(!predicate(this[index]))\n            return substring(0, index + 1)\n    return \"\"\n}\n\n/**\n * Returns a subsequence
of this char sequence containing all characters except first characters that satisfy the given [predicate].\n * \n *
@sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun
CharSequence.dropWhile(predicate: (Char) -> Boolean): CharSequence {\n    for (index in this.indices)\n        if
(!predicate(this[index]))\n            return subSequence(index, length)\n    return \"\"\n}\n\n/**\n * Returns a string
 containing all characters except first characters that satisfy the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic inline fun String.dropWhile(predicate: (Char) ->
Boolean): String {\n    for (index in this.indices)\n        if (!predicate(this[index]))\n            return substring(index)\n
 return \"\"\n}\n\n/**\n * Returns a char sequence containing only those characters from the original char sequence
that match the given [predicate].\n */\npublic inline fun CharSequence.filter(predicate: (Char) -> Boolean):
CharSequence {\n    return filterTo(StringBuilder(), predicate)\n}\n\n/**\n * Returns a string containing only those
characters from the original string that match the given [predicate].\n */\npublic inline fun String.filter(predicate:
(Char) -> Boolean): String {\n    return filterTo(StringBuilder(), predicate).toString()\n}\n\n/**\n * Returns a char
sequence containing only those characters from the original char sequence
 that match the given [predicate].\n * @param [predicate] function that takes the index of a character and the
character itself\n * and returns the result of predicate evaluation on the character.\n */\npublic inline fun
CharSequence.filterIndexed(predicate: (index: Int, Char) -> Boolean): CharSequence {\n    return
filterIndexedTo(StringBuilder(), predicate)\n}\n\n/**\n * Returns a string containing only those characters from the
original string that match the given [predicate].\n * @param [predicate] function that takes the index of a character
and the character itself\n * and returns the result of predicate evaluation on the character.\n */\npublic inline fun
String.filterIndexed(predicate: (index: Int, Char) -> Boolean): String {\n    return filterIndexedTo(StringBuilder(),
predicate).toString()\n}\n\n/**\n * Appends all characters matching the given [predicate] to the given
[destination].\n * @param [predicate] function that takes the index of a character and the character itself\n
 * and returns the result of predicate evaluation on the character.\n */\npublic inline fun <C : Appendable>
CharSequence.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {\n    forEachIndexed {
index, element ->\n        if (predicate(index, element)) destination.append(element)\n    }\n    return
destination\n}\n\n/**\n * Returns a char sequence containing only those characters from the original char sequence
that do not match the given [predicate].\n */\npublic inline fun CharSequence.filterNot(predicate: (Char) ->
Boolean): CharSequence {\n    return filterNotTo(StringBuilder(), predicate)\n}\n\n/**\n * Returns a string
containing only those characters from the original string that do not match the given [predicate].\n */\npublic inline
fun String.filterNot(predicate: (Char) -> Boolean): String {\n    return filterNotTo(StringBuilder(),
predicate).toString()\n}\n\n/**\n * Appends all characters not matching the given [predicate] to the given
[destination].\n
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*/\npublic inline fun <C : Appendable> CharSequence.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {\n    for (element in this) if (!predicate(element)) destination.append(element)\n    return destination\n}\n\n/**\n * Appends all characters matching the given [predicate] to the given [destination].\n */\npublic inline fun <C : Appendable> CharSequence.filterTo(destination: C, predicate: (Char) -> Boolean): C {\n    for (index in 0 until length) {\n        val element = get(index)\n        if (predicate(element)) destination.append(element)\n    }\n    return destination\n}\n\n/**\n * Returns a char sequence containing characters of the original char sequence at the specified range of [indices].\n */\npublic fun CharSequence.slice(indices: IntRange): CharSequence {\n    if (indices.isEmpty()) return \"\"\n    return subSequence(indices)\n}\n\n/**\n * Returns a string containing characters of the original string at the specified range of [indices].\n */\npublic
 fun String.slice(indices: IntRange): String {\n    if (indices.isEmpty()) return \"\"\n    return substring(indices)\n}\n\n/**\n * Returns a char sequence containing characters of the original char sequence at specified [indices].\n */\npublic fun CharSequence.slice(indices: Iterable<Int>): CharSequence {\n    val size = indices.collectionSizeOrDefault(10)\n    if (size == 0) return \"\"\n    val result = StringBuilder(size)\n    for (i in indices) {\n        result.append(get(i))\n    }\n    return result\n}\n\n/**\n * Returns a string containing characters of the original string at specified [indices].\n */\n@kotlin.internal.InlineOnly\npublic inline fun String.slice(indices: Iterable<Int>): String {\n    return (this as CharSequence).slice(indices).toString()\n}\n\n/**\n * Returns a subsequence of this char sequence containing the first [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.\n * \n * @sample samples.collections.Collections.Transformations.take\n
 */\npublic fun CharSequence.take(n: Int): CharSequence {\n    require(n >= 0) { \"Requested character count $n is less than zero.\" }\n    return subSequence(0, n.coerceAtMost(length))\n}\n\n/**\n * Returns a string containing the first [n] characters from this string, or the entire string if this string is shorter.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun String.take(n: Int): String {\n    require(n >= 0) { \"Requested character count $n is less than zero.\" }\n    return substring(0, n.coerceAtMost(length))\n}\n\n/**\n * Returns a subsequence of this char sequence containing the last [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun CharSequence.takeLast(n: Int): CharSequence {\n    require(n >= 0) { \"Requested character count $n is less than zero.\" }\n    val length = length\n    return subSequence(length - n.coerceAtMost(length), length)\n}\n\n/**\n * Returns a string containing the last [n] characters from this string, or the entire string if this string is shorter.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun String.takeLast(n: Int): String {\n    require(n >= 0) { \"Requested character count $n is less than zero.\" }\n    val length = length\n    return substring(length - n.coerceAtMost(length))\n}\n\n/**\n * Returns a subsequence of this char sequence containing last characters that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun CharSequence.takeLastWhile(predicate: (Char) -> Boolean): CharSequence {\n    for (index in lastIndex downTo 0) {\n        if (!predicate(this[index])) {\n            return subSequence(index + 1, length)\n        }\n    }\n    return subSequence(0, length)\n}\n\n/**\n * Returns a string containing last characters
 that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n
 */\npublic inline fun String.takeLastWhile(predicate: (Char) -> Boolean): String {\n    for (index in lastIndex downTo 0) {\n        if (!predicate(this[index])) {\n            return substring(index + 1)\n        }\n    }\n    return this\n}\n\n/**\n * Returns a subsequence of this char sequence containing the first characters that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun CharSequence.takeWhile(predicate: (Char) -> Boolean): CharSequence {\n    for (index in 0 until length)\n        if (!predicate(get(index))) {\n            return subSequence(0, index)\n        }\n    return subSequence(0, length)\n}\n\n/**\n * Returns a string containing the first characters that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun
 String.takeWhile(predicate: (Char) -> Boolean): String {\n    for (index in 0 until length)\n        if (!predicate(get(index))) {\n            return substring(0, index)\n        }\n    return this\n}\n\n/**\n * Returns a char sequence with characters in reversed order.\n */\npublic fun CharSequence.reversed(): CharSequence {\n    return
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StringBuilder(this).reverse()\n}\n\n/**\n * Returns a string with characters in reversed order.\n */\n@kotlin.internal.InlineOnly\npublic inline fun String.reversed(): String {\n   return (this as CharSequence).reversed().toString()\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to characters of the given char sequence.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original char sequence.\n */\npublic inline fun <K, V> CharSequence.associate(transform: (Char) -> Pair<K, V>): Map<K, V>
{\n   val capacity = mapCapacity(length).coerceAtLeast(16)\n   return associateTo(LinkedHashMap<K, V>(capacity), transform)\n}\n\n/**\n * Returns a [Map] containing the characters from the given char sequence indexed by the key\n * returned from [keySelector] function applied to each character.\n * \n * If any two characters would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original char sequence.\n */\npublic inline fun <K> CharSequence.associateBy(keySelector: (Char) -> K): Map<K, Char> {\n   val capacity = mapCapacity(length).coerceAtLeast(16)\n   return associateByTo(LinkedHashMap<K, Char>(capacity), keySelector)\n}\n\n/**\n * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to characters of the given char sequence.\n * \n * If any two characters would have the same key returned by [keySelector] the last one gets
added to the map.\n * \n * The returned map preserves the entry iteration order of the original char sequence.\n */\npublic inline fun <K, V> CharSequence.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {\n   val capacity = mapCapacity(length).coerceAtLeast(16)\n   return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each character of the given char sequence\n * and value is the character itself.\n * \n * If any two characters would have the same key returned by [keySelector] the last one gets added to the map.\n */\npublic inline fun <K, M : MutableMap<in K, in Char>> CharSequence.associateByTo(destination: M, keySelector: (Char) -> K): M {\n   for (element in this) {\n   destination.put(keySelector(element), element)\n   }\n   return destination\n}\n\n/**\n * Populates
and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to characters of the given char sequence.\n * \n * If any two characters would have the same key returned by [keySelector] the last one gets added to the map.\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> CharSequence.associateByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {\n   for (element in this) {\n   destination.put(keySelector(element), valueTransform(element))\n   }\n   return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each character of the given char sequence.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> CharSequence.associateTo(destination:
M, transform: (Char) -> Pair<K, V>): M {\n   for (element in this) {\n   destination += transform(element)\n   }\n   return destination\n}\n\n/**\n * Appends all characters to the given [destination] collection.\n */\npublic fun <C : MutableCollection<in Char>> CharSequence.toCollection(destination: C): C {\n   for (item in this) {\n   destination.add(item)\n   }\n   return destination\n}\n\n/**\n * Returns a [HashSet] of all characters.\n */\npublic fun CharSequence.toHashSet(): HashSet<Char> {\n   return toCollection(HashSet<Char>(mapCapacity(length)))\n}\n\n/**\n * Returns a [List] containing all characters.\n */\npublic fun CharSequence.toList(): List<Char> {\n   return when (length) {\n   0 -> emptyList()\n   1 -> listOf(this[0])\n   else -> this.toMutableList()\n   }\n}\n\n/**\n * Returns a [MutableList] filled with all characters of this char sequence.\n */\npublic fun CharSequence.toMutableList(): MutableList<Char> {\n   return
toCollection(ArrayList<Char>(length))\n}\n\n/**\n * Returns a [Set] of all characters.\n * \n * The returned set preserves the element iteration order of the original char sequence.\n */\npublic fun CharSequence.toSet(): Set<Char> {\n   return when (length) {\n   0 -> emptySet()\n   1 -> setOf(this[0])\n   else ->

toCollection(LinkedHashSet<Char>(mapCapacity(length)))\n }\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each character of original char sequence.\n */\npublic inline fun <R> CharSequence.flatMap(transform: (Char) -> Iterable<R>): List<R> {\n return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each character of original char sequence, to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> CharSequence.flatMapTo(destination: C, transform: (Char) -> Iterable<R>): C {\n
for (element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Groups characters of the original char sequence by the key returned by the given [keySelector] function\n * applied to each character and returns a map where each group key is associated with a list of corresponding characters.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original char sequence.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K> CharSequence.groupBy(keySelector: (Char) -> K): Map<K, List<Char>> {\n return groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each character of the original char sequence\n * by the key returned by the given [keySelector] function applied to the character\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original char sequence.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V> CharSequence.groupBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, List<V>> {\n return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups characters of the original char sequence by the key returned by the given [keySelector] function\n * applied to each character and puts to the [destination] map each group key associated with a list of corresponding characters.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K, M : MutableMap<in K, MutableList<Char>>> CharSequence.groupByTo(destination: M, keySelector: (Char) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<Char>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each character of the original char sequence\n * by the key returned by the given [keySelector] function applied to the character\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> CharSequence.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return destination\n}\n\n/**\n * Creates a [Grouping] source
from a char sequence to be used later with one of group-and-fold operations\n * using the specified [keySelector] function to extract a key from each character.\n * \n * @sample samples.collections.Collections.Transformations.groupingByEachCount\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <K> CharSequence.groupingBy(crossinline keySelector: (Char) -> K): Grouping<Char, K> {\n return object : Grouping<Char, K> {\n override fun sourceIterator(): Iterator<Char> = this@groupingBy.iterator()\n override fun keyOf(element: Char): K = keySelector(element)\n }\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each character in the original char sequence.\n */\npublic inline fun <R> CharSequence.map(transform: (Char) -> R): List<R> {\n return mapTo(ArrayList<R>(length), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each character and its index in the
original char sequence.\n * @param [transform] function that takes the index of a character and the character itself\n * and returns the result of the transform applied to the character.\n */\npublic inline fun <R>

CharSequence.mapIndexed(transform: (index: Int, Char) -> R): List<R> {\n   return mapIndexedTo(ArrayList<R>(length), transform)\n}\n\n/**\n * Returns a list containing only the non-null results of applying the given [transform] function\n * to each character and its index in the original char sequence.\n * @param [transform] function that takes the index of a character and the character itself\n * and returns the result of the transform applied to the character.\n */\npublic inline fun <R : Any> CharSequence.mapIndexedNotNull(transform: (index: Int, Char) -> R?): List<R> {\n   return mapIndexedNotNullTo(ArrayList<R>(), transform)\n}\n\n/**\n * Applies the given [transform] function to each character and its index in the original char sequence\n * and appends only the non-null results to the given [destination].\n * @param [transform] function that takes the index of a character and the character itself\n * and returns the result of the transform applied to the character.\n */\npublic inline fun <R : Any, C : MutableCollection<in R>> CharSequence.mapIndexedNotNullTo(destination: C, transform: (index: Int, Char) -> R?): C {\n   forEachIndexed { index, element -> transform(index, element)?.let { destination.add(it) } }\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each character and its index in the original char sequence\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of a character and the character itself\n * and returns the result of the transform applied to the character.\n */\npublic inline fun <R, C : MutableCollection<in R>> CharSequence.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C {\n   var index = 0\n   for (item in this)\n   destination.add(transform(index++, item))\n   return destination\n}\n\n/**\n * Returns a list containing only the non-null results of applying the given [transform] function\n * to each character in the original char sequence.\n */\npublic inline fun <R : Any> CharSequence.mapNotNull(transform: (Char) -> R?): List<R> {\n   return mapNotNullTo(ArrayList<R>(), transform)\n}\n\n/**\n * Applies the given [transform] function to each character in the original char sequence\n * and appends only the non-null results to the given [destination].\n */\npublic inline fun <R : Any, C : MutableCollection<in R>> CharSequence.mapNotNullTo(destination: C, transform: (Char) -> R?): C {\n   forEach { element -> transform(element)?.let { destination.add(it) } }\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each character of the original char sequence\n * and appends the results to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> CharSequence.mapTo(destination:
C, transform: (Char) -> R): C {\n   for (item in this)\n   destination.add(transform(item))\n   return destination\n}\n\n/**\n * Returns a lazy [Iterable] of [IndexedValue] for each character of the original char sequence.\n */\npublic fun CharSequence.withIndex(): Iterable<IndexedValue<Char>> {\n   return IndexingIterable { iterator() }\n}\n\n/**\n * Returns `true` if all characters match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\npublic inline fun CharSequence.all(predicate: (Char) -> Boolean): Boolean {\n   for (element in this) if (!predicate(element)) return false\n   return true\n}\n\n/**\n * Returns `true` if char sequence has at least one character.\n * \n * @sample samples.collections.Collections.Aggregates.any\n */\npublic fun CharSequence.any(): Boolean {\n   return !isEmpty()\n}\n\n/**\n * Returns `true` if at least one character matches the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n
*/\npublic inline fun CharSequence.any(predicate: (Char) -> Boolean): Boolean {\n   for (element in this) if (predicate(element)) return true\n   return false\n}\n\n/**\n * Returns the length of this char sequence.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.count(): Int {\n   return length\n}\n\n/**\n * Returns the number of characters matching the given [predicate].\n */\npublic inline fun CharSequence.count(predicate: (Char) -> Boolean): Int {\n   var count = 0\n   for (element in this) if (predicate(element)) count++\n   return count\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each character.\n */\npublic inline fun <R> CharSequence.fold(initial: R, operation: (acc: R, Char) -> R): R {\n   var accumulator = initial\n   for (element in this) accumulator = operation(accumulator, element)\n   return accumulator\n}\n\n/**\n
* Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each character with its index in the original char sequence.\n * @param [operation] function

that takes the index of a character, current accumulator value\n * and the character itself, and calculates the next accumulator value.\n */\npublic inline fun <R> CharSequence.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {\n   var index = 0\n   var accumulator = initial\n   for (element in this) accumulator = operation(index++, accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left to each character and current accumulator value.\n */\npublic inline fun <R> CharSequence.foldRight(initial: R, operation: (Char, acc: R) -> R): R {\n   var index = lastIndex\n   var accumulator = initial\n   while (index >= 0) {\n   accumulator = operation(get(index--), accumulator)\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each character with its index in the original char sequence and current accumulator value.\n * @param [operation] function that takes the index of a character, the character itself\n * and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <R> CharSequence.foldRightIndexed(initial: R, operation: (index: Int, Char, acc: R) -> R): R {\n   var index = lastIndex\n   var accumulator = initial\n   while (index >= 0) {\n   accumulator = operation(index, get(index), accumulator)\n   --index\n   }\n   return accumulator\n}\n\n/**\n * Performs the given [action] on each character.\n */\npublic inline fun CharSequence.forEach(action: (Char) -> Unit): Unit {\n   for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each character, providing sequential index with the character.\n * @param [action] function that takes the index of a character and the character itself\n * and performs the desired action on the character.\n */\npublic inline fun CharSequence.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {\n   var index = 0\n   for (item in this) action(index++, item)\n}\n\n/**\n * Returns the largest character or `null` if there are no characters.\n */\npublic fun CharSequence.max(): Char? {\n   if (isEmpty()) return null\n   var max = this[0]\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   if (max < e) max = e\n   }\n   return max\n}\n\n/**\n * Returns the first character yielding the largest value of the given function or `null` if there are no characters.\n */\npublic inline fun <R : Comparable<R>> CharSequence.maxBy(selector: (Char) -> R): Char? {\n   if (isEmpty()) return null\n   var maxElem = this[0]\n   var maxValue = selector(maxElem)\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   val v = selector(e)\n   if (maxValue < v) {\n   maxElem = e\n   maxValue = v\n   }\n   }\n   return maxElem\n}\n\n/**\n * Returns the first character having the largest value according to the provided [comparator] or `null` if there are no characters.\n */\npublic fun CharSequence.maxWith(comparator: Comparator<in Char>): Char? {\n   if (isEmpty()) return null\n   var max = this[0]\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   if (comparator.compare(max, e) < 0) max = e\n   }\n   return max\n}\n\n/**\n * Returns the smallest character or `null` if there are no characters.\n */\npublic fun CharSequence.min(): Char? {\n   if (isEmpty()) return null\n   var min = this[0]\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   if (min > e) min = e\n   }\n   return min\n}\n\n/**\n * Returns the first character yielding the smallest value of the given function or `null` if there are no characters.\n */\npublic inline fun <R : Comparable<R>> CharSequence.minBy(selector: (Char) -> R): Char? {\n   if (isEmpty()) return null\n   var minElem = this[0]\n   var minValue = selector(minElem)\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   val v = selector(e)\n   if (minValue > v) {\n   minElem = e\n   minValue = v\n   }\n   }\n   return minElem\n}\n\n/**\n * Returns the first character having the smallest value according to the provided [comparator] or `null` if there are no characters.\n */\npublic fun CharSequence.minWith(comparator: Comparator<in Char>): Char? {\n   if (isEmpty()) return null\n   var min = this[0]\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   if (comparator.compare(min, e) > 0) min = e\n   }\n   return min\n}\n\n/**\n * Returns `true` if the char sequence has no characters.\n * \n * @sample samples.collections.Collections.Aggregates.none\n */\npublic fun CharSequence.none(): Boolean {\n   return isEmpty()\n}\n\n/**\n * Returns `true` if no characters match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun CharSequence.none(predicate: (Char) -> Boolean): Boolean {\n   for (element in this) if (predicate(element)) return false\n   return true\n}\n\n/**\n * Performs the given [action] on each character and returns the char sequence itself afterwards.\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <S : CharSequence> S.onEach(action: (Char) -> Unit): S

{\n   return apply { for (element in this) action(element) }\n}\n\n/**\n * Accumulates value starting with the first character and applying [operation] from left to right to current accumulator value and each character.\n */\npublic inline fun CharSequence.reduce(operation: (acc: Char, Char) -> Char): Char {\n   if (isEmpty())\n   throw UnsupportedOperationException(\"Empty char sequence can't be reduced.\")\n   var accumulator = this[0]\n   for (index in 1..lastIndex) {\n   accumulator = operation(accumulator, this[index])\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with the first character and applying [operation] from left to right\n * to current accumulator value and each character with its index in the original char sequence.\n * @param [operation] function that takes the index of a character, current accumulator value\n * and the character itself and calculates the next accumulator value.\n */\npublic inline fun CharSequence.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {\n   if (isEmpty())\n   throw UnsupportedOperationException(\"Empty char sequence can't be reduced.\")\n   var accumulator = this[0]\n   for (index in 1..lastIndex) {\n   accumulator = operation(index, accumulator, this[index])\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with last character and applying [operation] from right to left to each character
 and current accumulator value.\n */\npublic inline fun CharSequence.reduceRight(operation: (Char, acc: Char) -> Char): Char {\n   var index = lastIndex\n   if (index < 0) throw UnsupportedOperationException(\"Empty char sequence can't be reduced.\")\n   var accumulator = get(index--)\n   while (index >= 0) {\n   accumulator = operation(get(index--), accumulator)\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with last character and applying [operation] from right to left\n * to each character with its index in the original char sequence and current accumulator value.\n * @param [operation] function that takes the index of a character, the character itself\n * and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun CharSequence.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {\n   var index = lastIndex\n   if (index < 0) throw UnsupportedOperationException(\"Empty char sequence can't
 be reduced.\")\n   var accumulator = get(index--)\n   while (index >= 0) {\n   accumulator = operation(index, get(index), accumulator)\n   --index\n   }\n   return accumulator\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.\n */\npublic inline fun CharSequence.sumBy(selector: (Char) -> Int): Int {\n   var sum: Int = 0\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.\n */\npublic inline fun CharSequence.sumByDouble(selector: (Char) -> Double): Double {\n   var sum: Double = 0.0\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Splits this char sequence into a list of strings each not exceeding the given [size].\n * \n * The last string in the resulting list may have less characters than the
 given [size].\n * \n * @param size the number of elements to take in each string, must be positive and can be greater than the number of elements in this char sequence.\n * \n * @sample samples.collections.Collections.Transformations.chunked\n */\n@SinceKotlin(\"1.2\")\npublic fun CharSequence.chunked(size: Int): List<String> {\n   return windowed(size, size, partialWindows = true)\n}\n\n/**\n * Splits this char sequence into several char sequences each not exceeding the given [size]\n * and applies the given [transform] function to an each.\n * \n * @return list of results of the [transform] applied to an each char sequence.\n * \n * Note that the char sequence passed to the [transform] function is ephemeral and is valid only inside that function.\n * You should not store it or allow it to escape in some way, unless you made a snapshot of it.\n * The last char sequence may have less characters than the given [size].\n * \n * @param size the number of elements to take in each char
 sequence, must be positive and can be greater than the number of elements in this char sequence.\n * \n * @sample samples.text.Strings.chunkedTransform\n */\n@SinceKotlin(\"1.2\")\npublic fun <R> CharSequence.chunked(size: Int, transform: (CharSequence) -> R): List<R> {\n   return windowed(size, size, partialWindows = true, transform = transform)\n}\n\n/**\n * Splits this char sequence into a sequence of strings each not exceeding the given [size].\n * \n * The last string in the resulting sequence may have less characters than the given [size].\n * \n * @param size the number of elements to take in each string, must be positive and can be greater than the number of elements in this char sequence.\n * \n * @sample samples.collections.Collections.Transformations.chunked\n

*/\n@SinceKotlin(\"1.2\")\npublic fun CharSequence.chunkedSequence(size: Int): Sequence<String> {\n return chunkedSequence(size) { it.toString() }\n}\n\n/**\n * Splits this char sequence into several char sequences each not exceeding the given [size]\n * and applies the given [transform] function to an each.\n * \n * @return sequence of results of the [transform] applied to an each char sequence.\n * \n * Note that the char sequence passed to the [transform] function is ephemeral and is valid only inside that function.\n * You should not store it or allow it to escape in some way, unless you made a snapshot of it.\n * The last char sequence may have less characters than the given [size].\n * \n * @param size the number of elements to take in each char sequence, must be positive and can be greater than the number of elements in this char sequence.\n * \n * @sample samples.text.Strings.chunkedTransformToSequence\n */\n@SinceKotlin(\"1.2\")\npublic fun <R> CharSequence.chunkedSequence(size: Int, transform: (CharSequence) -> R): Sequence<R> {\n return windowedSequence(size, size, partialWindows = true, transform = transform)\n}\n\n/**\n * Splits the original char sequence into pair of char sequences,\n * where *first* char sequence contains characters for which [predicate] yielded `true`,\n * while *second* char sequence contains characters for which [predicate] yielded `false`.\n */\npublic inline fun CharSequence.partition(predicate: (Char) -> Boolean): Pair<CharSequence, CharSequence> {\n val first = StringBuilder()\n val second = StringBuilder()\n for (element in this) {\n if (predicate(element)) {\n first.append(element)\n } else {\n second.append(element)\n }\n }\n return Pair(first, second)\n}\n\n/**\n * Splits the original string into pair of strings,\n * where *first* string contains characters for which [predicate] yielded `true`,\n * while *second* string contains characters for which [predicate] yielded `false`.\n */\npublic inline fun String.partition(predicate: (Char) -> Boolean): Pair<String, String> {\n val first = StringBuilder()\n val second = StringBuilder()\n for (element in this) {\n if (predicate(element)) {\n first.append(element)\n } else {\n second.append(element)\n }\n }\n return Pair(first.toString(), second.toString())\n}\n\n/**\n * Returns a list of snapshots of the window of the given [size]\n * sliding along this char sequence with the given [step], where each\n * snapshot is a string.\n * \n * Several last strings may have less characters than the given [size].\n * \n * Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.\n * @param size the number of elements to take in each window\n * @param step the number of elements to move the window forward by on an each step, by default 1\n * @param partialWindows controls whether or not to keep partial windows in the end if any,\n * by default `false` which means partial windows won't be preserved\n * \n * @sample samples.collections.Sequences.Transformations.takeWindows\n */\n@SinceKotlin(\"1.2\")\npublic fun CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): List<String> {\n return windowed(size, step, partialWindows) { it.toString() }\n}\n\n/**\n * Returns a list of results of applying the given [transform] function to\n * an each char sequence representing a view over the window of the given [size]\n * sliding along this char sequence with the given [step].\n * \n * Note that the char sequence passed to the [transform] function is ephemeral and is valid only inside that function.\n * You should not store it or allow it to escape in some way, unless you made a snapshot of it.\n * Several last char sequences may have less characters than the given [size].\n * \n * Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.\n * @param size the number of elements to take in each window\n * @param step the number of elements to move the window forward by on an each step, by default 1\n * @param partialWindows controls whether or not to keep partial windows in the end if any,\n * by default `false` which means partial windows won't be preserved\n * \n * @sample samples.collections.Sequences.Transformations.averageWindows\n */\n@SinceKotlin(\"1.2\")\npublic fun <R> CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): List<R> {\n checkWindowSizeStep(size, step)\n val thisSize = this.length\n val result = ArrayList<R>((thisSize + step - 1) / step)\n var index = 0\n while (index < thisSize) {\n val end = index + size\n val coercedEnd = if (end > thisSize) { if (partialWindows) thisSize else break } else end\n result.add(transform(subSequence(index, coercedEnd)))\n index += step\n }\n return result\n}\n\n/**\n * Returns a sequence of snapshots of the window of the given [size]\n * sliding along this char

sequence with the given [step], where each\n * snapshot is a string.\n * \n * Several last strings may have less characters than the given [size].\n * \n * Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.\n * @param size the number of elements to take in each window\n * @param step the number of elements to move the window forward by on an each step, by default 1\n * @param partialWindows controls whether or not to keep partial windows in the end if any,\n * by default `false` which means partial windows won't be preserved\n * \n * @sample samples.collections.Sequences.Transformations.takeWindows\n */\n@SinceKotlin(\"1.2\")\npublic fun CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false): Sequence<String> {\n return windowedSequence(size, step, partialWindows) { it.toString() }\n}\n\n/**\n * Returns a sequence of results of applying the given [transform] function to\n * an each char sequence representing a view over the window of the given [size]\n * sliding along this char sequence with the given [step].\n * \n * Note that the char sequence passed to the [transform] function is ephemeral and is valid only inside that function.\n * You should not store it or allow it to escape in some way, unless you made a snapshot of it.\n * Several last char sequences may have less characters than the given [size].\n * \n * Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.\n * @param size the number of elements to take in each window\n * @param step the number of elements to move the window forward by on an each step, by default 1\n * @param partialWindows controls whether or not to keep partial windows in the end if any,\n * by default `false` which means partial windows won't be preserved\n * \n * @sample samples.collections.Sequences.Transformations.averageWindows\n */\n@SinceKotlin(\"1.2\")\npublic fun <R> CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): Sequence<R> {\n checkWindowSizeStep(size, step)\n val windows = (if (partialWindows) indices else 0 until length - size + 1) step step\n return windows.asSequence().map { index -> transform(subSequence(index, (index + size).coerceAtMost(length))) }\n}\n\n/**\n * Returns a list of pairs built from the characters of `this` and the [other] char sequences with the same index\n * The returned list has length of the shortest char sequence.\n * \n * @sample samples.text.Strings.zip\n */\npublic infix fun CharSequence.zip(other: CharSequence): List<Pair<Char, Char>> {\n return zip(other) { c1, c2 -> c1 to c2 }\n}\n\n/**\n * Returns a list of values built from the characters of `this` and the [other] char sequences with the same index\n * using the provided [transform] function applied to each pair of characters.\n * The returned list has length of the shortest char sequence.\n * \n * @sample samples.text.Strings.zipWithTransform\n */\npublic inline fun <V> CharSequence.zip(other: CharSequence, transform: (a: Char, b: Char) -> V): List<V> {\n val length = minOf(this.length, other.length)\n val list = ArrayList<V>(length)\n for (i in 0 until length) {\n list.add(transform(this[i], other[i]))\n }\n return list\n}\n\n/**\n * Returns a list of pairs of each two adjacent characters in this char sequence.\n * \n * The returned list is empty if this char sequence contains less than two characters.\n * \n * @sample samples.collections.Collections.Transformations.zipWithNext\n */\n@SinceKotlin(\"1.2\")\npublic fun CharSequence.zipWithNext(): List<Pair<Char, Char>> {\n return zipWithNext { a, b -> a to b }\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to an each pair of two adjacent characters in this char sequence.\n * \n * The returned list is empty if this char sequence contains less than two characters.\n * \n * @sample samples.collections.Collections.Transformations.zipWithNextToFindDeltas\n */\n@SinceKotlin(\"1.2\")\npublic inline fun <R> CharSequence.zipWithNext(transform: (a: Char, b: Char) -> R): List<R> {\n val size = length - 1\n if (size < 1) return emptyList()\n val result = ArrayList<R>(size)\n for (index in 0 until size) {\n result.add(transform(this[index], this[index + 1]))\n }\n return result\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original char sequence returning its characters when being iterated.\n */\npublic fun CharSequence.asIterable(): Iterable<Char> {\n if (this is String && isEmpty()) return emptyList()\n return Iterable { this.iterator() }\n}\n\n/**\n * Creates a [Sequence] instance that wraps the original char sequence returning its characters when being iterated.\n */\npublic fun CharSequence.asSequence(): Sequence<Char> {\n if (this is String && isEmpty()) return emptySequence()\n return Sequence { this.iterator() }\n}\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o.

Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"StringsKt\")\n\n\npackage kotlin.text\n\nimport kotlin.*\nimport kotlin.comparisons.*\nimport kotlin.internal.contracts.*\n\n\n/**\n * Returns a sub sequence of this char sequence having leading and trailing characters matching the [predicate] removed.\n */\npublic inline fun CharSequence.trim(predicate: (Char) -> Boolean): CharSequence {\n   var startIndex = 0\n   var endIndex = length - 1\n   var startFound = false\n\n   while (startIndex <= endIndex) {\n   val index = if (!startFound) startIndex else endIndex\n   val match = predicate(this[index])\n\n   if (!startFound) {\n   if (!match)\n   startFound = true\n   else\n   startIndex += 1\n   } else {\n   if (!match)\n   break\n   else\n   endIndex -= 1\n   }\n   }\n\n   return subSequence(startIndex, endIndex + 1)\n}\n\n/**\n * Returns a string having leading and trailing characters matching the [predicate] removed.\n */\npublic inline fun String.trim(predicate: (Char) -> Boolean): String =\n   (this as CharSequence).trim(predicate).toString()\n\n/**\n * Returns a sub sequence of this char sequence having leading characters matching the [predicate] removed.\n */\npublic inline fun CharSequence.trimStart(predicate: (Char) -> Boolean): CharSequence {\n   for (index in this.indices)\n   if (!predicate(this[index]))\n   return subSequence(index, length)\n\n   return \"\"\n}\n\n/**\n * Returns a string having leading characters matching the [predicate] removed.\n */\npublic inline fun String.trimStart(predicate: (Char) -> Boolean): String =\n   (this as CharSequence).trimStart(predicate).toString()\n\n/**\n * Returns a sub sequence of this char sequence having trailing characters matching the [predicate]
removed.\n */\npublic inline fun CharSequence.trimEnd(predicate: (Char) -> Boolean): CharSequence {\n   for (index in this.indices.reversed())\n   if (!predicate(this[index]))\n   return subSequence(0, index + 1)\n\n   return \"\"\n}\n\n/**\n * Returns a string having trailing characters matching the [predicate] removed.\n */\npublic inline fun String.trimEnd(predicate: (Char) -> Boolean): String =\n   (this as CharSequence).trimEnd(predicate).toString()\n\n/**\n * Returns a sub sequence of this char sequence having leading and trailing characters from the [chars] array removed.\n */\npublic fun CharSequence.trim(vararg chars: Char): CharSequence = trim { it in chars }\n\n/**\n * Returns a string having leading and trailing characters from the [chars] array removed.\n */\npublic fun String.trim(vararg chars: Char): String = trim { it in chars }\n\n/**\n * Returns a sub sequence of this char sequence having leading characters from the [chars] array removed.\n */\npublic fun CharSequence.trimStart(vararg chars: Char): CharSequence = trimStart { it in chars }\n\n/**\n * Returns a string having leading characters from the [chars] array removed.\n */\npublic fun String.trimStart(vararg chars: Char): String = trimStart { it in chars }\n\n/**\n * Returns a sub sequence of this char sequence having trailing characters from the [chars] array removed.\n */\npublic fun CharSequence.trimEnd(vararg chars: Char): CharSequence = trimEnd { it in chars }\n\n/**\n * Returns a string having trailing characters from the [chars] array removed.\n */\npublic fun String.trimEnd(vararg chars: Char): String = trimEnd { it in chars }\n\n/**\n * Returns a sub sequence of this char sequence having leading and trailing whitespace removed.\n */\npublic fun CharSequence.trim(): CharSequence = trim(Char::isWhitespace)\n\n/**\n * Returns a string having leading and trailing whitespace removed.\n */\n@kotlin.internal.InlineOnly\npublic inline fun String.trim(): String = (this as CharSequence).trim().toString()\n\n/**\n * Returns a sub sequence of this char sequence having leading whitespace removed.\n */\npublic fun CharSequence.trimStart(): CharSequence = trimStart(Char::isWhitespace)\n\n/**\n * Returns a string having leading whitespace removed.\n */\n@kotlin.internal.InlineOnly\npublic inline fun String.trimStart(): String = (this as CharSequence).trimStart().toString()\n\n/**\n * Returns a sub sequence of this char sequence having trailing whitespace removed.\n */\npublic fun CharSequence.trimEnd(): CharSequence = trimEnd(Char::isWhitespace)\n\n/**\n * Returns a string having trailing whitespace removed.\n */\n@kotlin.internal.InlineOnly\npublic inline fun String.trimEnd(): String = (this as CharSequence).trimEnd().toString()\n\n/**\n * Returns a char sequence with content of this char sequence padded at the beginning\n * to the specified [length] with the specified character or space.\n *\n * @param length the desired string length.\n * @param padChar the

character to pad string with, if it has length less than the [length] specified. Space is used by default.\n * @return Returns a char sequence of length at least [length] consisting of `this` char sequence prepended with [padChar] as many times\n * as are necessary to reach that length.\n */\npublic fun CharSequence.padStart(length: Int, padChar: Char = ' '): CharSequence {\n if (length < 0)\n throw IllegalArgumentException(\"Desired length $length is less than zero.\")\n if (length <= this.length)\n return this.subSequence(0, this.length)\n\n val sb = StringBuilder(length)\n for (i in 1..(length - this.length))\n sb.append(padChar)\n sb.append(this)\n return sb\n}\n\n/**\n * Pads the string to the specified [length] at the beginning with the specified character or space.\n *\n * @param length the desired string length.\n * @param padChar the character to pad string with, if it has length less than the [length] specified. Space is used by default.\n
* @return Returns a string of length at least [length] consisting of `this` string prepended with [padChar] as many times\n * as are necessary to reach that length.\n */\npublic fun String.padStart(length: Int, padChar: Char = ' '): String =\n (this as CharSequence).padStart(length, padChar).toString()\n\n/**\n * Returns a char sequence with content of this char sequence padded at the end\n * to the specified [length] with the specified character or space.\n *\n * @param length the desired string length.\n * @param padChar the character to pad string with, if it has length less than the [length] specified. Space is used by default.\n * @return Returns a char sequence of length at least [length] consisting of `this` char sequence appended with [padChar] as many times\n * as are necessary to reach that length.\n */\npublic fun CharSequence.padEnd(length: Int, padChar: Char = ' '): CharSequence {\n if (length < 0)\n throw IllegalArgumentException(\"Desired length $length
is less than zero.\")\n if (length <= this.length)\n return this.subSequence(0, this.length)\n\n val sb = StringBuilder(length)\n sb.append(this)\n for (i in 1..(length - this.length))\n sb.append(padChar)\n return sb\n}\n\n/**\n * Pads the string to the specified [length] at the end with the specified character or space.\n *\n * @param length the desired string length.\n * @param padChar the character to pad string with, if it has length less than the [length] specified. Space is used by default.\n * @return Returns a string of length at least [length] consisting of `this` string appended with [padChar] as many times\n * as are necessary to reach that length.\n */\npublic fun String.padEnd(length: Int, padChar: Char = ' '): String =\n (this as CharSequence).padEnd(length, padChar).toString()\n\n/**\n * Returns `true` if this nullable char sequence is either `null` or empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence?.isNullOrEmpty():
Boolean {\n contract {\n returns(false) implies (this@isNullOrEmpty != null)\n }\n\n return this == null || this.length == 0\n}\n\n/**\n * Returns `true` if this char sequence is empty (contains no characters).\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.isEmpty(): Boolean = length == 0\n\n/**\n * Returns `true` if this char sequence is not empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.isNotEmpty(): Boolean = length > 0\n\n// implemented differently in JVM and JS\n//public fun String.isBlank(): Boolean = length() == 0 || all { it.isWhitespace() }\n\n\n/**\n * Returns `true` if this char sequence is not empty and contains some characters except of whitespace characters.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.isNotBlank(): Boolean = !isBlank()\n\n/**\n * Returns `true` if this nullable char sequence is either `null` or empty or consists solely of whitespace characters.\n */\n@kotlin.internal.InlineOnly\npublic
inline fun CharSequence?.isNullOrBlank(): Boolean {\n contract {\n returns(false) implies (this@isNullOrBlank != null)\n }\n\n return this == null || this.isBlank()\n}\n\n/**\n * Iterator for characters of the given char sequence.\n */\npublic operator fun CharSequence.iterator(): CharIterator = object : CharIterator() {\n private var index = 0\n\n public override fun nextChar(): Char = get(index++)\n\n public override fun hasNext(): Boolean = index < length\n}\n\n/** Returns the string if it is not `null`, or the empty string otherwise.
*/\n@kotlin.internal.InlineOnly\npublic inline fun String?.orEmpty(): String = this ?: \"\"\n\n/**\n * Returns the range of valid character indices for this char sequence.\n */\npublic val CharSequence.indices: IntRange\n get() = 0..length - 1\n\n/**\n * Returns the index of the last character in the char sequence or -1 if it is empty.\n */\npublic val CharSequence.lastIndex: Int\n get() = this.length
- 1\n\n/**\n * Returns `true` if this CharSequence has Unicode surrogate pair at the specified [index].\n */\npublic fun CharSequence.hasSurrogatePairAt(index: Int): Boolean {\n return index in 0..length - 2\n &&

this[index].isHighSurrogate()\n && this[index + 1].isLowSurrogate()\n}\n\n/**\n * Returns a substring specified by the given [range] of indices.\n */\npublic fun String.substring(range: IntRange): String = substring(range.start, range.endInclusive + 1)\n\n/**\n * Returns a subsequence of this char sequence specified by the given [range] of indices.\n */\npublic fun CharSequence.subSequence(range: IntRange): CharSequence = subSequence(range.start, range.endInclusive + 1)\n\n/**\n * Returns a subsequence of this char sequence.\n *\n * This extension is chosen only for invocation with old-named parameters.\n * Replace parameter names with the same as those of [CharSequence.subSequence].\n */\n@kotlin.internal.InlineOnly\n@Suppress(\"EXTENSION_SHADOWED_BY_MEMBER\") // false warning\n@Deprecated(\"Use parameters named startIndex and endIndex.\", ReplaceWith(\"subSequence(startIndex = start, endIndex = end)\"))\npublic inline fun String.subSequence(start: Int, end: Int): CharSequence = subSequence(start, end)\n\n/**\n * Returns a substring of chars from a range of this char sequence starting at the [startIndex] and ending right before the [endIndex].\n *\n * @param startIndex the start index (inclusive).\n * @param endIndex the end index (exclusive). If not specified, the length of the char sequence is used.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.substring(startIndex: Int, endIndex: Int = length): String = subSequence(startIndex, endIndex).toString()\n\n/**\n * Returns a substring of chars at indices from the specified [range] of this char sequence.\n */\npublic fun CharSequence.substring(range: IntRange): String = subSequence(range.start, range.endInclusive + 1).toString()\n\n/**\n * Returns a substring before the first occurrence of [delimiter].\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.substringBefore(delimiter: Char, missingDelimiterValue: String = this): String {\n val index = indexOf(delimiter)\n return if (index == -1) missingDelimiterValue else substring(0, index)\n}\n\n/**\n * Returns a substring before the first occurrence of [delimiter].\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.substringBefore(delimiter: String, missingDelimiterValue: String = this): String {\n val index = indexOf(delimiter)\n return if (index == -1) missingDelimiterValue else substring(0, index)\n}\n\n/**\n * Returns a substring after the first occurrence of [delimiter].\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.substringAfter(delimiter: Char, missingDelimiterValue: String = this): String {\n val index = indexOf(delimiter)\n return if (index == -1) missingDelimiterValue else substring(index + 1, length)\n}\n\n/**\n * Returns a substring after the first occurrence of [delimiter].\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.substringAfter(delimiter: String, missingDelimiterValue: String = this): String {\n val index = indexOf(delimiter)\n return if (index == -1) missingDelimiterValue else substring(index + delimiter.length, length)\n}\n\n/**\n * Returns a substring before the last occurrence of [delimiter].\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.substringBeforeLast(delimiter: Char, missingDelimiterValue: String = this): String {\n val index = lastIndexOf(delimiter)\n return if (index == -1) missingDelimiterValue else substring(0, index)\n}\n\n/**\n * Returns a substring before the last occurrence of [delimiter].\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.substringBeforeLast(delimiter: String, missingDelimiterValue: String = this): String {\n val index = lastIndexOf(delimiter)\n return if (index == -1) missingDelimiterValue else substring(0, index)\n}\n\n/**\n * Returns a substring after the last occurrence of [delimiter].\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.substringAfterLast(delimiter: Char, missingDelimiterValue: String = this): String {\n val index = lastIndexOf(delimiter)\n return if (index == -1) missingDelimiterValue else substring(index + 1, length)\n}\n\n/**\n * Returns a substring after the last occurrence of [delimiter].\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.substringAfterLast(delimiter: String, missingDelimiterValue: String = this): String {\n val index = lastIndexOf(delimiter)\n return if (index == -1) missingDelimiterValue else substring(index + delimiter.length, length)\n}\n\n/**\n * Returns a char sequence with content of this char sequence where its part at

the given range\n * is replaced with the [replacement] char sequence.\n * @param startIndex the index of the first character to be replaced.\n * @param endIndex the index of the first character after the replacement to keep in the string.\n */\npublic fun CharSequence.replaceRange(startIndex: Int, endIndex: Int, replacement: CharSequence): CharSequence {\n if (endIndex < startIndex)\n throw IndexOutOfBoundsException(\"End index ($endIndex) is less than start index ($startIndex).\")\n val sb = StringBuilder()\n sb.append(this, 0, startIndex)\n sb.append(replacement)\n sb.append(this, endIndex, length)\n return sb\n}\n\n/**\n * Replaces the part of the string at the given range with the [replacement] char sequence.\n * @param startIndex the index of the first character to be replaced.\n * @param endIndex the index of the first character after the replacement to keep in the string.\n */\n@kotlin.internal.InlineOnly\npublic inline fun String.replaceRange(startIndex: Int, endIndex: Int, replacement: CharSequence): String =\n (this as CharSequence).replaceRange(startIndex, endIndex, replacement).toString()\n\n/**\n * Returns a char sequence with content of this char sequence where its part at the given [range]\n * is replaced with the [replacement] char sequence.\n *\n * The end index of the [range] is included in the part to be replaced.\n */\npublic fun CharSequence.replaceRange(range: IntRange, replacement: CharSequence): CharSequence =\n replaceRange(range.start, range.endInclusive
+ 1, replacement)\n\n/**\n * Replace the part of string at the given [range] with the [replacement] string.\n *\n * The end index of the [range] is included in the part to be replaced.\n */\n@kotlin.internal.InlineOnly\npublic inline fun String.replaceRange(range: IntRange, replacement: CharSequence): String =\n (this as CharSequence).replaceRange(range, replacement).toString()\n\n/**\n * Returns a char sequence with content of this char sequence where its part at the given range is removed.\n *\n * @param startIndex the index of the first character to be removed.\n * @param endIndex the index of the first character after the removed part to keep in the string.\n *\n * [endIndex] is not included in the removed part.\n */\npublic fun CharSequence.removeRange(startIndex: Int, endIndex: Int): CharSequence {\n if (endIndex < startIndex)\n throw IndexOutOfBoundsException(\"End index ($endIndex) is less than start index ($startIndex).\")\n\n if (endIndex == startIndex)\n return this.subSequence(0, length)\n\n val sb = StringBuilder(length - (endIndex - startIndex))\n sb.append(this, 0, startIndex)\n sb.append(this, endIndex, length)\n return sb\n}\n\n/**\n * Removes the part of a string at a given range.\n * @param startIndex the index of the first character to be removed.\n * @param endIndex the index of the first character after the removed part to keep in the string.\n *\n * [endIndex] is not included in the removed part.\n */\n@kotlin.internal.InlineOnly\npublic inline fun String.removeRange(startIndex: Int, endIndex: Int): String =\n (this as CharSequence).removeRange(startIndex, endIndex).toString()\n\n/**\n * Returns a char sequence with content of this char sequence where its part at the given [range] is removed.\n *\n * The end index of the [range] is included in the removed part.\n */\npublic fun CharSequence.removeRange(range: IntRange): CharSequence = removeRange(range.start, range.endInclusive + 1)\n\n/**\n * Removes
the part of a string at the given [range].\n *\n * The end index of the [range] is included in the removed part.\n */\n@kotlin.internal.InlineOnly\npublic inline fun String.removeRange(range: IntRange): String =\n (this as CharSequence).removeRange(range).toString()\n\n/**\n * If this char sequence starts with the given [prefix], returns a new char sequence\n * with the prefix removed. Otherwise, returns a new char sequence with the same characters.\n */\npublic fun CharSequence.removePrefix(prefix: CharSequence): CharSequence {\n if (startsWith(prefix)) {\n return subSequence(prefix.length, length)\n }\n return subSequence(0, length)\n}\n\n/**\n * If this string starts with the given [prefix], returns a copy of this string\n * with the prefix removed. Otherwise, returns this string.\n */\npublic fun String.removePrefix(prefix: CharSequence): String {\n if (startsWith(prefix)) {\n return substring(prefix.length)\n }\n return this\n}\n\n/**\n * If
this char sequence ends with the given [suffix], returns a new char sequence\n * with the suffix removed. Otherwise, returns a new char sequence with the same characters.\n */\npublic fun CharSequence.removeSuffix(suffix: CharSequence): CharSequence {\n if (endsWith(suffix)) {\n return subSequence(0, length - suffix.length)\n }\n return subSequence(0, length)\n}\n\n/**\n * If this string ends with the given [suffix], returns a copy of this string\n * with the suffix removed. Otherwise, returns this string.\n

*/\npublic fun String.removeSuffix(suffix: CharSequence): String {\n   if (endsWith(suffix)) {\n   return substring(0, length - suffix.length)\n   }\n   return this\n}\n\n/**\n * When this char sequence starts with the given [prefix] and ends with the given [suffix],\n * returns a new char sequence having both the given [prefix] and [suffix] removed.\n * Otherwise returns a new char sequence with the same characters.\n */\npublic fun CharSequence.removeSurrounding(prefix:
CharSequence, suffix: CharSequence): CharSequence {\n   if ((length >= prefix.length + suffix.length) && startsWith(prefix) && endsWith(suffix)) {\n   return subSequence(prefix.length, length - suffix.length)\n   }\n   return subSequence(0, length)\n}\n\n/**\n * Removes from a string both the given [prefix] and [suffix] if and only if\n * it starts with the [prefix] and ends with the [suffix].\n * Otherwise returns this string unchanged.\n */\npublic fun String.removeSurrounding(prefix: CharSequence, suffix: CharSequence): String {\n   if ((length >= prefix.length + suffix.length) && startsWith(prefix) && endsWith(suffix)) {\n   return substring(prefix.length, length - suffix.length)\n   }\n   return this\n}\n\n/**\n * When this char sequence starts with and ends with the given [delimiter],\n * returns a new char sequence having this [delimiter] removed both from the start and end.\n * Otherwise returns a new char sequence with the same characters.\n */\npublic
fun CharSequence.removeSurrounding(delimiter: CharSequence): CharSequence = removeSurrounding(delimiter, delimiter)\n\n/**\n * Removes the given [delimiter] string from both the start and the end of this string\n * if and only if it starts with and ends with the [delimiter].\n * Otherwise returns this string unchanged.\n */\npublic fun String.removeSurrounding(delimiter: CharSequence): String = removeSurrounding(delimiter, delimiter)\n\n/**\n * Replace part of string before the first occurrence of given delimiter with the [replacement] string.\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.replaceBefore(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {\n   val index = indexOf(delimiter)\n   return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)\n}\n\n/**\n * Replace part of string before the first occurrence of given
delimiter with the [replacement] string.\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.replaceBefore(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {\n   val index = indexOf(delimiter)\n   return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)\n}\n\n/**\n * Replace part of string after the first occurrence of given delimiter with the [replacement] string.\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.replaceAfter(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {\n   val index = indexOf(delimiter)\n   return if (index == -1) missingDelimiterValue else replaceRange(index + 1, length, replacement)\n}\n\n/**\n * Replace part of string after the first occurrence of given delimiter with
the [replacement] string.\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.replaceAfter(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {\n   val index = indexOf(delimiter)\n   return if (index == -1) missingDelimiterValue else replaceRange(index + delimiter.length, length, replacement)\n}\n\n/**\n * Replace part of string after the last occurrence of given delimiter with the [replacement] string.\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.replaceAfterLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {\n   val index = lastIndexOf(delimiter)\n   return if (index == -1) missingDelimiterValue else replaceRange(index + delimiter.length, length, replacement)\n}\n\n/**\n * Replace part of string after the last occurrence
of given delimiter with the [replacement] string.\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.replaceAfterLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {\n   val index = lastIndexOf(delimiter)\n   return if (index == -1) missingDelimiterValue else replaceRange(index + 1, length, replacement)\n}\n\n/**\n * Replace part of string before the last occurrence of given delimiter with the [replacement] string.\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.replaceBeforeLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {\n

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 val index = lastIndexOf(delimiter)\n    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)\n}\n\n/**\n * Replace part of string before the last occurrence
 of given delimiter with the [replacement] string.\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.replaceBeforeLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {\n    val index = lastIndexOf(delimiter)\n    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)\n}\n\n\n// public fun String.replace(oldChar: Char, newChar: Char, ignoreCase: Boolean): String // JVM- and JS-specific\n// public fun String.replace(oldValue: String, newValue: String, ignoreCase: Boolean): String // JVM- and JS-specific\n\n/**\n * Returns a new string obtained by replacing each substring of this char sequence that matches the given regular expression\n * with the given [replacement].\n *\n * The [replacement] can consist of any combination of literal text and $-substitutions. To treat the replacement string\n * literally escape it with
 the [kotlin.text.Regex.Companion.escapeReplacement] method.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.replace(regex: Regex, replacement: String): String = regex.replace(this, replacement)\n\n/**\n * Returns a new string obtained by replacing each substring of this char sequence that matches the given regular expression\n * with the result of the given function [transform] that takes [MatchResult] and returns a string to be used as a\n * replacement for that match.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.replace(regex: Regex, noinline transform: (MatchResult) -> CharSequence): String =\n    regex.replace(this, transform)\n\n/**\n * Replaces the first occurrence of the given regular expression [regex] in this char sequence with specified [replacement] expression.\n *\n * @param replacement A replacement expression that can include substitutions. See [Regex.replaceFirst] for details.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.replaceFirst(regex:
 Regex, replacement: String): String = regex.replaceFirst(this, replacement)\n\n\n/**\n * Returns `true` if this char sequence matches the given regular expression.\n */\n@kotlin.internal.InlineOnly\npublic inline infix fun CharSequence.matches(regex: Regex): Boolean = regex.matches(this)\n\n/**\n * Implementation of [regionMatches] for CharSequences.\n * Invoked when it's already known that arguments are not Strings, so that no additional type checks are performed.\n */\ninternal fun CharSequence.regionMatchesImpl(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean): Boolean {\n    if ((otherOffset < 0) || (thisOffset < 0) || (thisOffset > this.length - length) || (otherOffset > other.length - length)) {\n        return false\n    }\n\n    for (index in 0 until length) {\n        if (!this[thisOffset + index].equals(other[otherOffset + index], ignoreCase))\n            return false\n    }\n    return true\n}\n\n/**\n
 * Returns `true` if this char sequence starts with the specified character.\n */\npublic fun CharSequence.startsWith(char: Char, ignoreCase: Boolean = false): Boolean =\n    this.length > 0 && this[0].equals(char, ignoreCase)\n\n/**\n * Returns `true` if this char sequence ends with the specified character.\n */\npublic fun CharSequence.endsWith(char: Char, ignoreCase: Boolean = false): Boolean =\n    this.length > 0 && this[lastIndex].equals(char, ignoreCase)\n\n/**\n * Returns `true` if this char sequence starts with the specified prefix.\n */\npublic fun CharSequence.startsWith(prefix: CharSequence, ignoreCase: Boolean = false): Boolean {\n    if (!ignoreCase && this is String && prefix is String)\n        return this.startsWith(prefix)\n    else\n        return regionMatchesImpl(0, prefix, 0, prefix.length, ignoreCase)\n}\n\n/**\n * Returns `true` if a substring of this char sequence starting at the specified offset [startIndex] starts with the specified prefix.\n */\npublic fun CharSequence.startsWith(prefix:
 CharSequence, startIndex: Int, ignoreCase: Boolean = false): Boolean {\n    if (!ignoreCase && this is String && prefix is String)\n        return this.startsWith(prefix, startIndex)\n    else\n        return regionMatchesImpl(startIndex, prefix, 0, prefix.length, ignoreCase)\n}\n\n/**\n * Returns `true` if this char sequence ends with the specified suffix.\n */\npublic fun CharSequence.endsWith(suffix: CharSequence, ignoreCase: Boolean = false): Boolean {\n    if (!ignoreCase && this is String && suffix is String)\n        return this.endsWith(suffix)\n    else\n        return regionMatchesImpl(length - suffix.length, suffix, 0, suffix.length, ignoreCase)\n}\n\n\n// common prefix and suffix\n\n/**\n * Returns the longest string `prefix` such that this char sequence and [other] char sequence both start with this prefix,\n * taking care not to split surrogate pairs.\n * If this and [other] have no common prefix, returns
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the empty string.\n\n * @param ignoreCase
 `true` to ignore character case when matching a character. By default `false`.\n */\npublic fun
CharSequence.commonPrefixWith(other: CharSequence, ignoreCase: Boolean = false): String {\n    val
shortestLength = minOf(this.length, other.length)\n\n    var i = 0\n    while (i < shortestLength &&
this[i].equals(other[i], ignoreCase = ignoreCase)) {\n        i++\n    }\n    if (this.hasSurrogatePairAt(i - 1) ||
other.hasSurrogatePairAt(i - 1)) {\n        i--\n    }\n    return subSequence(0, i).toString()\n}\n\n/**\n * Returns the
longest string `suffix` such that this char sequence and [other] char sequence both end with this suffix,\n * taking
care not to split surrogate pairs.\n * If this and [other] have no common suffix, returns the empty string.\n\n *
@param ignoreCase `true` to ignore character case when matching a character. By default `false`.\n */\npublic fun
CharSequence.commonSuffixWith(other: CharSequence, ignoreCase: Boolean = false): String {\n    val thisLength
= this.length\n
    val otherLength = other.length\n    val shortestLength = minOf(thisLength, otherLength)\n\n    var i = 0\n    while
(i < shortestLength && this[thisLength - i - 1].equals(other[otherLength - i - 1], ignoreCase = ignoreCase)) {\n
i++\n    }\n    if (this.hasSurrogatePairAt(thisLength - i - 1) || other.hasSurrogatePairAt(otherLength - i - 1)) {\n
i--\n    }\n    return subSequence(thisLength - i, thisLength).toString()\n}\n\n\n// indexOfAny()\n\n/**\n * Finds the
index of the first occurrence of any of the specified [chars] in this char sequence,\n * starting from the specified
[startIndex] and optionally ignoring the case.\n *\n * @param ignoreCase `true` to ignore character case when
matching a character. By default `false`.\n * @return An index of the first occurrence of matched character from
[chars] or -1 if none of [chars] are found.\n *\n */\npublic fun CharSequence.indexOfAny(chars: CharArray,
startIndex: Int = 0, ignoreCase: Boolean = false): Int {\n
  if (!ignoreCase && chars.size == 1 && this is String) {\n        val char = chars.single()\n        return
nativeIndexOf(char, startIndex)\n    }\n\n    for (index in startIndex.coerceAtLeast(0)..lastIndex) {\n        val
charAtIndex = get(index)\n        if (chars.any { it.equals(charAtIndex, ignoreCase) })\n            return index\n    }\n
return -1\n}\n\n/**\n * Finds the index of the last occurrence of any of the specified [chars] in this char sequence,\n
* starting from the specified [startIndex] and optionally ignoring the case.\n *\n * @param startIndex The index of
character to start searching at. The search proceeds backward toward the beginning of the string.\n * @param
ignoreCase `true` to ignore character case when matching a character. By default `false`.\n * @return An index of
the last occurrence of matched character from [chars] or -1 if none of [chars] are found.\n *\n */\npublic fun
CharSequence.lastIndexOfAny(chars: CharArray, startIndex: Int = lastIndex, ignoreCase:
 Boolean = false): Int {\n    if (!ignoreCase && chars.size == 1 && this is String) {\n        val char = chars.single()\n
    return nativeLastIndexOf(char, startIndex)\n    }\n\n\n    for (index in startIndex.coerceAtMost(lastIndex)
downTo 0) {\n        val charAtIndex = get(index)\n        if (chars.any { it.equals(charAtIndex, ignoreCase) })\n
return index\n    }\n\n    return -1\n}\n\n\nprivate fun CharSequence.indexOf(other: CharSequence, startIndex: Int,
endIndex: Int, ignoreCase: Boolean, last: Boolean = false): Int {\n    val indices = if (!last)\n
startIndex.coerceAtLeast(0)..endIndex.coerceAtMost(length)\n    else\n        startIndex.coerceAtMost(lastIndex)
downTo endIndex.coerceAtLeast(0)\n\n    if (this is String && other is String) { // smart cast\n        for (index in
indices) {\n            if (other.regionMatches(0, this, index, other.length, ignoreCase))\n                return index\n
}\n    } else {\n        for (index in indices)
 {\n            if (other.regionMatchesImpl(0, this, index, other.length, ignoreCase))\n                return index\n        }\n
}\n    return -1\n}\n\nprivate fun CharSequence.findAnyOf(strings: Collection<String>, startIndex: Int, ignoreCase:
Boolean, last: Boolean): Pair<Int, String>? {\n    if (!ignoreCase && strings.size == 1) {\n        val string =
strings.single()\n        val index = if (!last) indexOf(string, startIndex) else lastIndexOf(string, startIndex)\n
return if (index < 0) null else index to string\n    }\n\n    val indices = if (!last) startIndex.coerceAtLeast(0)..length
else startIndex.coerceAtMost(lastIndex) downTo 0\n\n    if (this is String) {\n        for (index in indices) {\n
val matchingString = strings.firstOrNull { it.regionMatches(0, this, index, it.length, ignoreCase) }\n            if
(matchingString != null)\n                return index to matchingString\n        }\n    } else {\n        for (index in indices)
{\n            val matchingString
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= strings.firstOrNull { it.regionMatchesImpl(0, this, index, it.length, ignoreCase) }\n if (matchingString != null)\n return index to matchingString\n }\n }\n\n return null\n}\n\n/**\n * Finds the first occurrence of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n *\n * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.\n * @return A pair of an index of the first occurrence of matched string from [strings] and the string matched\n * or `null` if none of [strings] are found.\n *\n * To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from\n * the beginning to the end of this string, and finds at each position the first element in [strings]\n * that matches this string at that position.\n */\npublic fun CharSequence.findAnyOf(strings: Collection<String>, startIndex:
Int = 0, ignoreCase: Boolean = false): Pair<Int, String>? =\n findAnyOf(strings, startIndex, ignoreCase, last = false)\n\n/**\n * Finds the last occurrence of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n *\n * @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.\n * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.\n * @return A pair of an index of the last occurrence of matched string from [strings] and the string matched or `null` if none of [strings] are found.\n *\n * To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from\n * the end toward the beginning of this string, and finds at each position the first element in [strings]\n * that matches this string at that position.\n */\npublic fun CharSequence.findLastAnyOf(strings:
Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Pair<Int, String>? =\n findAnyOf(strings, startIndex, ignoreCase, last = true)\n\n/**\n * Finds the index of the first occurrence of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n *\n * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.\n * @return An index of the first occurrence of matched string from [strings] or -1 if none of [strings] are found.\n *\n * To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from\n * the beginning to the end of this string, and finds at each position the first element in [strings]\n * that matches this string at that position.\n */\npublic fun CharSequence.indexOfAny(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Int =\n findAnyOf(strings, startIndex,
ignoreCase, last = false)?.first ?: -1\n\n/**\n * Finds the index of the last occurrence of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n *\n * @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.\n * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.\n * @return An index of the last occurrence of matched string from [strings] or -1 if none of [strings] are found.\n *\n * To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from\n * the end toward the beginning of this string, and finds at each position the first element in [strings]\n * that matches this string at that position.\n */\npublic fun CharSequence.lastIndexOfAny(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int =\n findAnyOf(strings,
startIndex, ignoreCase, last = true)?.first ?: -1\n\n// indexOf\n\n/**\n * Returns the index within this string of the first occurrence of the specified character, starting from the specified [startIndex].\n *\n * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.\n * @return An index of the first occurrence of [char] or -1 if none is found.\n */\npublic fun CharSequence.indexOf(char: Char, startIndex: Int = 0, ignoreCase: Boolean = false): Int {\n return if (ignoreCase || this !is String)\n indexOfAny(charArrayOf(char), startIndex, ignoreCase)\n else\n nativeIndexOf(char, startIndex)\n}\n\n/**\n * Returns the index within this char sequence of the first occurrence of the specified [string],\n * starting from the specified [startIndex].\n *\n * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.\n * @return An index of the first occurrence of [string] or `-1` if none is
found.\n */\npublic fun CharSequence.indexOf(string: String, startIndex: Int = 0, ignoreCase: Boolean = false): Int {\n return if (ignoreCase || this !is String)\n indexOf(string, startIndex, length, ignoreCase)\n else\n nativeIndexOf(string, startIndex)\n}\n\n/**\n * Returns the index within this char sequence of the last occurrence of

the specified character,\n * starting from the specified [startIndex].\n *\n * @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.\n * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.\n * @return An index of the first occurrence of [char] or -1 if none is found.\n */\npublic fun CharSequence.lastIndexOf(char: Char, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {\n return if (ignoreCase || this !is String)\n lastIndexOfAny(charArrayOf(char), startIndex, ignoreCase)\n else\n nativeLastIndexOf(char, startIndex)\n}\n\n/**\n * Returns the index within this char sequence of the last occurrence of the specified [string],\n * starting from the specified [startIndex].\n *\n * @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.\n * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.\n * @return An index of the first occurrence of [string] or -1 if none is found.\n */\npublic fun CharSequence.lastIndexOf(string: String, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {\n return if (ignoreCase || this !is String)\n indexOf(string, startIndex, 0, ignoreCase, last = true)\n else\n nativeLastIndexOf(string, startIndex)\n}\n\n/**\n * Returns `true` if this char sequence contains the specified [other] sequence of characters as a substring.\n *\n * @param ignoreCase `true` to ignore character case when comparing strings. By default `false`.\n */\n@Suppress(\"INAPPLICABLE_OPERATOR_MODIFIER\")\npublic operator fun CharSequence.contains(other: CharSequence, ignoreCase: Boolean = false): Boolean =\n if (other is String)\n indexOf(other, ignoreCase = ignoreCase) >= 0\n else\n indexOf(other, 0, length, ignoreCase) >= 0\n\n\n\n/**\n * Returns `true` if this char sequence contains the specified character [char].\n *\n * @param ignoreCase `true` to ignore character case when comparing characters. By default `false`.\n */\n@Suppress(\"INAPPLICABLE_OPERATOR_MODIFIER\")\npublic operator fun CharSequence.contains(char: Char, ignoreCase: Boolean = false): Boolean =\n indexOf(char, ignoreCase = ignoreCase) >= 0\n\n/**\n * Returns `true` if this char sequence contains at least one match of the specified regular expression [regex].\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun CharSequence.contains(regex: Regex): Boolean = regex.containsMatchIn(this)\n\n\n// rangesDelimitedBy\n\n\nprivate class DelimitedRangesSequence(\n private val input: CharSequence,\n private val startIndex: Int,\n private val limit: Int,\n private val getNextMatch: CharSequence.(Int) -> Pair<Int, Int>?\n) : Sequence<IntRange> {\n\n override fun iterator(): Iterator<IntRange> = object : Iterator<IntRange> {\n var nextState: Int = -1 // -1 for unknown, 0 for done, 1 for continue\n var currentStartIndex: Int = startIndex.coerceIn(0, input.length)\n var nextSearchIndex: Int = currentStartIndex\n var nextItem: IntRange? = null\n var counter: Int = 0\n\n private fun calcNext() {\n if (nextSearchIndex < 0) {\n nextState = 0\n nextItem = null\n } else {\n if (limit > 0 && ++counter >= limit || nextSearchIndex > input.length) {\n nextItem = currentStartIndex..input.lastIndex\n nextSearchIndex = -1\n } else {\n val match = input.getNextMatch(nextSearchIndex)\n if (match == null) {\n nextItem = currentStartIndex..input.lastIndex\n nextSearchIndex = -1\n } else {\n val (index, length) = match\n nextItem = currentStartIndex until index\n currentStartIndex = index + length\n nextSearchIndex = currentStartIndex + if (length == 0) 1 else 0\n }\n }\n nextState = 1\n }\n }\n\n override fun next(): IntRange {\n if (nextState == -1)\n calcNext()\n if (nextState == 0)\n throw NoSuchElementException()\n val result = nextItem as IntRange\n // Clean next to avoid keeping reference on yielded instance\n nextItem = null\n nextState = -1\n return result\n }\n\n override fun hasNext(): Boolean {\n if (nextState == -1)\n calcNext()\n return nextState == 1\n }\n }\n}\n\n/**\n * Returns a sequence of index ranges of substrings in this char sequence around occurrences of the specified [delimiters].\n *\n * @param delimiters One or more characters to be used as delimiters.\n * @param startIndex The index to start searching delimiters from.\n * No range having its start value less than [startIndex] is returned.\n * [startIndex] is coerced to be non-negative and not greater than length of this string.\n * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.\n * @param limit The maximum number of substrings to return. Zero by default means no limit is set.\n */\nprivate fun

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CharSequence.rangesDelimitedBy(delimiters: CharArray, startIndex: Int = 0, ignoreCase: Boolean = false, limit: Int = 0): Sequence<IntRange> {\n    require(limit >= 0,
 { \"Limit must be non-negative, but was $limit.\" })\n\n    return DelimitedRangesSequence(this, startIndex, limit, { startIndex ->\n        indexOfAny(delimiters, startIndex, ignoreCase = ignoreCase).let { if (it < 0) null else it to 1 }\n })\n}\n\n\n/**\n * Returns a sequence of index ranges of substrings in this char sequence around occurrences of the specified [delimiters].\n *\n * @param delimiters One or more strings to be used as delimiters.\n * @param startIndex The index to start searching delimiters from.\n *  No range having its start value less than [startIndex] is returned.\n *  [startIndex] is coerced to be non-negative and not greater than length of this string.\n * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.\n * @param limit The maximum number of substrings to return. Zero by default means no limit is set.\n *\n * To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds
 from\n * the beginning to the end of this string, and finds at each position the first element in [delimiters]\n * that matches this string at that position.\n */\nprivate fun CharSequence.rangesDelimitedBy(delimiters: Array<out String>, startIndex: Int = 0, ignoreCase: Boolean = false, limit: Int = 0): Sequence<IntRange> {\n    require(limit >= 0, { \"Limit must be non-negative, but was $limit.\" } )\n    val delimitersList = delimiters.asList()\n\n    return DelimitedRangesSequence(this, startIndex, limit, { startIndex -> findAnyOf(delimitersList, startIndex, ignoreCase = ignoreCase, last = false)?.let { it.first to it.second.length } })\n\n}\n\n\n// split\n\n/**\n * Splits this char sequence to a sequence of strings around occurrences of the specified [delimiters].\n *\n * @param delimiters One or more strings to be used as delimiters.\n * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.\n * @param limit The maximum number of substrings
 to return. Zero by default means no limit is set.\n *\n * To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from\n * the beginning to the end of this string, and finds at each position the first element in [delimiters]\n * that matches this string at that position.\n */\npublic fun CharSequence.splitToSequence(vararg delimiters: String, ignoreCase: Boolean = false, limit: Int = 0): Sequence<String> =\n    rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).map { substring(it) }\n\n/**\n * Splits this char sequence to a list of strings around occurrences of the specified [delimiters].\n *\n * @param delimiters One or more strings to be used as delimiters.\n * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.\n * @param limit The maximum number of substrings to return. Zero by default means no limit is set.\n *\n * To avoid ambiguous results when strings in [delimiters]
 have characters in common, this method proceeds from\n * the beginning to the end of this string, and matches at each position the first element in [delimiters]\n * that is equal to a delimiter in this instance at that position.\n */\npublic fun CharSequence.split(vararg delimiters: String, ignoreCase: Boolean = false, limit: Int = 0): List<String> {\n    if (delimiters.size == 1) {\n        val delimiter = delimiters[0]\n        if (!delimiter.isEmpty()) {\n            return split(delimiter, ignoreCase, limit)\n        }\n    }\n\n    return rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).asIterable().map { substring(it) }\n}\n\n/**\n * Splits this char sequence to a sequence of strings around occurrences of the specified [delimiters].\n *\n * @param delimiters One or more characters to be used as delimiters.\n * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.\n * @param limit The maximum number of substrings
 to return.\n */\npublic fun CharSequence.splitToSequence(vararg delimiters: Char, ignoreCase: Boolean = false, limit: Int = 0): Sequence<String> =\n    rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).map { substring(it) }\n\n/**\n * Splits this char sequence to a list of strings around occurrences of the specified [delimiters].\n *\n * @param delimiters One or more characters to be used as delimiters.\n * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.\n * @param limit The maximum number of substrings to return.\n */\npublic fun CharSequence.split(vararg delimiters: Char, ignoreCase: Boolean = false, limit: Int = 0): List<String> {\n    if (delimiters.size == 1) {\n        return split(delimiters[0].toString(), ignoreCase, limit)\n    }\n\n    return rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).asIterable().map { substring(it) }\n}\n\n/**\n * Splits this char sequence to a list of strings around
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occurrences of the specified [delimiter].\n * This is specialized version of split which receives single non-empty delimiter and offers better performance\n *\n * @param delimiter String used as delimiter\n * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.\n * @param limit The maximum number of substrings to return.\n */\nprivate fun CharSequence.split(delimiter: String, ignoreCase: Boolean, limit: Int): List<String> {\n   require(limit >= 0, { \"Limit must be non-negative, but was $limit.\" })\n\n   var currentOffset = 0\n   var nextIndex = indexOf(delimiter, currentOffset, ignoreCase)\n   if (nextIndex == -1 || limit == 1) {\n   return listOf(this.toString())\n   }\n\n   val isLimited = limit > 0\n   val result = ArrayList<String>(if (isLimited) limit.coerceAtMost(10) else 10)\n   do {\n   result.add(substring(currentOffset, nextIndex))\n   currentOffset = nextIndex + delimiter.length\n   // Do not search for next occurrence if we're reaching limit\n   if (isLimited && result.size == limit - 1) break\n   nextIndex = indexOf(delimiter, currentOffset, ignoreCase)\n   } while (nextIndex != -1)\n\n   result.add(substring(currentOffset, length))\n   return result\n}\n\n/**\n * Splits this char sequence around matches of the given regular expression.\n *\n * @param limit Non-negative value specifying the maximum number of substrings to return.\n * Zero by default means no limit is set.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.split(regex: Regex, limit: Int = 0): List<String> = regex.split(this, limit)\n\n/**\n * Splits this char sequence to a sequence of lines delimited by any of the following character sequences: CRLF, LF or CR.\n */\npublic fun CharSequence.lineSequence(): Sequence<String> = splitToSequence(\"\\r\\n\", \"\\n\", \"\\r\")\n\n/**\n * * Splits this char sequence to a list of lines delimited by any of the following character sequences: CRLF, LF or CR.\n */\npublic fun CharSequence.lines(): List<String> = lineSequence().toList()\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\nimport kotlin.js.RegExp\n\n/**\n * Converts the characters in the specified array to a string.\n */\n@SinceKotlin(\"1.2\")\n@kotlin.internal.InlineOnly\npublic actual inline fun String(chars: CharArray): String {\n   return js(\"String.fromCharCode\").apply(null, chars)\n}\n\n/**\n * Converts the characters from a portion of the specified array to a string.\n */\n@SinceKotlin(\"1.2\")\npublic actual fun String(chars: CharArray, offset: Int, length: Int): String {\n   return String(chars.copyOfRange(offset, offset + length))\n}\n\n\n@kotlin.internal.InlineOnly\npublic actual inline fun String.toUpperCase(): String = asDynamic().toUpperCase()\n\n@kotlin.internal.InlineOnly\npublic actual inline fun String.toLowerCase(): String = asDynamic().toLowerCase()\n\n@kotlin.internal.InlineOnly\ninternal actual inline fun String.nativeIndexOf(str: String, fromIndex: Int): Int = asDynamic().indexOf(str, fromIndex)\n\n@kotlin.internal.InlineOnly\ninternal actual inline fun String.nativeLastIndexOf(str: String, fromIndex: Int): Int = asDynamic().lastIndexOf(str, fromIndex)\n\n@kotlin.internal.InlineOnly\ninternal inline fun String.nativeStartsWith(s: String, position: Int): Boolean = asDynamic().startsWith(s, position)\n\n@kotlin.internal.InlineOnly\ninternal inline fun String.nativeEndsWith(s: String): Boolean = asDynamic().endsWith(s)\n\n@kotlin.internal.InlineOnly\npublic actual inline fun String.substring(startIndex: Int): String = asDynamic().substring(startIndex)\n\n@kotlin.internal.InlineOnly\npublic actual inline fun String.substring(startIndex: Int, endIndex: Int): String = asDynamic().substring(startIndex, endIndex)\n\n@kotlin.internal.InlineOnly\npublic inline fun String.concat(str: String): String = asDynamic().concat(str)\n\n@kotlin.internal.InlineOnly\npublic inline fun String.match(regex: String): Array<String>? = asDynamic().match(regex)\n\n//native public fun String.trim(): String\n//TODO: String.replace to implement effective trimLeading and trimTrailing\n\n@Deprecated(\"Use length property instead.\", ReplaceWith(\"length\"), level = DeprecationLevel.ERROR)\n@kotlin.internal.InlineOnly\npublic inline val CharSequence.size: Int get() = length\n\n@kotlin.internal.InlineOnly\ninternal inline fun String.nativeReplace(pattern: RegExp, replacement: String): String = asDynamic().replace(pattern, replacement)\n","/*\n * Copyright 2010-2015 JetBrains s.r.o.\n *\n * Licensed under the Apache License, Version 2.0 (the \"License\");\n * you may not use this file except in compliance with the License.\n * You may obtain a copy of the License at\n *\n * http://www.apache.org/licenses/LICENSE-2.0\n *\n * Unless required by applicable law or agreed to in writing, software\n

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 * distributed under the License is distributed on an \"AS IS\" BASIS,\n * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.\n * See the License for the specific language governing permissions and\n * limitations under the License.\n */\n\npackage kotlin.collections\n\nimport kotlin.internal.PlatformDependent\n\n/**\n * Classes that inherit from this interface can be represented as a sequence of elements that can\n * be iterated over.\n * @param T the type of element being iterated over. The iterator is covariant on its element type.\n */\npublic interface Iterable<out T> {\n    /**\n     * Returns an iterator over the elements of this object.\n     */\n    public operator fun iterator(): Iterator<T>\n}\n\n/**\n * Classes that inherit from this interface can be represented as a sequence of elements that can\n * be iterated over and that supports removing elements during iteration.\n * @param T the type of element being iterated over. The mutable iterator is invariant
 on its element type.\n */\npublic interface MutableIterable<out T> : Iterable<T> {\n    /**\n     * Returns an iterator over the elements of this sequence that supports removing elements during iteration.\n     */\n    override fun iterator(): MutableIterator<T>\n}\n\n/**\n * A generic collection of elements. Methods in this interface support only read-only access to the collection;\n * read/write access is supported through the [MutableCollection] interface.\n * @param E the type of elements contained in the collection. The collection is covariant on its element type.\n */\npublic interface Collection<out E> : Iterable<E> {\n    // Query Operations\n    /**\n     * Returns the size of the collection.\n     */\n    public val size: Int\n\n    /**\n     * Returns `true` if the collection is empty (contains no elements), `false` otherwise.\n     */\n    public fun isEmpty(): Boolean\n\n    /**\n     * Checks if the specified element is contained in this collection.\n     */\n    public
 operator fun contains(element: @UnsafeVariance E): Boolean\n\n    override fun iterator(): Iterator<E>\n\n    // Bulk Operations\n    /**\n     * Checks if all elements in the specified collection are contained in this collection.\n     */\n    public fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean\n}\n\n/**\n * A generic collection of elements that supports adding and removing elements.\n *\n * @param E the type of elements contained in the collection. The mutable collection is invariant on its element type.\n */\npublic interface MutableCollection<E> : Collection<E>, MutableIterable<E> {\n    // Query Operations\n    override fun iterator(): MutableIterator<E>\n\n    // Modification Operations\n    /**\n     * Adds the specified element to the collection.\n     *\n     * @return `true` if the element has been added, `false` if the collection does not support duplicates\n     * and the element is already contained in the collection.\n     */\n    public fun add(element:
 E): Boolean\n\n    /**\n     * Removes a single instance of the specified element from this\n     * collection, if it is present.\n     *\n     * @return `true` if the element has been successfully removed; `false` if it was not present in the collection.\n     */\n    public fun remove(element: E): Boolean\n\n    // Bulk Modification Operations\n    /**\n     * Adds all of the elements in the specified collection to this collection.\n     *\n     * @return `true` if any of the specified elements was added to the collection, `false` if the collection was not modified.\n     */\n    public fun addAll(elements: Collection<E>): Boolean\n\n    /**\n     * Removes all of this collection's elements that are also contained in the specified collection.\n     *\n     * @return `true` if any of the specified elements was removed from the collection, `false` if the collection was not modified.\n     */\n    public fun removeAll(elements: Collection<E>): Boolean\n\n    /**\n     * Retains
 only the elements in this collection that are contained in the specified collection.\n     *\n     * @return `true` if any element was removed from the collection, `false` if the collection was not modified.\n     */\n    public fun retainAll(elements: Collection<E>): Boolean\n\n    /**\n     * Removes all elements from this collection.\n     */\n    public fun clear(): Unit\n}\n\n/**\n * A generic ordered collection of elements. Methods in this interface support only read-only access to the list;\n * read/write access is supported through the [MutableList] interface.\n * @param E the type of elements contained in the list. The list is covariant on its element type.\n */\npublic interface List<out E> : Collection<E> {\n    // Query Operations\n    override val size: Int\n\n    override fun isEmpty(): Boolean\n    override fun contains(element: @UnsafeVariance E): Boolean\n    override fun iterator(): Iterator<E>\n\n    // Bulk Operations\n    override fun containsAll(elements: Collection<@UnsafeVariance
 E>): Boolean\n\n    // Positional Access Operations\n    /**\n     * Returns the element at the specified index in the list.\n     */\n    public operator fun get(index: Int): E\n\n    // Search Operations\n    /**\n     * Returns the index of
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the first occurrence of the specified element in the list, or -1 if the specified\n * element is not contained in the list.\n */\n public fun indexOf(element: @UnsafeVariance E): Int\n\n /**\n * Returns the index of the last occurrence of the specified element in the list, or -1 if the specified\n * element is not contained in the list.\n */\n public fun lastIndexOf(element: @UnsafeVariance E): Int\n\n // List Iterators\n /**\n * Returns a list iterator over the elements in this list (in proper sequence).\n */\n public fun listIterator(): ListIterator<E>\n\n /**\n * Returns a list iterator over the elements in this list (in proper sequence), starting at the specified [index].\n */\n public fun listIterator(index: Int): ListIterator<E>\n\n // View\n /**\n * Returns a view of the portion of this list between the specified [fromIndex] (inclusive) and [toIndex] (exclusive).\n * The returned list is backed by this list, so non-structural changes in the returned list are reflected in this list, and vice-versa.\n *\n * Structural changes in the base list make the behavior of the view undefined.\n */\n public fun subList(fromIndex: Int, toIndex: Int): List<E>\n}\n\n/**\n * A generic ordered collection of elements that supports adding and removing elements.\n * @param E the type of elements contained in the list. The mutable list is invariant on its element type.\n */\npublic interface MutableList<E> : List<E>, MutableCollection<E> {\n // Modification Operations\n override fun add(element: E): Boolean\n\n override fun remove(element: E): Boolean\n\n // Bulk Modification Operations\n override fun addAll(elements: Collection<E>): Boolean\n\n /**\n * Inserts all of the elements in the specified collection [elements] into this list at the specified [index].\n *\n * @return `true` if the list was changed as the result of the operation.\n */\n public fun addAll(index: Int, elements: Collection<E>): Boolean\n\n override fun removeAll(elements: Collection<E>): Boolean\n override fun retainAll(elements: Collection<E>): Boolean\n override fun clear(): Unit\n\n // Positional Access Operations\n /**\n * Replaces the element at the specified position in this list with the specified element.\n *\n * @return the element previously at the specified position.\n */\n public operator fun set(index: Int, element: E): E\n\n /**\n * Inserts an element into the list at the specified [index].\n */\n public fun add(index: Int, element: E): Unit\n\n /**\n * Removes an element at the specified [index] from the list.\n *\n * @return the element that has been removed.\n */\n public fun removeAt(index: Int): E\n\n // List Iterators\n override fun listIterator(): MutableListIterator<E>\n\n override fun listIterator(index: Int): MutableListIterator<E>\n\n // View\n override fun subList(fromIndex: Int, toIndex: Int): MutableList<E>\n}\n\n/**\n * A generic unordered collection of elements that does not support duplicate elements.\n * Methods in this interface support only read-only access to the set;\n * read/write access is supported through the [MutableSet] interface.\n * @param E the type of elements contained in the set. The set is covariant on its element type.\n */\npublic interface Set<out E> : Collection<E> {\n // Query Operations\n override val size: Int\n\n override fun isEmpty(): Boolean\n override fun contains(element: @UnsafeVariance E): Boolean\n override fun iterator(): Iterator<E>\n\n // Bulk Operations\n override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean\n}\n\n/**\n * A generic unordered collection of elements that does not support duplicate elements, and supports\n * adding and removing elements.\n * @param E the type of elements contained in the set. The mutable set is invariant on its element type.\n */\npublic interface MutableSet<E> : Set<E>, MutableCollection<E> {\n // Query Operations\n override fun iterator(): MutableIterator<E>\n\n // Modification Operations\n override fun add(element: E): Boolean\n\n override fun remove(element: E): Boolean\n\n // Bulk Modification Operations\n override fun addAll(elements: Collection<E>): Boolean\n\n override fun removeAll(elements: Collection<E>): Boolean\n override fun retainAll(elements: Collection<E>): Boolean\n override fun clear(): Unit\n}\n\n/**\n * A collection that holds pairs of objects (keys and values) and supports efficiently retrieving\n * the value corresponding to each key. Map keys are unique; the map holds only one value for each key.\n * Methods in this interface support only read-only access to the map; read-write access is supported through\n * the [MutableMap] interface.\n * @param K the type of map keys. The map is invariant on its key type, as it\n * can accept key as a parameter (of [containsKey] for example) and return it in [keys] set.\n * @param V the type of map values. The map is covariant on its value type.\n */\npublic interface Map<K, out V> {\n // Query Operations\n /**\n * Returns the number of key/value pairs in the map.\n */\n public val size: Int\n\n /**\n * Returns `true` if the map is empty (contains no elements), `false` otherwise.\n */\n public fun

isEmpty(): Boolean\n\n   /**\n   * Returns `true` if the map contains the specified [key].\n   */\n   public fun containsKey(key: K): Boolean\n\n   /**\n   * Returns `true` if the map maps one or more keys to the specified [value].\n   */\n   public fun containsValue(value: @UnsafeVariance V):
Boolean\n\n   /**\n   * Returns the value corresponding to the given [key], or `null` if such a key is not present in the map.\n   */\n   public operator fun get(key: K): V?\n\n   /**\n   * Returns the value corresponding to the given [key], or [defaultValue] if such a key is not present in the map.\n   *\n   * @since JDK 1.8\n   */\n   @SinceKotlin(\"1.1\")\n   @PlatformDependent\n   public fun getOrDefault(key: K, defaultValue: @UnsafeVariance V): V {\n   // See default implementation in JDK sources\n   return null as V\n   }\n\n   // Views\n   /**\n   * Returns a read-only [Set] of all keys in this map.\n   */\n   public val keys: Set<K>\n\n   /**\n   * Returns a read-only [Collection] of all values in this map. Note that this collection may contain duplicate values.\n   */\n   public val values: Collection<V>\n\n   /**\n   * Returns a read-only [Set] of all key/value pairs in this map.\n   */\n   public val entries: Set<Map.Entry<K,
V>>\n\n   /**\n   * Represents a key/value pair held by a [Map].\n   */\n   public interface Entry<out K, out V> {\n   /**\n   * Returns the key of this key/value pair.\n   */\n   public val key: K\n\n   /**\n   * Returns the value of this key/value pair.\n   */\n   public val value: V\n   }\n}\n\n/**\n * A modifiable collection that holds pairs of objects (keys and values) and supports efficiently retrieving\n * the value corresponding to each key. Map keys are unique; the map holds only one value for each key.\n * @param K the type of map keys. The map is invariant on its key type.\n * @param V the type of map values. The mutable map is invariant on its value type.\n */\npublic interface MutableMap<K, V> : Map<K, V> {\n   // Modification Operations\n   /**\n   * Associates the specified [value] with the specified [key] in the map.\n   *\n   * @return the previous value associated with the key, or `null` if the key was not present
in the map.\n   */\n   public fun put(key: K, value: V): V?\n\n   /**\n   * Removes the specified key and its corresponding value from this map.\n   *\n   * @return the previous value associated with the key, or `null` if the key was not present in the map.\n   */\n   public fun remove(key: K): V?\n\n   /**\n   * Removes the entry for the specified key only if it is mapped to the specified value.\n   *\n   * @return true if entry was removed\n   */\n   @SinceKotlin(\"1.1\")\n   @PlatformDependent\n   public fun remove(key: K, value: V): Boolean {\n   // See default implementation in JDK sources\n   return true\n   }\n\n   // Bulk Modification Operations\n   /**\n   * Updates this map with key/value pairs from the specified map [from].\n   */\n   public fun putAll(from: Map<out K, V>): Unit\n\n   /**\n   * Removes all elements from this map.\n   */\n   public fun clear(): Unit\n\n   // Views\n   /**\n   * Returns a [MutableSet] of
all keys in this map.\n   */\n   override val keys: MutableSet<K>\n\n   /**\n   * Returns a [MutableCollection] of all values in this map. Note that this collection may contain duplicate values.\n   */\n   override val values: MutableCollection<V>\n\n   /**\n   * Returns a [MutableSet] of all key/value pairs in this map.\n   */\n   override val entries: MutableSet<MutableMap.MutableEntry<K, V>>\n\n   /**\n   * Represents a key/value pair held by a [MutableMap].\n   */\n   public interface MutableEntry<K, V> : Map.Entry<K, V> {\n   /**\n   * Changes the value associated with the key of this entry.\n   *\n   * @return the previous value corresponding to the key.\n   */\n   public fun setValue(newValue: V): V\n   }\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license \n * that can be found in the license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT EDIT!\n\npackage
kotlin.collections\n\n/** An iterator over a sequence of values of type `Byte`. */\npublic abstract class ByteIterator : Iterator<Byte> {\n   override final fun next() = nextByte()\n\n   /** Returns the next value in the sequence without boxing. */\n   public abstract fun nextByte(): Byte\n}\n\n/** An iterator over a sequence of values of type `Char`. */\npublic abstract class CharIterator : Iterator<Char> {\n   override final fun next() = nextChar()\n\n   /** Returns the next value in the sequence without boxing. */\n   public abstract fun nextChar(): Char\n}\n\n/** An iterator over a sequence of values of type `Short`. */\npublic abstract class ShortIterator : Iterator<Short> {\n   override final fun next() = nextShort()\n\n   /** Returns the next value in the sequence without boxing. */\n   public abstract fun nextShort(): Short\n}\n\n/** An iterator over a sequence of values of type `Int`. */\npublic abstract class IntIterator : Iterator<Int> {\n   override final fun

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next() = nextInt()\n\n    /** Returns the next value in the sequence without boxing. */\n    public abstract fun nextInt(): Int\n}\n\n/** An iterator over a sequence of values of type `Long`. */\npublic abstract class LongIterator : Iterator<Long> {\n    override final fun next() = nextLong()\n\n    /** Returns the next value in the sequence without boxing. */\n    public abstract fun nextLong(): Long\n}\n\n/** An iterator over a sequence of values of type `Float`. */\npublic abstract class FloatIterator : Iterator<Float> {\n    override final fun next() = nextFloat()\n\n    /** Returns the next value in the sequence without boxing. */\n    public abstract fun nextFloat(): Float\n}\n\n/** An iterator over a sequence of values of type `Double`. */\npublic abstract class DoubleIterator : Iterator<Double> {\n    override final fun next() = nextDouble()\n\n    /** Returns the next value in the sequence without boxing. */\n    public abstract fun nextDouble(): Double\n}\n\n/** An iterator
 over a sequence of values of type `Boolean`. */\npublic abstract class BooleanIterator : Iterator<Boolean> {\n    override final fun next() = nextBoolean()\n\n    /** Returns the next value in the sequence without boxing. */\n    public abstract fun nextBoolean(): Boolean\n}\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license \n * that can be found in the license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT EDIT!\n\npackage kotlin.ranges\n\n/**\n * An iterator over a progression of values of type `Char`.\n * @property step the number by which the value is incremented on each step.\n */\ninternal class CharProgressionIterator(first: Char, last: Char, val step: Int) : CharIterator() {\n    private val finalElement = last.toInt()\n    private var hasNext: Boolean = if (step > 0) first <= last else first >= last\n    private var next = if (hasNext) first.toInt() else finalElement\n\n    override fun hasNext(): Boolean
 = hasNext\n\n    override fun nextChar(): Char {\n        val value = next\n        if (value == finalElement) {\n            if (!hasNext) throw kotlin.NoSuchElementException()\n            hasNext = false\n        }\n        else {\n            next += step\n        }\n        return value.toChar()\n    }\n}\n\n/**\n * An iterator over a progression of values of type `Int`.\n * @property step the number by which the value is incremented on each step.\n */\ninternal class IntProgressionIterator(first: Int, last: Int, val step: Int) : IntIterator() {\n    private val finalElement = last\n    private var hasNext: Boolean = if (step > 0) first <= last else first >= last\n    private var next = if (hasNext) first else finalElement\n\n    override fun hasNext(): Boolean = hasNext\n\n    override fun nextInt(): Int {\n        val value = next\n        if (value == finalElement) {\n            if (!hasNext) throw kotlin.NoSuchElementException()\n            hasNext = false\n        }\n
  else {\n            next += step\n        }\n        return value\n    }\n}\n\n/**\n * An iterator over a progression of values of type `Long`.\n * @property step the number by which the value is incremented on each step.\n */\ninternal class LongProgressionIterator(first: Long, last: Long, val step: Long) : LongIterator() {\n    private val finalElement = last\n    private var hasNext: Boolean = if (step > 0) first <= last else first >= last\n    private var next = if (hasNext) first else finalElement\n\n    override fun hasNext(): Boolean = hasNext\n\n    override fun nextLong(): Long {\n        val value = next\n        if (value == finalElement) {\n            if (!hasNext) throw kotlin.NoSuchElementException()\n            hasNext = false\n        }\n        else {\n            next += step\n        }\n        return value\n    }\n}\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license \n * that can be found in the license/LICENSE.txt
 file.\n */\n\n// Auto-generated file. DO NOT EDIT!\n\npackage kotlin.ranges\n\nimport kotlin.internal.getProgressionLastElement\n\n/**\n * A progression of values of type `Char`.\n */\npublic open class CharProgression\n    internal constructor\n    (\n        start: Char,\n        endInclusive: Char,\n        step: Int\n    ) : Iterable<Char> {\n    init {\n        if (step == 0) throw kotlin.IllegalArgumentException(\"Step must be non-zero\")\n    }\n\n    /**\n     * The first element in the progression.\n     */\n    public val first: Char = start\n\n    /**\n
  * The last element in the progression.\n     */\n    public val last: Char = getProgressionLastElement(start.toInt(), endInclusive.toInt(), step).toChar()\n\n    /**\n     * The step of the progression.\n     */\n    public val step: Int = step\n\n    override fun iterator(): CharIterator = CharProgressionIterator(first, last, step)\n\n    /** Checks if the progression is empty. */\n    public open
 fun isEmpty(): Boolean = if (step > 0) first > last else first < last\n\n    override fun equals(other: Any?): Boolean =\n        other is CharProgression && (isEmpty() && other.isEmpty() ||\n        first == other.first && last == other.last && step == other.step)\n\n    override fun hashCode(): Int =\n        if (isEmpty()) -1 else (31 * (31 *
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first.toInt() + last.toInt()) + step)\n\n   override fun toString(): String = if (step > 0) \"$first..$last step $step\" else \"$first downTo $last step ${-step}\"\n\n   companion object {\n   /**\n   * Creates CharProgression within the specified bounds of a closed range.\n\n   * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].\n   * In order to go backwards the [step] must be negative.\n   */\n   public fun fromClosedRange(rangeStart: Char, rangeEnd: Char, step: Int): CharProgression = CharProgression(rangeStart, rangeEnd,
step)\n   }\n}\n\n/**\n * A progression of values of type `Int`.\n */\npublic open class IntProgression\n   internal constructor\n   (\n   start: Int,\n   endInclusive: Int,\n   step: Int\n   ) : Iterable<Int> {\n   init {\n   if (step == 0) throw kotlin.IllegalArgumentException(\"Step must be non-zero\")\n   }\n\n   /**\n   * The first element in the progression.\n   */\n   public val first: Int = start\n\n   /**\n   * The last element in the progression.\n   */\n   public val last: Int = getProgressionLastElement(start.toInt(), endInclusive.toInt(), step).toInt()\n\n   /**\n   * The step of the progression.\n   */\n   public val step: Int = step\n\n   override fun iterator(): IntIterator = IntProgressionIterator(first, last, step)\n\n   /** Checks if the progression is empty. */\n   public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last\n\n   override fun equals(other: Any?): Boolean =\n   other
is IntProgression && (isEmpty() && other.isEmpty() ||\n   first == other.first && last == other.last && step == other.step)\n\n   override fun hashCode(): Int =\n   if (isEmpty()) -1 else (31 * (31 * first + last) + step)\n\n   override fun toString(): String = if (step > 0) \"$first..$last step $step\" else \"$first downTo $last step ${-step}\"\n\n   companion object {\n   /**\n   * Creates IntProgression within the specified bounds of a closed range.\n\n   * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].\n   * In order to go backwards the [step] must be negative.\n   */\n   public fun fromClosedRange(rangeStart: Int, rangeEnd: Int, step: Int): IntProgression = IntProgression(rangeStart, rangeEnd, step)\n   }\n}\n\n/**\n * A progression of values of type `Long`.\n */\npublic open class LongProgression\n   internal constructor\n   (\n   start:
Long,\n   endInclusive: Long,\n   step: Long\n   ) : Iterable<Long> {\n   init {\n   if (step == 0L) throw kotlin.IllegalArgumentException(\"Step must be non-zero\")\n   }\n\n   /**\n   * The first element in the progression.\n   */\n   public val first: Long = start\n\n   /**\n   * The last element in the progression.\n   */\n   public val last: Long = getProgressionLastElement(start.toLong(), endInclusive.toLong(), step).toLong()\n\n   /**\n   * The step of the progression.\n   */\n   public val step: Long = step\n\n   override fun iterator(): LongIterator = LongProgressionIterator(first, last, step)\n\n   /** Checks if the progression is empty. */\n   public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last\n\n   override fun equals(other: Any?): Boolean =\n   other is LongProgression && (isEmpty() && other.isEmpty() ||\n   first == other.first && last == other.last && step == other.step)\n\n
    override fun hashCode(): Int =\n   if (isEmpty()) -1 else (31 * (31 * (first xor (first ushr 32)) + (last xor (last ushr 32))) + (step xor (step ushr 32))).toInt()\n\n   override fun toString(): String = if (step > 0) \"$first..$last step $step\" else \"$first downTo $last step ${-step}\"\n\n   companion object {\n   /**\n   * Creates LongProgression within the specified bounds of a closed range.\n\n   * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].\n   * In order to go backwards the [step] must be negative.\n   */\n   public fun fromClosedRange(rangeStart: Long, rangeEnd: Long, step: Long): LongProgression = LongProgression(rangeStart, rangeEnd, step)\n   }\n}\n\n","/*\n * Copyright 2010-2015 JetBrains s.r.o.\n *\n * Licensed under the Apache License, Version 2.0 (the \"License\");\n * you may not use this file except in compliance with the License.\n * You
may obtain a copy of the License at\n *\n * http://www.apache.org/licenses/LICENSE-2.0\n *\n * Unless required by applicable law or agreed to in writing, software\n * distributed under the License is distributed on an \"AS IS\" BASIS,\n * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.\n * See the License for the specific language governing permissions and\n * limitations under the License.\n */\n\npackage kotlin.ranges\n\n/**\n * Represents a range of values (for example, numbers or characters).\n * See the [Kotlin language documentation](http://kotlinlang.org/docs/reference/ranges.html) for more information.\n */\npublic

interface ClosedRange<T: Comparable<T>> {\n /**\n * The minimum value in the range.\n */\n public val start: T\n\n /**\n * The maximum value in the range (inclusive).\n */\n public val endInclusive: T\n\n /**\n * Checks whether the specified [value] belongs to the range.\n */\n public operator fun contains(value: T): Boolean = value >= start && value <= endInclusive\n\n /**\n * Checks whether the range is empty.\n */\n public fun isEmpty(): Boolean = start > endInclusive\n}\n","/*\n * Copyright 2010-2015 JetBrains s.r.o.\n *\n * Licensed under the Apache License, Version 2.0 (the \"License\");\n * you may not use this file except in compliance with the License.\n * You may obtain a copy of the License at\n *\n * http://www.apache.org/licenses/LICENSE-2.0\n *\n * Unless required by applicable law or agreed to in writing, software\n * distributed under the License is distributed on an \"AS IS\" BASIS,\n * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.\n * See the License for the specific language governing permissions and\n * limitations under the License.\n */\n\npackage kotlin\n\n/**\n * The type with only one value: the Unit object. This type corresponds to the `void` type in Java.\n */\npublic object Unit {\n override fun toString() = \"kotlin.Unit\"\n}\n","/*\n
* Copyright 2010-2015 JetBrains s.r.o.\n *\n * Licensed under the Apache License, Version 2.0 (the \"License\");\n * you may not use this file except in compliance with the License.\n * You may obtain a copy of the License at\n *\n * http://www.apache.org/licenses/LICENSE-2.0\n *\n * Unless required by applicable law or agreed to in writing, software\n * distributed under the License is distributed on an \"AS IS\" BASIS,\n * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.\n * See the License for the specific language governing permissions and\n * limitations under the License.\n */\n\npackage kotlin.annotation\n\nimport kotlin.annotation.AnnotationTarget.*\n\n/**\n * Contains the list of code elements which are the possible annotation targets\n */\npublic enum class AnnotationTarget {\n /** Class, interface or object, annotation class is also included */\n CLASS,\n /** Annotation class only */\n ANNOTATION_CLASS,\n /**
Generic type parameter (unsupported yet) */\n TYPE_PARAMETER,\n /** Property */\n PROPERTY,\n /** Field, including property's backing field */\n FIELD,\n /** Local variable */\n LOCAL_VARIABLE,\n /** Value parameter of a function or a constructor */\n VALUE_PARAMETER,\n /** Constructor only (primary or secondary) */\n CONSTRUCTOR,\n /** Function (constructors are not included) */\n FUNCTION,\n /** Property getter only */\n PROPERTY_GETTER,\n /** Property setter only */\n PROPERTY_SETTER,\n /** Type usage */\n TYPE,\n /** Any expression */\n EXPRESSION,\n /** File */\n FILE,\n /** Type alias */\n @SinceKotlin(\"1.1\")\n TYPEALIAS\n}\n\n/**\n * Contains the list of possible annotation's retentions.\n *\n * Determines how an annotation is stored in binary output.\n */\npublic enum class AnnotationRetention {\n /** Annotation isn't stored in binary output */\n SOURCE,\n /** Annotation is stored in binary
output, but invisible for reflection */\n BINARY,\n /** Annotation is stored in binary output and visible for reflection (default retention) */\n RUNTIME\n}\n\n/**\n * This meta-annotation indicates the kinds of code elements which are possible targets of an annotation.\n *\n * If the target meta-annotation is not present on an annotation declaration, the annotation is applicable to the following elements:\n * [CLASS], [PROPERTY], [FIELD], [LOCAL_VARIABLE], [VALUE_PARAMETER], [CONSTRUCTOR], [FUNCTION], [PROPERTY_GETTER], [PROPERTY_SETTER].\n *\n * @property allowedTargets list of allowed annotation targets\n */\n@Target(AnnotationTarget.ANNOTATION_CLASS)\n@MustBeDocumented\npublic annotation class Target(vararg val allowedTargets: AnnotationTarget)\n\n/**\n * This meta-annotation determines whether an annotation is stored in binary output and visible for reflection. By default, both are true.\n *\n * @property value necessary annotation retention (RUNTIME, BINARY or SOURCE)\n
*/\n@Target(AnnotationTarget.ANNOTATION_CLASS)\npublic annotation class Retention(val value: AnnotationRetention = AnnotationRetention.RUNTIME)\n\n/**\n * This meta-annotation determines that an annotation is applicable twice or more on a single code element\n
*/\n@Target(AnnotationTarget.ANNOTATION_CLASS)\npublic annotation class Repeatable\n\n/**\n * This meta-annotation determines that an annotation is a part of public API and therefore should be included in the generated\n * documentation for the element to which the annotation is applied.\n

/\n@Target(AnnotationTarget.ANNOTATION_CLASS)\npublic annotation class MustBeDocumented\n","/\n * Copyright 2010-2016 JetBrains s.r.o.\n *\n * Licensed under the Apache License, Version 2.0 (the \"License\");\n * you may not use this file except in compliance with the License.\n * You may obtain a copy of the License at\n *\n * http://www.apache.org/licenses/LICENSE-2.0\n *\n * Unless required by applicable law or agreed to in writing, software\n
* distributed under the License is distributed on an \"AS IS\" BASIS,\n * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.\n * See the License for the specific language governing permissions and\n * limitations under the License.\n */\n\npackage kotlin.internal\n\n/**\n * Specifies that the corresponding type parameter is not used for unsafe operations such as casts or 'is' checks\n * That means it's completely safe to use generic types as argument for such parameter.\n */\n@Target(AnnotationTarget.TYPE_PARAMETER)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class PureReifiable\n\n/**\n * Specifies that the corresponding built-in method exists depending on platform.\n * Current implementation for JVM looks whether method with same JVM descriptor exists in the module JDK.\n * For example MutableMap.remove(K, V) available only if corresponding\n * method 'java/util/Map.remove(Ljava/lang/Object;Ljava/lang/Object;)Z' is defined in JDK (i.e. for
major versions >= 8)\n
/\n@Target(AnnotationTarget.FUNCTION)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class PlatformDependent\n","/\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.internal\n\n// a mod b (in arithmetical sense)\nprivate fun mod(a: Int, b: Int): Int {\n val mod = a % b\n return if (mod >= 0) mod else mod + b\n}\n\nprivate fun mod(a: Long, b: Long): Long {\n val mod = a % b\n return if (mod >= 0) mod else mod + b\n}\n\n// (a - b) mod c\nprivate fun differenceModulo(a: Int, b: Int, c: Int): Int {\n return mod(mod(a, c) - mod(b, c), c)\n}\n\nprivate fun differenceModulo(a: Long, b: Long, c: Long): Long {\n return mod(mod(a, c) - mod(b, c), c)\n}\n\n/**\n * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range\n * from [start] to
[end] in case of a positive [step], or from [end] to [start] in case of a negative\n * [step].\n *\n * No validation on passed parameters is performed. The given parameters should satisfy the condition:\n *\n * - either `step > 0` and `start <= end`,\n * - or `step < 0` and `start >= end`.\n *\n * @param start first element of the progression\n * @param end ending bound for the progression\n * @param step increment, or difference of successive elements in the progression\n * @return the final element of the progression\n * @suppress\n */\n@PublishedApi\ninternal fun getProgressionLastElement(start: Int, end: Int, step: Int): Int {\n if (step > 0) {\n return end - differenceModulo(end, start, step)\n }\n else if (step < 0) {\n return end + differenceModulo(start, end, -step)\n }\n else {\n throw kotlin.IllegalArgumentException(\"Step is zero.\")\n }\n}\n\n/**\n * Calculates the final element of a bounded arithmetic progression, i.e. the last element
of the progression which is in the range\n * from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative\n * [step].\n *\n * No validation on passed parameters is performed. The given parameters should satisfy the condition:\n *\n * - either `step > 0` and `start <= end`,\n * - or `step < 0` and `start >= end`.\n *\n * @param start first element of the progression\n * @param end ending bound for the progression\n * @param step increment, or difference of successive elements in the progression\n * @return the final element of the progression\n * @suppress\n */\n@PublishedApi\ninternal fun getProgressionLastElement(start: Long, end: Long, step: Long): Long {\n if (step > 0) {\n return end - differenceModulo(end, start, step)\n }\n else if (step < 0) {\n return end + differenceModulo(start, end, -step)\n }\n else {\n throw kotlin.IllegalArgumentException(\"Step is zero.\")\n }\n}\n","/*\n * Copyright 2010-2015
JetBrains s.r.o.\n *\n * Licensed under the Apache License, Version 2.0 (the \"License\");\n * you may not use this file except in compliance with the License.\n * You may obtain a copy of the License at\n *\n * http://www.apache.org/licenses/LICENSE-2.0\n *\n * Unless required by applicable law or agreed to in writing, software\n * distributed under the License is distributed on an \"AS IS\" BASIS,\n * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.\n * See the License for the specific language

governing permissions and\n * limitations under the License.\n */\n\npackage kotlin.reflect\n\n/**\n * Represents a parameter passed to a function or a property getter/setter,\n * including `this` and extension receiver parameters.\n */\npublic interface KParameter : KAnnotatedElement {\n /**\n * 0-based index of this parameter in the parameter list of its containing callable.\n */\n public val index: Int\n\n /**\n * Name of this parameter as it was
declared in the source code,\n * or `null` if the parameter has no name or its name is not available at runtime.\n * Examples of nameless parameters include `this` instance for member functions,\n * extension receiver for extension functions or properties, parameters of Java methods\n * compiled without the debug information, and others.\n */\n public val name: String?\n\n /**\n * Type of this parameter. For a `vararg` parameter, this is the type of the corresponding array,\n * not the individual element.\n */\n public val type: KType\n\n /**\n * Kind of this parameter.\n */\n public val kind: Kind\n\n /**\n * Kind represents a particular position of the parameter declaration in the source code,\n * such as an instance, an extension receiver parameter or a value parameter.\n */\n public enum class Kind {\n /** Instance required to make a call to the member, or an outer class instance for an inner class constructor.
*/\n INSTANCE,\n\n /** Extension receiver of an extension function or property. */\n EXTENSION_RECEIVER,\n\n /** Ordinary named value parameter. */\n VALUE,\n }\n\n /**\n * `true` if this parameter is optional and can be omitted when making a call via [KCallable.callBy], or `false` otherwise.\n *\n * A parameter is optional in any of the two cases:\n * 1. The default value is provided at the declaration of this parameter.\n * 2. The parameter is declared in a member function and one of the corresponding parameters in the super functions is optional.\n */\n public val isOptional: Boolean\n\n /**\n * `true` if this parameter is `vararg`.\n * See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/functions.html#variable-number-of-arguments-varargs)\n * for more information.\n */\n @SinceKotlin(\"1.1\")\n public val isVararg: Boolean\n}\n","/*\n * Copyright 2010-2015
JetBrains s.r.o.\n *\n * Licensed under the Apache License, Version 2.0 (the \"License\");\n * you may not use this file except in compliance with the License.\n * You may obtain a copy of the License at\n *\n * http://www.apache.org/licenses/LICENSE-2.0\n *\n * Unless required by applicable law or agreed to in writing, software\n * distributed under the License is distributed on an \"AS IS\" BASIS,\n * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.\n * See the License for the specific language governing permissions and\n * limitations under the License.\n */\n\npackage kotlin.reflect\n\n/**\n * Represents a type. Type is usually either a class with optional type arguments,\n * or a type parameter of some declaration, plus nullability.\n */\npublic interface KType {\n /**\n * The declaration of the classifier used in this type.\n * For example, in the type `List<String>` the classifier would be the [KClass] instance for [List].\n *\n * Returns `null` if this type is not denotable in Kotlin, for example if it is an intersection type.\n */\n @SinceKotlin(\"1.1\")\n public val classifier: KClassifier?\n\n /**\n * Type arguments passed for the parameters of the classifier in this type.\n * For example, in the type `Array<out Number>` the only type argument is `out Number`.\n *\n * In case this type is based on an inner class, the returned list contains the type arguments provided for the innermost class first,\n * then its outer class, and so on.\n * For example, in the type `Outer<A, B>.Inner<C, D>` the returned list is `[C, D, A, B]`.\n */\n @SinceKotlin(\"1.1\")\n public val arguments: List<KTypeProjection>\n\n /**\n * `true` if this type was marked nullable in the source code.\n *\n * For Kotlin types, it means that `null` value is allowed to be represented by this type.\n * In practice it means that the type was declared with a question mark at the end.\n
* For non-Kotlin types, it means the type or the symbol which was declared with this type\n * is annotated with a runtime-retained nullability annotation such as [javax.annotation.Nullable].\n *\n * Note that even if [isMarkedNullable] is false, values of the type can still be `null`.\n * This may happen if it is a type of the type parameter with a nullable upper bound:\n *\n * ```\n * fun <T> foo(t: T) {\n * // isMarkedNullable == false for t's type, but t can be null here when T = \"Any?\"\n * }\n * ```\n */\n public val isMarkedNullable: Boolean\n}\n\n/**\n * Represents a type projection. Type projection is usually the argument to another type in a

type usage.\n * For example, in the type `Array<out Number>`, `out Number` is the covariant projection of the type represented by the class `Number`.\n *\n * Type projection is either the star projection, or an entity consisting of a specific type plus optional variance.\n *\n * See
the [Kotlin language documentation](http://kotlinlang.org/docs/reference/generics.html#type-projections)\n * for more information.\n */\n@SinceKotlin(\"1.1\")\npublic data class KTypeProjection constructor(\n /**\n * The use-site variance specified in the projection, or `null` if this is a star projection.\n */\n public val variance: KVariance?,\n /**\n * The type specified in the projection, or `null` if this is a star projection.\n */\n public val type: KType?\n) {\n public companion object {\n /**\n * Star projection, denoted by the `*` character.\n * For example, in the type `KClass<*>`, `*` is the star projection.\n * See the [Kotlin language documentation](http://kotlinlang.org/docs/reference/generics.html#star-projections)\n * for more information.\n */\n public val STAR: KTypeProjection = KTypeProjection(null, null)\n\n /**\n * Creates an invariant
projection of a given type. Invariant projection is just the type itself,\n * without any use-site variance modifiers applied to it.\n * For example, in the type `Set<String>`, `String` is an invariant projection of the type represented by the class `String`.\n */\n public fun invariant(type: KType): KTypeProjection =\n KTypeProjection(KVariance.INVARIANT, type)\n\n /**\n * Creates a contravariant projection of a given type, denoted by the `in` modifier applied to a type.\n * For example, in the type `MutableList<in Number>`, `in Number` is a contravariant projection of the type of class `Number`.\n */\n public fun contravariant(type: KType): KTypeProjection =\n KTypeProjection(KVariance.IN, type)\n\n /**\n * Creates a covariant projection of a given type, denoted by the `out` modifier applied to a type.\n * For example, in the type `Array<out Number>`, `out Number`
is a covariant projection of the type of class `Number`.\n */\n public fun covariant(type: KType): KTypeProjection =\n KTypeProjection(KVariance.OUT, type)\n }\n}\n","/*\n * Copyright 2010-2016 JetBrains s.r.o.\n *\n * Licensed under the Apache License, Version 2.0 (the \"License\");\n * you may not use this file except in compliance with the License.\n * You may obtain a copy of the License at\n *\n * http://www.apache.org/licenses/LICENSE-2.0\n *\n * Unless required by applicable law or agreed to in writing, software\n * distributed under the License is distributed on an \"AS IS\" BASIS,\n * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.\n * See the License for the specific language governing permissions and\n * limitations under the License.\n */\n\npackage kotlin.reflect\n\n/**\n * Represents variance applied to a type parameter on the declaration site (*declaration-site variance*),\n * or to a type in a projection (*use-site
variance*).\n *\n * See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/generics.html#variance)\n * for more information.\n *\n * @see [KTypeParameter.variance]\n * @see [KTypeProjection]\n */\n@SinceKotlin(\"1.1\")\nenum class KVariance {\n /**\n * The affected type parameter or type is *invariant*, which means it has no variance applied to it.\n */\n INVARIANT,\n\n /**\n * The affected type parameter or type is *contravariant*. Denoted by the `in` modifier in the source code.\n */\n IN,\n\n /**\n * The affected type parameter or type is *covariant*. Denoted by the `out` modifier in the source code.\n */\n OUT,\n}\n","/*\n * Copyright 2010-2016 JetBrains s.r.o.\n *\n * Licensed under the Apache License, Version 2.0 (the \"License\");\n * you may not use this file except in compliance with the License.\n * You may obtain a copy of the License at\n *\n * http://www.apache.org/licenses/LICENSE-2.0\n *\n * Unless required
by applicable law or agreed to in writing, software\n * distributed under the License is distributed on an \"AS IS\" BASIS,\n * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.\n * See the License for the specific language governing permissions and\n * limitations under the License.\n */\n\npackage kotlin.reflect\n\n/**\n * Visibility is an aspect of a Kotlin declaration regulating where that declaration is accessible in the source code.\n * Visibility can be changed with one of the following modifiers: `public`, `protected`, `internal`, `private`.\n *\n * Note that some Java visibilities such as package-private and protected (which also gives access to items from the same package)\n * cannot be represented in Kotlin, so there's no [KVisibility] value

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corresponding to them.\n *\n * See the [Kotlin language
documentation](https://kotlinlang.org/docs/reference/visibility-modifiers.html)\n * for more information.\n
*/\n@SinceKotlin(\"1.1\")\nenum class KVisibility
 {\n    /**\n     * Visibility of declarations marked with the `public` modifier, or with no modifier at all.\n     */\n
PUBLIC,\n\n    /**\n     * Visibility of declarations marked with the `protected` modifier.\n     */\n
PROTECTED,\n\n    /**\n     * Visibility of declarations marked with the `internal` modifier.\n     */\n
INTERNAL,\n\n    /**\n     * Visibility of declarations marked with the `private` modifier.\n     */\n
PRIVATE,\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache
2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\n@JsName(\"arrayIterator\")\ninternal fun
arrayIterator(array: dynamic, type: String?) = when (type) {\n    null -> {\n        val arr: Array<dynamic> = array\n
  object : Iterator<dynamic> {\n            var index = 0\n            override fun hasNext() = index < arr.size\n
override fun next() = if (index < arr.size) arr[index++] else throw NoSuchElementException(\"$index\")\n
        }\n    }\n    \"BooleanArray\" -> booleanArrayIterator(array)\n    \"ByteArray\" -> byteArrayIterator(array)\n
\"ShortArray\" -> shortArrayIterator(array)\n    \"CharArray\" -> charArrayIterator(array)\n    \"IntArray\" ->
intArrayIterator(array)\n    \"LongArray\" -> longArrayIterator(array)\n    \"FloatArray\" ->
floatArrayIterator(array)\n    \"DoubleArray\" -> doubleArrayIterator(array)\n    else -> throw
IllegalStateException(\"Unsupported type argument for arrayIterator:
$type\")\n}\n\n@JsName(\"booleanArrayIterator\")\ninternal fun booleanArrayIterator(array: BooleanArray) =
object : BooleanIterator() {\n    var index = 0\n    override fun hasNext() = index < array.size\n    override fun
nextBoolean() = if (index < array.size) array[index++] else throw
NoSuchElementException(\"$index\")\n}\n\n@JsName(\"byteArrayIterator\")\ninternal fun byteArrayIterator(array:
ByteArray) = object : ByteIterator() {\n    var index = 0\n    override fun hasNext()
 = index < array.size\n    override fun nextByte() = if (index < array.size) array[index++] else throw
NoSuchElementException(\"$index\")\n}\n\n@JsName(\"shortArrayIterator\")\ninternal fun
shortArrayIterator(array: ShortArray) = object : ShortIterator() {\n    var index = 0\n    override fun hasNext() =
index < array.size\n    override fun nextShort() = if (index < array.size) array[index++] else throw
NoSuchElementException(\"$index\")\n}\n\n@JsName(\"charArrayIterator\")\ninternal fun charArrayIterator(array:
CharArray) = object : CharIterator() {\n    var index = 0\n    override fun hasNext() = index < array.size\n    override
fun nextChar() = if (index < array.size) array[index++] else throw
NoSuchElementException(\"$index\")\n}\n\n@JsName(\"intArrayIterator\")\ninternal fun intArrayIterator(array:
IntArray) = object : IntIterator() {\n    var index = 0\n    override fun hasNext() = index < array.size\n    override fun
nextInt() = if (index < array.size) array[index++] else
 throw NoSuchElementException(\"$index\")\n}\n\n@JsName(\"floatArrayIterator\")\ninternal fun
floatArrayIterator(array: FloatArray) = object : FloatIterator() {\n    var index = 0\n    override fun hasNext() = index
< array.size\n    override fun nextFloat() = if (index < array.size) array[index++] else throw
NoSuchElementException(\"$index\")\n}\n\n@JsName(\"doubleArrayIterator\")\ninternal fun
doubleArrayIterator(array: DoubleArray) = object : DoubleIterator() {\n    var index = 0\n    override fun hasNext()
= index < array.size\n    override fun nextDouble() = if (index < array.size) array[index++] else throw
NoSuchElementException(\"$index\")\n}\n\n@JsName(\"longArrayIterator\")\ninternal fun longArrayIterator(array:
LongArray) = object : LongIterator() {\n    var index = 0\n    override fun hasNext() = index < array.size\n
override fun nextLong() = if (index < array.size) array[index++] else throw
NoSuchElementException(\"$index\")\n}\n\n@JsName(\"PropertyMetadata\")\ninternal
 class PropertyMetadata(@JsName(\"callableName\") val name:
String)\n\n@JsName(\"noWhenBranchMatched\")\ninternal fun noWhenBranchMatched(): Nothing = throw
NoWhenBranchMatchedException()\n\n@JsName(\"subSequence\")\ninternal fun subSequence(c: CharSequence,
startIndex: Int, endIndex: Int): CharSequence {\n    if (c is String) {\n        return c.substring(startIndex, endIndex)\n
 } else {\n        return c.asDynamic().`subSequence_vux9f0$`(startIndex, endIndex)\n
}\n}\n\n@JsName(\"captureStack\")\ninternal fun captureStack(baseClass: JsClass<in Throwable>, instance:
```

Throwable) {\n if (js(\"Error\").captureStackTrace) {\n js(\"Error\").captureStackTrace(instance, instance::class.js);\n } else {\n instance.asDynamic().stack = js(\"new Error()\").stack;\n }\n}\n\n@JsName(\"newThrowable\")\ninternal fun newThrowable(message: String?, cause: Throwable?): Throwable {\n val throwable = js(\"new Error()\")\n throwable.message = if (jsTypeOf(message) == \"undefined\")
{\n if (cause != null) cause.toString() else null\n } else {\n message\n }\n throwable.cause = cause\n throwable.name = \"Throwable\"\n return throwable\n}\n\n@JsName(\"BoxedChar\")\ninternal class BoxedChar(val c: Int) : Comparable<Int> {\n override fun equals(other: Any?): Boolean {\n return other is BoxedChar && c == other.c\n }\n\n override fun hashCode(): Int {\n return c\n }\n\n override fun toString(): String {\n return js(\"this.c\").unsafeCast<Char>().toString()\n }\n\n override fun compareTo(other: Int): Int {\n return js(\"this.c - other\").unsafeCast<Int>()\n }\n\n @JsName(\"valueOf\")\n public fun valueOf(): Int {\n return c\n}\n\n@kotlin.internal.InlineOnly\ninternal inline fun <T> concat(args: Array<T>): T {\n val typed = js(\"Array\")(args.size)\n for (i in args.indices) {\n val arr = args[i]\n if (arr !is Array<*>) {\n typed[i] =
js(\"[]\").slice.call(arr)\n } else {\n typed[i] = arr\n }\n }\n return js(\"[]\").concat.apply(js(\"[]\"), typed);\n}\n\n/** Concat regular Array's and TypedArray's into an Array.\n */\n@PublishedApi\n@JsName(\"arrayConcat\")\n@Suppress(\"UNUSED_PARAMETER\")\ninternal fun <T> arrayConcat(a: T, b: T): T {\n return concat(js(\"arguments\"))\n}\n\n/** Concat primitive arrays. Main use: prepare vararg arguments.\n * For compatibility with 1.1.0 the arguments may be a mixture of Array's and TypedArray's.\n *\n * If the first argument is TypedArray (Byte-, Short-, Char-, Int-, Float-, and DoubleArray) returns a TypedArray, otherwise an Array.\n * If the first argument has the $type$ property (Boolean-, Char-, and LongArray) copy its value to result.$type$.\n * If the first argument is a regular Array without the $type$ property default to arrayConcat.\n
*/\n@PublishedApi\n@JsName(\"primitiveArrayConcat\")\n@Suppress(\"UNUSED_PARAMETER\")\ninternal fun <T>
primitiveArrayConcat(a: T, b: T): T {\n val args: Array<T> = js(\"arguments\")\n if (a is Array<*> && a.asDynamic().`$type$` === undefined) {\n return concat(args)\n } else {\n var size = 0\n for (i in args.indices) {\n size += args[i].asDynamic().length as Int\n }\n val result = js(\"new a.constructor(size)\")\n kotlin.copyArrayType(a, result)\n size = 0\n for (i in args.indices) {\n val arr = args[i].asDynamic()\n for (j in 0 until arr.length) {\n result[size++] = arr[j]\n }\n }\n return result\n }\n}\n\n@JsName(\"booleanArrayOf\")\ninternal fun booleanArrayOf() = withType(\"BooleanArray\", js(\"[].slice.call(arguments)\"))\n\n@JsName(\"charArrayOf\") // The arguments have to be slice'd here because of Rhino (see KT-16974)\ninternal fun charArrayOf() = withType(\"CharArray\", js(\"new Uint16Array([].slice.call(arguments))\"))\n\n@JsName(\"longArrayOf\")\ninternal
fun longArrayOf() = withType(\"LongArray\",
js(\"[].slice.call(arguments)\"))\n\n@JsName(\"withType\")\n@kotlin.internal.InlineOnly\ninternal inline fun withType(type: String, array: dynamic): dynamic {\n array.`$type$` = type\n return array\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license \n * that can be found in the license/LICENSE.txt file.\n
/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"CollectionsKt\")\n\npackage kotlin.collections\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\nimport kotlin.js.\nimport kotlin.*\nimport kotlin.text.*\nimport kotlin.comparisons.*\n\n/**\n * Reverses elements in the list in-place.\n */\npublic actual fun <T> MutableList<T>.reverse(): Unit {\n val midPoint = (size / 2) - 1\n if (midPoint < 0) return\n var reverseIndex = lastIndex\n
for (index in 0..midPoint) {\n val tmp = this[index]\n this[index] = this[reverseIndex]\n this[reverseIndex] = tmp\n reverseIndex--\n }\n}\n\n","@file: Suppress(\"DEPRECATION\")\npackage

jquery.ui\n\n\n//jquery UI\nimport jquery.JQuery\nimport kotlin.js.Json\n\n@Deprecated(\"JQuery is going to be removed from the standard library\")\npublic inline fun JQuery.buttonset(): JQuery = asDynamic().buttonset()\n\n@Deprecated(\"JQuery is going to be removed from the standard library\")\npublic inline fun JQuery.dialog(): JQuery = asDynamic().dialog()\n\n@Deprecated(\"JQuery is going to be removed from the standard library\")\npublic inline fun JQuery.dialog(params: Json): JQuery = asDynamic().dialog(params)\n\n@Deprecated(\"JQuery is going to be removed from the standard library\")\npublic inline fun JQuery.dialog(mode: String, param: String): Any? = asDynamic().dialog(mode, param)\n\n@Deprecated(\"JQuery is going to be removed from the standard library\")\npublic inline fun JQuery.dialog(mode: String): JQuery = asDynamic().dialog(mode)\n\n@Deprecated(\"JQuery is going to be removed from the standard library\")\npublic inline fun JQuery.dialog(mode: String, param: String, value: Any?): JQuery = asDynamic().dialog(mode, param, value)\n\n@Deprecated(\"JQuery is going to be removed from the standard library\")\npublic inline fun JQuery.button(): JQuery = asDynamic().button()\n\n@Deprecated(\"JQuery is going to be removed from the standard library\")\npublic inline fun JQuery.accordion(): JQuery = asDynamic().accordion()\n\n@Deprecated(\"JQuery is going to be removed from the standard library\")\npublic inline fun JQuery.draggable(params: Json): JQuery = asDynamic().draggable(params)\n\n@Deprecated(\"JQuery is going to be removed from the standard library\")\npublic inline fun JQuery.selectable(): JQuery = asDynamic().selectable()\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.js\n\nimport kotlin.annotation.AnnotationTarget.*\n\n@Target(CLASS, FUNCTION, PROPERTY, CONSTRUCTOR, VALUE_PARAMETER, PROPERTY_GETTER, PROPERTY_SETTER)\n@Deprecated(\"Use `external` modifier instead\", level = DeprecationLevel.ERROR)\npublic annotation class native(public val name: String = \"\")\n\n@Target(FUNCTION)\n@Deprecated(\"Use inline extension function with body using dynamic\")\npublic annotation class nativeGetter\n\n@Target(FUNCTION)\n@Deprecated(\"Use inline extension function with body using dynamic\")\npublic annotation class nativeSetter\n\n@Target(FUNCTION)\n@Deprecated(\"Use inline extension function with body using dynamic\")\npublic annotation class nativeInvoke\n\n@Target(CLASS, FUNCTION, PROPERTY)\ninternal annotation class library(public val name: String = \"\")\n\n@Target(CLASS)\ninternal annotation class marker\n\n/**\n * Gives a declaration (a function, a property or a class) specific
 name in JavaScript.\n *\n * This may be useful in the following cases:\n *\n * * There are two functions for which the compiler gives same name in JavaScript, you can\n *   mark one with `@JsName(...)` to prevent the compiler from reporting error.\n * * You are writing a JavaScript library in Kotlin. The compiler produces mangled names\n *   for functions with parameters, which is unnatural for usual JavaScript developer.\n *   You can put `@JsName(...)` on functions you want to be available from JavaScript.\n * * For some reason you want to rename declaration, e.g. there's common term in JavaScript\n *   for a concept provided by the declaration, which in uncommon in Kotlin.\n *\n * Example:\n *\n * ``` kotlin\n * class Person(val name: String) {\n *   fun hello() {\n *   println(\"Hello $name!\")\n *   }\n *\n *   @JsName(\"helloWithGreeting\")\n *   fun hello(greeting: String) {\n *   println(\"$greeting $name!\")\n *   }\n * }\n * ```\n *\n
 * @property name the name which compiler uses both for declaration itself and for all references to the declaration.\n *   It's required to denote a valid JavaScript identifier.\n *\n * @since 1.1\n */\n@Retention(AnnotationRetention.BINARY)\n@Target(CLASS, FUNCTION, PROPERTY, CONSTRUCTOR, PROPERTY_GETTER, PROPERTY_SETTER)\nannotation class JsName(val name: String)\n\n/**\n * Denotes an `external` declaration that must be imported from native JavaScript library.\n *\n * The compiler produces the code relevant for the target module system, for example, in case of CommonJS,\n * it will import the declaration via the `require(...)` function.\n *\n * The annotation can be used on top-level external declarations (classes, properties, functions) and files.\n * In case of file (which can't be `external`) the following rule applies: all the declarations in\n * the file must be `external`. By applying `@JsModule(...)` on a file you tell the compiler to import a JavaScript object\n * that

contain all the declarations from the file.\n *\n * Example:\n *\n * ``` kotlin\n * @JsModule(\"jquery\")\n * external abstract class JQuery() {\n * // some declarations here\n * }\n *\n * @JsModule(\"jquery\")\n * external fun JQuery(element: Element): JQuery\n * ```\n *\n * @property import name of a module to import declaration from.\n * It is not interpreted by the Kotlin compiler, it's passed as is directly to the target module system.\n *\n * @see JsNonModule\n * @since 1.1\n */\n@Retention(AnnotationRetention.BINARY)\n@Target(CLASS, PROPERTY, FUNCTION, FILE)\nannotation class JsModule(val import: String)\n\n/**\n * Denotes an `external` declaration that can be used without module system.\n *\n * By default, an `external` declaration is available regardless your target module system.\n * However, by applying [JsModule] annotation you can make a declaration unavailable to *plain* module system.\n * Some JavaScript libraries are distributed both as a standalone downloadable
piece of JavaScript and as a module available\n * as an npm package.\n * To tell the Kotlin compiler to accept both cases, you can augment [JsModule] with the `@JsNonModule` annotation.\n *\n * For example:\n *\n * ``` kotlin\n * @JsModule(\"jquery\")\n * @JsNonModule\n * @JsName(\"$\")\n * external abstract class JQuery() {\n * // some declarations here\n * }\n *\n * @JsModule(\"jquery\")\n * @JsNonModule\n * @JsName(\"$\")\n * external fun JQuery(element: Element): JQuery\n * ```\n *\n * @see JsModule\n * @since 1.1\n */\n@Retention(AnnotationRetention.BINARY)\n@Target(CLASS, PROPERTY, FUNCTION, FILE)\nannotation class JsNonModule\n\n/**\n * Adds prefix to `external` declarations in a source file.\n *\n * JavaScript does not have concept of packages (namespaces). They are usually emulated by nested objects.\n * The compiler turns references to `external` declarations either to plain unprefixed names (in case of *plain* modules)\n * or to plain imports.\n * However, if
a JavaScript library provides its declarations in packages, you won't be satisfied with this.\n * You can tell the compiler to generate additional prefix before references to `external` declarations using the `@JsQuafier(...)`\n * annotation.\n *\n * Note that a file marked with the `@JsQulifier(...)` annotation can't contain non-`external` declarations.\n *\n * Example:\n *\n * ```\n * @file:JsQualifier(\"my.jsPackageName\")\n * package some.kotlinPackage\n *\n * external fun foo(x: Int)\n *\n * external fun bar(): String\n * ```\n *\n * @property value the qualifier to add to the declarations in the generated code.\n * It must be a sequence of valid JavaScript identifiers separated by the `.` character.\n * Examples of valid qualifiers are: `foo`, `bar.Baz`, `_.$0.f`.\n *\n * @see JsModule\n * @since 1.1\n */\n@Retention(AnnotationRetention.BINARY)\n@Target(AnnotationTarget.FILE)\nannotation class JsQualifier(val value: String)","/*\n * Copyright 2010-2018 JetBrains
s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.jvm\n\n// these are used in common generated code in stdlib\n\n@Target(AnnotationTarget.FUNCTION, AnnotationTarget.CONSTRUCTOR)\n@Retention(AnnotationRetention.SOURCE)\ninternal annotation class JvmOverloads\n\n@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY_GETTER, AnnotationTarget.PROPERTY_SETTER, AnnotationTarget.FILE)\n@Retention(AnnotationRetention.SOURCE)\n@MustBeDocumented\n@Suppress(\"ACTUAL_WITHOUT_EXPECT\") // TODO: KT-19507\ninternal actual annotation class JvmName(public actual val name: String)\n\n@Target(AnnotationTarget.FILE)\n@Retention(AnnotationRetention.SOURCE)\n@MustBeDocumented\n@Suppress(\"ACTUAL_WITHOUT_EXPECT\") // TODO: KT-19507\ninternal actual annotation class JvmMultifileClass\n\n@Target(AnnotationTarget.FIELD)\n@Retention(AnnotationRetention.SOURCE)\n@MustBeDocumented\n@Suppress(\"ACTUAL_WITHOUT_EXPECT\")
// TODO: KT-19507\ninternal actual annotation class JvmField\n\n\n@Target(AnnotationTarget.FIELD)\n@Retention(AnnotationRetention.SOURCE)\npublic actual annotation class Volatile\n\n@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY_GETTER, AnnotationTarget.PROPERTY_SETTER)\n@Retention(AnnotationRetention.SOURCE)\npublic annotation class Synchronized\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0

license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.js\n\n/**\n * Function corresponding to JavaScript's `typeof` operator\n */\n@kotlin.internal.InlineOnly\n@Suppress(\"UNUSED_PARAMETER\")\npublic inline fun jsTypeOf(a: Any?): String = js(\"typeof a\")\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\n@file:Suppress(\"UNUSED_PARAMETER\", \"NOTHING_TO_INLINE\")\n\npackage kotlin\n\n/**\n * Returns an empty array of the specified type [T].\n */\npublic inline fun <T> emptyArray(): Array<T> = js(\"[]\")\n\n@library\npublic fun <T> arrayOf(vararg elements: T): Array<T> = definedExternally\n\n@library\npublic fun doubleArrayOf(vararg elements: Double): DoubleArray = definedExternally\n\n@library\npublic fun floatArrayOf(vararg elements: Float): FloatArray = definedExternally\n\n@library\npublic fun longArrayOf(vararg elements: Long): LongArray = definedExternally\n\n@library\npublic fun intArrayOf(vararg elements: Int): IntArray = definedExternally\n\n@library\npublic fun charArrayOf(vararg elements: Char): CharArray = definedExternally\n\n@library\npublic fun shortArrayOf(vararg elements: Short): ShortArray = definedExternally\n\n@library\npublic fun byteArrayOf(vararg elements: Byte): ByteArray = definedExternally\n\n@library\npublic fun booleanArrayOf(vararg elements: Boolean): BooleanArray = definedExternally\n\n/**\n * Creates a new instance of the [Lazy] that uses the specified initialization function [initializer].\n */\npublic actual fun <T> lazy(initializer: () -> T): Lazy<T> = UnsafeLazyImpl(initializer)\n\n/**\n * Creates a new instance of the [Lazy] that uses the specified initialization function [initializer].\n *\n * The [mode] parameter is ignored. */\npublic actual fun <T> lazy(mode: LazyThreadSafetyMode, initializer: () -> T): Lazy<T> = UnsafeLazyImpl(initializer)\n\n/**\n * Creates a new instance of the [Lazy] that uses the specified initialization function [initializer].\n *\n * The [lock] parameter is ignored.\n */\npublic actual fun <T> lazy(lock: Any?, initializer: () -> T): Lazy<T> = UnsafeLazyImpl(initializer)\n\n\ninternal fun fillFrom(src: dynamic, dst: dynamic): dynamic {\n   val srcLen: Int = src.length\n   val dstLen: Int = dst.length\n   var index: Int = 0\n   while (index < srcLen && index < dstLen) dst[index] = src[index++]\n   return dst\n}\n\n\ninternal fun arrayCopyResize(source: dynamic, newSize: Int, defaultValue: Any?): dynamic {\n   val result = source.slice(0, newSize)\n   copyArrayType(source, result)\n   var index: Int = source.length\n   if (newSize > index) {\n   result.length = newSize\n   while (index < newSize) result[index++] = defaultValue\n   }\n   return result\n}\n\ninternal fun <T> arrayPlusCollection(array: dynamic, collection: Collection<T>): dynamic {\n   val result = array.slice()\n   result.length += collection.size\n   copyArrayType(array, result)\n   var index: Int = array.length\n   for (element in collection) result[index++] = element\n   return result\n}\n\ninternal fun <T> fillFromCollection(dst: dynamic, startIndex: Int, collection: Collection<T>): dynamic {\n   var index = startIndex\n   for (element in collection) dst[index++] = element\n   return dst\n}\n\ninternal inline fun copyArrayType(from: dynamic, to: dynamic) {\n   if (from.`$type$` !== undefined) {\n   to.`$type$` = from.`$type$`\n   }\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n// actually \\s is enough to match all whitespace, but \\xA0 added because of different regexp behavior of Rhino used in Selenium tests\npublic actual fun Char.isWhitespace(): Boolean = toString().matches(\"[\\\\s\\\\xA0]\")\n\n@kotlin.internal.InlineOnly\npublic actual inline fun Char.toLowerCase(): Char = js(\"String.fromCharCode\")(this).toLowerCase().charCodeAt(0)\n\n@kotlin.internal.InlineOnly\npublic actual inline fun Char.toUpperCase(): Char = js(\"String.fromCharCode\")(this).toUpperCase().charCodeAt(0)\n\n/**\n * Returns `true` if this character is a Unicode high-surrogate code unit (also known as leading-surrogate code unit).\n */\npublic actual fun Char.isHighSurrogate(): Boolean = this in Char.MIN_HIGH_SURROGATE..Char.MAX_HIGH_SURROGATE\n\n/**\n * Returns `true` if this character is a Unicode low-surrogate code unit (also known as trailing-surrogate code unit).\n */\npublic actual fun Char.isLowSurrogate(): Boolean = this in Char.MIN_LOW_SURROGATE..Char.MAX_LOW_SURROGATE\n","/*\n * Copyright 2010-

2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n@file:Suppress(\"DEPRECATION\")\npackage kotlin.math\n\n\nimport kotlin.internal.InlineOnly\nimport kotlin.js.Math as nativeMath\n\n\n// ================ Double Math ==\n\n/** Computes the sine of the angle [x] given in radians.\n *\n * Special cases:\n * - `sin(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun sin(x: Double): Double = nativeMath.sin(x)\n\n/** Computes the cosine of the angle [x] given in radians.\n *\n * Special cases:\n * - `cos(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun cos(x: Double): Double = nativeMath.cos(x)\n\n/** Computes the tangent of the angle [x] given in radians.\n *\n * Special cases:\n * - `tan(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun tan(x: Double): Double = nativeMath.tan(x)\n\n/**\n * Computes the arc sine of the value [x];\n * the returned value is an angle in the range from `-PI/2` to `PI/2` radians.\n *\n * Special cases:\n * - `asin(x)` is `NaN`, when `abs(x) > 1` or x is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun asin(x: Double): Double = nativeMath.asin(x)\n\n/**\n * Computes the arc cosine of the value [x];\n * the returned value is an angle in the range from `0.0` to `PI` radians.\n *\n * Special cases:\n * - `acos(x)` is `NaN`, when `abs(x) > 1` or x is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun acos(x: Double): Double = nativeMath.acos(x)\n\n/**\n * Computes the arc tangent of the value [x];\n * the returned value is an angle in the range from `-PI/2` to `PI/2` radians.\n *\n * Special cases:\n * - `atan(NaN)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun atan(x: Double): Double = nativeMath.atan(x)\n\n/**\n * Returns the angle `theta` of the polar coordinates `(r, theta)` that correspond\n * to the rectangular coordinates `(x, y)` by computing the arc tangent of the value [y] / [x];\n * the returned value is an angle in the range from `-PI` to `PI` radians.\n *\n * Special cases:\n * - `atan2(0.0, 0.0)` is `0.0`\n * - `atan2(0.0, x)` is `0.0` for `x > 0` and `PI` for `x < 0`\n * - `atan2(-0.0, x)` is `-0.0` for 'x > 0` and `-PI` for `x < 0`\n *  - `atan2(y, +Inf)` is `0.0` for `0 < y < +Inf` and `-0.0` for '-Inf < y < 0`\n * - `atan2(y, -Inf)` is `PI` for `0 < y < +Inf` and `-PI` for `-Inf < y < 0`\n * - `atan2(y, 0.0)` is `PI/2` for `y > 0` and `-PI/2` for `y < 0`\n * - `atan2(+Inf, x)` is `PI/2` for finite `x`y\n * - `atan2(-Inf, x)` is `-PI/2` for finite `x`\n * - `atan2(NaN, x)` and `atan2(y, NaN)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun atan2(y: Double, x: Double): Double = nativeMath.atan2(y, x)\n\n/**\n * Computes the hyperbolic sine of the value [x].\n *\n * Special cases:\n * - `sinh(NaN)` is `NaN`\n * - `sinh(+Inf)` is `+Inf`\n * - `sinh(-Inf)` is `-Inf`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun sinh(x: Double): Double = nativeMath.sinh(x)\n\n/**\n * Computes the hyperbolic cosine of the value [x].\n *\n * Special cases:\n * - `cosh(NaN)` is `NaN`\n * - `cosh(+Inf|-Inf)` is `+Inf`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun cosh(x: Double): Double = nativeMath.cosh(x)\n\n/**\n * Computes the hyperbolic tangent of the value [x].\n *\n * Special cases:\n * - `tanh(NaN)` is `NaN`\n * - `tanh(+Inf)` is `1.0`\n * - `tanh(-Inf)` is `-1.0`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun tanh(x: Double): Double = nativeMath.tanh(x)\n\n/**\n * Computes the inverse hyperbolic sine of the value [x].\n *\n * The returned value is `y` such that `sinh(y) == x`.\n *\n * Special cases:\n * - `asinh(NaN)` is `NaN`\n * - `asinh(+Inf)` is `+Inf`\n * - `asinh(-Inf)` is `-Inf`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun asinh(x: Double): Double = nativeMath.asinh(x)\n\n/**\n * Computes the inverse hyperbolic cosine of the value [x].\n *\n * The returned value is positive `y` such that `cosh(y) == x`.\n *\n * Special cases:\n * - `acosh(NaN)` is `NaN`\n * - `acosh(x)` is `NaN` when `x < 1`\n * - `acosh(+Inf)` is `+Inf`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun acosh(x: Double): Double = nativeMath.acosh(x)\n\n/**\n * Computes the inverse hyperbolic tangent of the value [x].\n *\n * The returned value is `y` such that `tanh(y) == x`.\n *\n * Special cases:\n * - `tanh(NaN)` is `NaN`\n * - `tanh(x)` is `NaN` when `x > 1` or `x < -1`\n * - `tanh(1.0)` is `+Inf`\n * - `tanh(-1.0)` is `-Inf`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun atanh(x: Double): Double = nativeMath.atanh(x)\n\n/**\n * Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow.\n *\n * Special cases:\n * - returns `+Inf` if any of arguments is infinite\n * - returns `NaN` if any of

arguments is `NaN` and the other is not infinite\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun hypot(x: Double, y: Double): Double = nativeMath.hypot(x, y)\n\n/**\n * Computes the positive square root of the value [x].\n *\n * Special cases:\n *   - `sqrt(x)` is `NaN` when `x < 0` or `x` is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun sqrt(x: Double): Double = nativeMath.sqrt(x)\n\n/**\n * Computes Euler's number `e` raised to the power of the value [x].\n *\n * Special cases:\n *   - `exp(NaN)` is `NaN`\n *   - `exp(+Inf)` is `+Inf`\n *   - `exp(-Inf)` is `0.0`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic
 actual inline fun exp(x: Double): Double = nativeMath.exp(x)\n\n/**\n * Computes `exp(x) - 1`.\n *\n * This function can be implemented to produce more precise result for [x] near zero.\n *\n * Special cases:\n *   - `expm1(NaN)` is `NaN`\n *   - `expm1(+Inf)` is `+Inf`\n *   - `expm1(-Inf)` is `-1.0`\n *\n * @see [exp] function.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun expm1(x: Double): Double = nativeMath.expm1(x)\n\n/**\n * Computes the logarithm of the value [x] to the given [base].\n *\n * Special cases:\n *   - `log(x, b)` is `NaN` if either `x` or `b` are `NaN`\n *   - `log(x, b)` is `NaN` when `x < 0` or `b <= 0` or `b == 1.0`\n *   - `log(+Inf, +Inf)` is `NaN`\n *   - `log(+Inf, b)` is `+Inf` for `b > 1` and `-Inf` for `b < 1`\n *   - `log(0.0, b)` is `-Inf` for `b > 1` and `+Inf` for `b > 1`\n *\n * See also logarithm functions for common fixed bases: [ln], [log10] and [log2].\n */\n@SinceKotlin(\"1.2\")\npublic actual fun log(x: Double,
 base: Double): Double {\n   if (base <= 0.0 || base == 1.0) return Double.NaN\n   return nativeMath.log(x) / nativeMath.log(base)\n}\n\n/**\n * Computes the natural logarithm (base `E`) of the value [x].\n *\n * Special cases:\n *   - `ln(NaN)` is `NaN`\n *   - `ln(x)` is `NaN` when `x < 0.0`\n *   - `ln(+Inf)` is `+Inf`\n *   - `ln(0.0)` is `-Inf`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun ln(x: Double): Double = nativeMath.log(x)\n\n/**\n * Computes the common logarithm (base 10) of the value [x].\n *\n * @see [ln] function for special cases.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun log10(x: Double): Double = nativeMath.log10(x)\n\n/**\n * Computes the binary logarithm (base 2) of the value [x].\n *\n * @see [ln] function for special cases.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun log2(x: Double): Double = nativeMath.log2(x)\n\n/**\n * Computes `ln(x + 1)`.\n *\n * This function can be implemented to
 produce more precise result for [x] near zero.\n *\n * Special cases:\n *   - `ln1p(NaN)` is `NaN`\n *   - `ln1p(x)` is `NaN` where `x < -1.0`\n *   - `ln1p(-1.0)` is `-Inf`\n *   - `ln1p(+Inf)` is `+Inf`\n *\n * @see [ln] function\n * @see [expm1] function\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun ln1p(x: Double): Double = nativeMath.log1p(x)\n\n/**\n * Rounds the given value [x] to an integer towards positive infinity.\n\n * @return the smallest double value that is greater than the given value [x] and is a mathematical integer.\n *\n * Special cases:\n * - `ceil(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun ceil(x: Double): Double = nativeMath.ceil(x).unsafeCast<Double>() // TODO: Remove unsafe cast after removing public js.math\n\n/**\n * Rounds the given value [x] to an integer towards negative infinity.\n\n * @return the largest double value that is
 smaller than the given value [x] and is a mathematical integer.\n *\n * Special cases:\n *   - `floor(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun floor(x: Double): Double = nativeMath.floor(x).unsafeCast<Double>()\n\n/**\n * Rounds the given value [x] to an integer towards zero.\n *\n * @return the value [x] having its fractional part truncated.\n *\n * Special cases:\n *   - `truncate(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun truncate(x: Double): Double = nativeMath.trunc(x)\n\n/**\n * Rounds the given value [x] towards the closest integer with ties rounded towards even integer.\n *\n * Special cases:\n *   - `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n@SinceKotlin(\"1.2\")\npublic actual fun round(x: Double): Double
 {\n   if (x % 0.5 != 0.0) {\n   return nativeMath.round(x).unsafeCast<Double>()\n   }\n   val floor = floor(x)\n   return if (floor % 2 == 0.0) floor else ceil(x)\n}\n\n/**\n * Returns the absolute value of the given value [x].\n *\n * Special cases:\n *   - `abs(NaN)` is `NaN`\n *\n * @see absoluteValue extension property for [Double]\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun abs(x: Double): Double =

nativeMath.abs(x)\n\n/**\n * Returns the sign of the given value [x]:\n *   - `-1.0` if the value is negative,\n *   - zero if the value is zero,\n *   - `1.0` if the value is positive\n *\n * Special case:\n *   - `sign(NaN)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun sign(x: Double): Double = nativeMath.sign(x)\n\n\n/**\n * Returns the smaller of two values.\n *\n * If either value is `NaN`, then the result is `NaN`.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun min(a: Double, b: Double): Double = nativeMath.min(a,
b)\n\n/**\n * Returns the greater of two values.\n *\n * If either value is `NaN`, then the result is `NaN`.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun max(a: Double, b: Double): Double = nativeMath.max(a, b)\n\n// extensions\n\n/**\n * Raises this value to the power [x].\n *\n * Special cases:\n *   - `b.pow(0.0)` is `1.0`\n *   - `b.pow(1.0) == b`\n *   - `b.pow(NaN)` is `NaN`\n *   - `NaN.pow(x)` is `NaN` for `x != 0.0`\n *   - `b.pow(Inf)` is `NaN` for `abs(b) == 1.0`\n *   - `b.pow(x)` is `NaN` for `b < 0` and `x` is finite and not an integer\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun Double.pow(x: Double): Double = nativeMath.pow(this, x)\n\n/**\n * Raises this value to the integer power [n].\n *\n * See the other overload of [pow] for details.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun Double.pow(n: Int): Double = nativeMath.pow(this, n.toDouble())\n\n/**\n * Returns the absolute value of this
value.\n *\n * Special cases:\n *   - `NaN.absoluteValue` is `NaN`\n *\n * @see abs function\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline val Double.absoluteValue: Double get() = nativeMath.abs(this)\n\n/**\n * Returns the sign of this value:\n *   - `-1.0` if the value is negative,\n *   - zero if the value is zero,\n *   - `1.0` if the value is positive\n *\n * Special case:\n *   - `NaN.sign` is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline val Double.sign: Double get() = nativeMath.sign(this)\n\n/**\n * Returns this value with the sign bit same as of the [sign] value.\n *\n * If [sign] is `NaN` the sign of the result is undefined.\n */\n@SinceKotlin(\"1.2\")\npublic actual fun Double.withSign(sign: Double): Double {\n   val thisSignBit = js(\"Kotlin\").doubleSignBit(this).unsafeCast<Int>()\n   val newSignBit = js(\"Kotlin\").doubleSignBit(sign).unsafeCast<Int>()\n   return if (thisSignBit == newSignBit) this else -this\n}\n\n/**\n * Returns
this value with the sign bit same as of the [sign] value.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun Double.withSign(sign: Int): Double = this.withSign(sign.toDouble())\n\n/**\n * Returns the ulp (unit in the last place) of this value.\n *\n * An ulp is a positive distance between this value and the next nearest [Double] value larger in magnitude.\n *\n * Special Cases:\n *   - `NaN.ulp` is `NaN`\n *   - `x.ulp` is `+Inf` when `x` is `+Inf` or `-Inf`\n *   - `0.0.ulp` is `Double.MIN_VALUE`\n */\n@SinceKotlin(\"1.2\")\npublic actual val Double.ulp: Double get() = when {\n   this < 0 -> (-this).ulp\n   this.isNaN() || this == Double.POSITIVE_INFINITY -> this\n   this == Double.MAX_VALUE -> this - this.nextDown()\n   else -> this.nextUp() - this\n}\n\n/**\n * Returns the [Double] value nearest to this value in direction of positive infinity.\n */\n@SinceKotlin(\"1.2\")\npublic actual fun Double.nextUp(): Double = when {\n   this.isNaN() || this == Double.POSITIVE_INFINITY
-> this\n   this == 0.0 -> Double.MIN_VALUE\n   else -> Double.fromBits(this.toRawBits() + if (this > 0) 1 else -1)\n}\n\n/**\n * Returns the [Double] value nearest to this value in direction of negative infinity.\n */\n@SinceKotlin(\"1.2\")\npublic actual fun Double.nextDown(): Double = when {\n   this.isNaN() || this == Double.NEGATIVE_INFINITY -> this\n   this == 0.0 -> -Double.MIN_VALUE\n   else -> Double.fromBits(this.toRawBits() + if (this > 0) -1 else 1)\n}\n\n\n/**\n * Returns the [Double] value nearest to this value in direction from this value towards the value [to].\n *\n * Special cases:\n *   - `x.nextTowards(y)` is `NaN` if either `x` or `y` are `NaN`\n *   - `x.nextTowards(x) == x`\n *\n */\n@SinceKotlin(\"1.2\")\npublic actual fun Double.nextTowards(to: Double): Double = when {\n   this.isNaN() || to.isNaN() -> Double.NaN\n   to == this -> to\n   to > this -> this.nextUp()\n   else /* to < this */ -> this.nextDown()\n}\n\n\n/**\n * Rounds this
[Double] value to the nearest integer and converts the result to [Int].\n * Ties are rounded towards positive infinity.\n *\n * Special cases:\n *   - `x.roundToInt() == Int.MAX_VALUE` when `x > Int.MAX_VALUE`\n *   - `x.roundToInt() == Int.MIN_VALUE` when `x < Int.MIN_VALUE`\n *\n * @throws IllegalArgumentException when this value is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic actual fun Double.roundToInt(): Int = when {\n   isNaN() -> throw IllegalArgumentException(\"Cannot round NaN value.\")\n   this > Int.MAX_VALUE ->

Int.MAX_VALUE\n   this < Int.MIN_VALUE -> Int.MIN_VALUE\n   else -> nativeMath.round(this).unsafeCast<Double>().toInt()\n}\n\n/**\n * Rounds this [Double] value to the nearest integer and converts the result to [Long].\n * Ties are rounded towards positive infinity.\n *\n * Special cases:\n *   - `x.roundToLong() == Long.MAX_VALUE` when `x > Long.MAX_VALUE`\n *   - `x.roundToLong() == Long.MIN_VALUE` when `x < Long.MIN_VALUE`\n *\n * @throws IllegalArgumentException when this value is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic actual fun Double.roundToLong(): Long = when {\n isNaN() -> throw IllegalArgumentException(\"Cannot round NaN value.\")\n   this > Long.MAX_VALUE -> Long.MAX_VALUE\n   this < Long.MIN_VALUE -> Long.MIN_VALUE\n   else -> nativeMath.round(this).unsafeCast<Double>().toLong()\n}\n\n\n\n// ================ Float Math ==\n\n/** Computes the sine of the angle [x] given in radians.\n *\n * Special cases:\n *   - `sin(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun sin(x: Float): Float = nativeMath.sin(x.toDouble()).toFloat()\n\n/** Computes the cosine of the angle [x] given in radians.\n *\n * Special cases:\n *   - `cos(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun cos(x: Float): Float = nativeMath.cos(x.toDouble()).toFloat()\n\n/** Computes the tangent of the angle [x] given in radians.\n *\n * Special cases:\n *   - `tan(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun tan(x: Float): Float = nativeMath.tan(x.toDouble()).toFloat()\n\n/**\n * Computes the arc sine of the value [x];\n * the returned value is an angle in the range from `-PI/2` to `PI/2` radians.\n *\n * Special cases:\n *   - `asin(x)` is `NaN`, when `abs(x) > 1` or x is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun asin(x: Float): Float = nativeMath.asin(x.toDouble()).toFloat()\n\n/**\n * Computes the arc cosine of the value [x];\n * the returned value is an angle in the range from `0.0` to `PI` radians.\n *\n * Special cases:\n *   - `acos(x)` is `NaN`, when `abs(x) > 1` or x is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun acos(x: Float): Float = nativeMath.acos(x.toDouble()).toFloat()\n\n/**\n * Computes the arc tangent of the value [x];\n * the returned value is an angle in the range from `-PI/2` to `PI/2` radians.\n *\n * Special cases:\n *   - `atan(NaN)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun atan(x: Float): Float = nativeMath.atan(x.toDouble()).toFloat()\n\n/**\n * Returns the angle `theta` of the polar coordinates `(r, theta)` that correspond\n * to the rectangular coordinates `(x, y)` by computing the arc tangent of the value [y] / [x];\n * the returned value is an angle in the range from `-PI` to `PI` radians.\n *\n * Special cases:\n *   - `atan2(0.0, 0.0)` is `0.0`\n *   - `atan2(0.0, x)` is `0.0` for `x > 0` and `PI` for `x < 0`\n *   - `atan2(-0.0, x)` is `-0.0` for 'x > 0` and `-PI` for `x < 0`\n *   - `atan2(y, +Inf)` is `0.0` for `0 < y < +Inf` and `-0.0` for '-Inf < y < 0`\n *   - `atan2(y, -Inf)` is `PI` for `0 < y < +Inf` and `-PI` for `-Inf < y < 0`\n *   - `atan2(y, 0.0)` is `PI/2` for `y > 0` and `-PI/2` for `y < 0`\n *   - `atan2(+Inf, x)` is `PI/2` for finite `x`y\n *   - `atan2(-Inf, x)` is `-PI/2` for finite `x`\n *   - `atan2(NaN, x)` and `atan2(y, NaN)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun atan2(y: Float, x: Float): Float = nativeMath.atan2(y.toDouble(), x.toDouble()).toFloat()\n\n/**\n * Computes the hyperbolic sine of the value [x].\n *\n * Special cases:\n *   - `sinh(NaN)` is `NaN`\n *   - `sinh(+Inf)` is `+Inf`\n *   - `sinh(-Inf)` is `-Inf`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun sinh(x: Float): Float = nativeMath.sinh(x.toDouble()).toFloat()\n\n/**\n * Computes the hyperbolic cosine of the value [x].\n *\n * Special cases:\n *   - `cosh(NaN)` is `NaN`\n *   - `cosh(+Inf|-Inf)` is `+Inf`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun cosh(x: Float): Float = nativeMath.cosh(x.toDouble()).toFloat()\n\n/**\n * Computes the hyperbolic tangent of the value [x].\n *\n * Special cases:\n *   - `tanh(NaN)` is `NaN`\n *   - `tanh(+Inf)` is `1.0`\n *   - `tanh(-Inf)` is `-1.0`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun tanh(x: Float): Float = nativeMath.tanh(x.toDouble()).toFloat()\n\n/**\n * Computes the inverse hyperbolic sine of the value [x].\n *\n * The returned value is `y` such that `sinh(y) == x`.\n *\n * Special cases:\n *   - `asinh(NaN)` is `NaN`\n *   - `asinh(+Inf)` is `+Inf`\n *   - `asinh(-Inf)` is `-Inf`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun asinh(x: Float): Float =

nativeMath.asinh(x.toDouble()).toFloat()\n\n/**\n * Computes the inverse hyperbolic cosine of the value [x].\n *\n * The returned value is positive `y` such that `cosh(y) == x`.\n *\n * Special cases:\n * - `acosh(NaN)` is `NaN`\n * - `acosh(x)` is `NaN` when `x < 1`\n * - `acosh(+Inf)` is `+Inf`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun acosh(x: Float): Float = nativeMath.acosh(x.toDouble()).toFloat()\n\n/**\n * Computes the inverse hyperbolic tangent of the value [x].\n *\n * The returned value is `y` such that `tanh(y) == x`.\n *\n * Special cases:\n * - `tanh(NaN)` is `NaN`\n * - `tanh(x)` is `NaN` when `x > 1` or `x < -1`\n * - `tanh(1.0)` is `+Inf`\n * - `tanh(-1.0)` is `-Inf`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun atanh(x: Float): Float = nativeMath.atanh(x.toDouble()).toFloat()\n\n/**\n * Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow.\n *\n * Special cases:\n * - returns `+Inf` if any of arguments is infinite\n * - returns `NaN` if any of arguments is `NaN` and the other is not infinite\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun hypot(x: Float, y: Float): Float = nativeMath.hypot(x.toDouble(), y.toDouble()).toFloat()\n\n/**\n * Computes the positive square root of the value [x].\n *\n * Special cases:\n * - `sqrt(x)` is `NaN` when `x < 0` or `x` is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun sqrt(x: Float): Float = nativeMath.sqrt(x.toDouble()).toFloat()\n\n/**\n * Computes Euler's number `e` raised to the power of the value [x].\n *\n * Special cases:\n * - `exp(NaN)` is `NaN`\n * - `exp(+Inf)` is `+Inf`\n * - `exp(-Inf)` is `0.0`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun exp(x: Float): Float = nativeMath.exp(x.toDouble()).toFloat()\n\n/**\n * Computes `exp(x) - 1`.\n *\n * This function can be implemented to produce more precise result for [x] near zero.\n *\n * Special cases:\n * - `expm1(NaN)` is `NaN`\n * - `expm1(+Inf)` is `+Inf`\n * - `expm1(-Inf)` is `-1.0`\n *\n * @see [exp] function.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun expm1(x: Float): Float = nativeMath.expm1(x.toDouble()).toFloat()\n\n/**\n * Computes the logarithm of the value [x] to the given [base].\n *\n * Special cases:\n * - `log(x, b)` is `NaN` if either `x` or `b` are `NaN`\n * - `log(x, b)` is `NaN` when `x < 0` or `b <= 0` or `b == 1.0`\n * - `log(+Inf, +Inf)` is `NaN`\n * - `log(+Inf, b)` is `+Inf` for `b > 1` and `-Inf` for `b < 1`\n * - `log(0.0, b)` is `-Inf` for `b > 1` and `+Inf` for `b > 1`\n *\n * See also logarithm functions for common fixed bases: [ln], [log10] and [log2].\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun log(x: Float, base: Float): Float = log(x.toDouble(), base.toDouble()).toFloat()\n\n/**\n * Computes the natural logarithm (base `E`) of the value [x].\n *\n * Special cases:\n * - `ln(NaN)` is `NaN`\n * - `ln(x)` is `NaN` when `x < 0.0`\n * - `ln(+Inf)` is `+Inf`\n * - `ln(0.0)` is `-Inf`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun ln(x: Float): Float = nativeMath.log(x.toDouble()).toFloat()\n\n/**\n * Computes the common logarithm (base 10) of the value [x].\n *\n * @see [ln] function for special cases.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun log10(x: Float): Float = nativeMath.log10(x.toDouble()).toFloat()\n\n/**\n * Computes the binary logarithm (base 2) of the value [x].\n *\n * @see [ln] function for special cases.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun log2(x: Float): Float = nativeMath.log2(x.toDouble()).toFloat()\n\n/**\n * Computes `ln(a + 1)`.\n *\n * This function can be implemented to produce more precise result for [x] near zero.\n *\n * Special cases:\n * - `ln1p(NaN)` is `NaN`\n * - `ln1p(x)` is `NaN` where `x < -1.0`\n * - `ln1p(-1.0)` is `-Inf`\n * - `ln1p(+Inf)` is `+Inf`\n *\n * @see [ln] function\n * @see [expm1] function\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun ln1p(x: Float): Float = nativeMath.log1p(x.toDouble()).toFloat()\n\n/**\n * Rounds the given value [x] to an integer towards positive infinity.\n\n * @return the smallest Float value that is greater than the given value [x] and is a mathematical integer.\n *\n * Special cases:\n * - `ceil(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun ceil(x: Float): Float = nativeMath.ceil(x.toDouble()).toFloat()\n\n/**\n * Rounds the given value [x] to an integer towards negative infinity.\n\n * @return the largest Float value that is smaller than the given value [x] and is a mathematical integer.\n *\n * Special cases:\n * - `floor(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun floor(x: Float): Float = nativeMath.floor(x.toDouble()).toFloat()\n\n/**\n * Rounds the given value [x] to an integer towards zero.\n *\n * @return the value [x] having its fractional part truncated.\n *\n * Special cases:\n * - `truncate(x)` is `x` where `x`

is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun truncate(x: Float): Float = truncate(x.toDouble()).toFloat()\n\n/**\n * Rounds the given value [x] towards the closest integer with ties rounded towards even integer.\n *\n * Special cases:\n *   - `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun round(x: Float): Float = round(x.toDouble()).toFloat()\n\n\n/**\n * Returns the absolute value of the given value [x].\n *\n * Special cases:\n *   - `abs(NaN)` is `NaN`\n *\n * @see absoluteValue extension property for [Float]\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun abs(x: Float): Float = nativeMath.abs(x.toDouble()).toFloat()\n\n/**\n * Returns the sign of the given value [x]:\n *   - `-1.0` if the value is negative,\n *   - zero if the value is zero,\n *   - `1.0` if the value is positive\n *\n * Special case:\n *   - `sign(NaN)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun sign(x: Float): Float = nativeMath.sign(x.toDouble()).toFloat()\n\n\n\n/**\n * Returns the smaller of two values.\n *\n * If either value is `NaN`, then the result is `NaN`.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun min(a: Float, b: Float): Float = nativeMath.min(a, b)\n\n/**\n * Returns the greater of two values.\n *\n * If either value is `NaN`, then the result is `NaN`.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun max(a: Float, b: Float): Float = nativeMath.max(a, b)\n\n// extensions\n\n\n/**\n * Raises this value to the power [x].\n *\n * Special cases:\n *   - `b.pow(0.0)` is `1.0`\n *   - `b.pow(1.0) == b`\n *   - `b.pow(NaN)` is `NaN`\n *   - `NaN.pow(x)` is `NaN` for `x != 0.0`\n *   - `b.pow(Inf)` is `NaN` for `abs(b) == 1.0`\n *   - `b.pow(x)` is `NaN` for `b < 0` and `x` is finite and not an integer\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun Float.pow(x: Float): Float = nativeMath.pow(this.toDouble(), x.toDouble()).toFloat()\n\n/**\n * Raises this value to the integer power [n].\n *\n * See the other overload of [pow] for details.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun Float.pow(n: Int): Float = nativeMath.pow(this.toDouble(), n.toDouble()).toFloat()\n\n/**\n * Returns the absolute value of this value.\n *\n * Special cases:\n *   - `NaN.absoluteValue` is `NaN`\n *\n * @see abs function\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline val Float.absoluteValue: Float get() = nativeMath.abs(this.toDouble()).toFloat()\n\n/**\n * Returns the sign of this value:\n *   - `-1.0` if the value is negative,\n *   - zero if the value is zero,\n *   - `1.0` if the value is positive\n *\n * Special case:\n *   - `NaN.sign` is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline val Float.sign: Float get() = nativeMath.sign(this.toDouble()).toFloat()\n\n/**\n * Returns this value with the sign bit same as of the [sign] value.\n *\n * If [sign] is `NaN` the sign of the result is undefined.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun Float.withSign(sign: Float): Float = this.toDouble().withSign(sign.toDouble()).toFloat()\n\n/**\n * Returns this value with the sign bit same as of the [sign] value.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun Float.withSign(sign: Int): Float = this.toDouble().withSign(sign.toDouble()).toFloat()\n\n\n/**\n * Rounds this [Float] value to the nearest integer and converts the result to [Int].\n * Ties are rounded towards positive infinity.\n *\n * Special cases:\n *   - `x.roundToInt() == Int.MAX_VALUE` when `x > Int.MAX_VALUE`\n *   - `x.roundToInt() == Int.MIN_VALUE` when `x < Int.MIN_VALUE`\n *\n * @throws IllegalArgumentException when this value is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun Float.roundToInt(): Int = toDouble().roundToInt()\n\n/**\n * Rounds this [Float] value to the nearest integer and converts the result to [Long].\n * Ties are rounded towards positive infinity.\n *\n * Special cases:\n *   - `x.roundToLong() == Long.MAX_VALUE` when `x > Long.MAX_VALUE`\n *   - `x.roundToLong() == Long.MIN_VALUE` when `x < Long.MIN_VALUE`\n *\n * @throws IllegalArgumentException when this value is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun Float.roundToLong(): Long = toDouble().roundToLong()\n\n\n\n/**\n * Returns the absolute value of the given value [n].\n *\n * Special cases:\n *   - `abs(Int.MIN_VALUE)` is `Int.MIN_VALUE` due to an overflow\n *\n * @see absoluteValue extension property for [Int]\n */\n// TODO: remove manual 'or' when KT-19290 is fixed\n@SinceKotlin(\"1.2\")\npublic actual fun abs(n: Int): Int = if (n < 0) (-n or 0) else n\n\n/**\n * Returns the

smaller of two values.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun min(a: Int, b: Int): Int = nativeMath.min(a, b)\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun max(a: Int, b: Int): Int = nativeMath.max(a, b)\n\n/**\n * Returns the absolute value of this value.\n *\n * Special cases:\n * - `Int.MIN_VALUE.absoluteValue` is `Int.MIN_VALUE` due to an overflow\n *\n * @see abs function\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline val Int.absoluteValue: Int get() = abs(this)\n\n/**\n * Returns the sign of this value:\n * - `-1` if the value is negative,\n * - `0` if the value is zero,\n * - `1` if the value is positive\n */\n@SinceKotlin(\"1.2\")\npublic actual val Int.sign: Int get() = when {\n this < 0 -> -1\n this > 0 -> 1\n else -> 0\n}\n\n\n\n/**\n * Returns the absolute value of the given value [n].\n *\n * Special cases:\n * - `abs(Long.MIN_VALUE)` is `Long.MIN_VALUE` due to an overflow\n *\n * @see absoluteValue extension property for [Long]\n */\n@SinceKotlin(\"1.2\")\npublic actual fun abs(n: Long): Long = if (n < 0) -n else n\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin(\"1.2\")\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline fun min(a: Long, b: Long): Long = if (a <= b) a else b\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin(\"1.2\")\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline fun max(a: Long, b: Long): Long = if (a >= b) a else b\n\n/**\n * Returns the absolute value of this value.\n *\n * Special cases:\n * - `Long.MIN_VALUE.absoluteValue` is `Long.MIN_VALUE` due to an overflow\n *\n * @see abs function\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline val Long.absoluteValue: Long get() = abs(this)\n\n/**\n * Returns the sign of this value:\n * - `-1` if the value is negative,\n * - `0` if the value is zero,\n * - `1` if the value is positive\n */\n@SinceKotlin(\"1.2\")\npublic actual val Long.sign: Int get() = when {\n this < 0 -> -1\n this > 0 -> 1\n else -> 0\n}\n\n\n\","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\n/**\n * Provides a skeletal implementation of the [MutableCollection] interface.\n *\n * @param E the type of elements contained in the collection. The collection is invariant on its element type.\n */\npublic abstract class AbstractMutableCollection<E> protected constructor() : AbstractCollection<E>(), MutableCollection<E> {\n\n abstract override fun add(element: E): Boolean\n\n override fun remove(element: E): Boolean {\n val iterator = iterator()\n while (iterator.hasNext()) {\n if (iterator.next() == element) {\n iterator.remove()\n return true\n }\n }\n return false\n }\n\n override fun addAll(elements: Collection<E>): Boolean {\n var modified = false\n for (element in elements) {\n if (add(element)) modified = true\n }\n return modified\n }\n\n override fun removeAll(elements: Collection<E>): Boolean = (this as MutableIterable<E>).removeAll { it in elements }\n override fun retainAll(elements: Collection<E>): Boolean = (this as MutableIterable<E>).removeAll { it !in elements }\n\n override fun clear(): Unit {\n val iterator = this.iterator()\n while (iterator.hasNext()) {\n iterator.next()\n iterator.remove()\n }\n }\n\n open fun toJSON(): Any = this.toArray()\n}\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n/*\n * Based on GWT AbstractList\n * Copyright 2007 Google Inc.\n*/\n\n\npackage kotlin.collections\n\n/**\n * Provides a skeletal implementation of the [MutableList] interface.\n *\n * @param E the type of elements contained in the list. The list is invariant on its element type.\n */\npublic actual abstract class AbstractMutableList<E> protected actual constructor() : AbstractMutableCollection<E>(), MutableList<E> {\n protected var modCount: Int = 0\n\n abstract override fun add(index: Int, element: E): Unit\n abstract override fun removeAt(index: Int): E\n abstract override fun set(index: Int, element: E): E\n\n actual override fun add(element: E): Boolean {\n add(size, element)\n return true\n }\n\n actual override fun addAll(index: Int, elements: Collection<E>): Boolean {\n var _index = index\n var changed = false\n for (e in elements) {\n add(_index++, e)\n changed = true\n }\n return changed\n }\n\n actual override fun clear() {\n removeRange(0, size)\n }\n\n actual override fun removeAll(elements: Collection<E>): Boolean = removeAll { it in elements }\n actual override fun

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retainAll(elements: Collection<E>): Boolean = removeAll { it !in elements }\n\n\n    actual override fun iterator(): MutableIterator<E> = IteratorImpl()\n\n    actual override fun contains(element: E): Boolean = indexOf(element) >= 0\n\n    actual override fun indexOf(element: E): Int {\n        for (index in 0..lastIndex) {\n            if (get(index) == element) {\n                return index\n            }\n        }\n        return -1\n    }\n\n    actual override fun lastIndexOf(element: E): Int {\n        for (index in lastIndex downTo 0) {\n            if (get(index) == element) {\n                return index\n            }\n        }\n        return -1\n    }\n\n    actual override fun listIterator(): MutableListIterator<E> = listIterator(0)\n    actual override fun listIterator(index: Int): MutableListIterator<E> = ListIteratorImpl(index)\n\n\n    actual override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> = SubList(this, fromIndex, toIndex)\n\n    /**\n     * Removes the range of elements from this list starting from [fromIndex] and ending with but not including [toIndex].\n     */\n    protected open fun removeRange(fromIndex: Int, toIndex: Int) {\n        val iterator = listIterator(fromIndex)\n        repeat(toIndex - fromIndex) {\n            iterator.next()\n            iterator.remove()\n        }\n    }\n\n    /**\n     * Compares this list with another list instance with the ordered structural equality.\n     *\n     * @return true, if [other] instance is a [List] of the same size, which contains the same elements in the same order.\n     */\n    override fun equals(other: Any?): Boolean {\n        if (other === this) return true\n        if (other !is List<*>) return false\n\n        return AbstractList.orderedEquals(this, other)\n    }\n\n    /**\n     * Returns the hash code value for this list.\n     */\n    override fun hashCode(): Int = AbstractList.orderedHashCode(this)\n\n\n    private open inner class IteratorImpl : MutableIterator<E> {\n        /** the index of the item that will be returned on the next call to [next]`()` */\n        protected var index = 0\n        /** the index of the item that was returned on the previous call to [next]`()`\n         * or [ListIterator.previous]`()` (for `ListIterator`),\n         * -1 if no such item exists\n         */\n        protected var last = -1\n\n        override fun hasNext(): Boolean = index < size\n\n        override fun next(): E {\n            if (!hasNext()) throw NoSuchElementException()\n            last = index++\n            return get(last)\n        }\n\n        override fun remove() {\n            check(last != -1) { \"Call next() or previous() before removing element from the iterator.\" }\n\n            removeAt(last)\n            index = last\n            last = -1\n        }\n    }\n\n    /**\n     * Implementation of `MutableListIterator` for abstract lists.\n     */\n    private inner class ListIteratorImpl(index: Int) : IteratorImpl(), MutableListIterator<E> {\n\n        init {\n            AbstractList.checkPositionIndex(index, this@AbstractMutableList.size)\n            this.index = index\n        }\n\n        override fun hasPrevious(): Boolean = index > 0\n\n        override fun nextIndex(): Int = index\n\n        override fun previous(): E {\n            if (!hasPrevious()) throw NoSuchElementException()\n\n            last = --index\n            return get(last)\n        }\n\n        override fun previousIndex(): Int = index - 1\n\n        override fun add(element: E) {\n            add(index, element)\n            index++\n            last = -1\n        }\n\n        override fun set(element: E) {\n            check(last != -1) { \"Call next() or previous() before updating element value with the iterator.\" }\n            this@AbstractMutableList[last] = element\n        }\n    }\n\n    private class SubList<E>(private val list: AbstractMutableList<E>, private val fromIndex: Int, toIndex: Int) : AbstractMutableList<E>(), RandomAccess {\n        private var _size: Int = 0\n\n        init {\n            AbstractList.checkRangeIndexes(fromIndex, toIndex, list.size)\n            this._size = toIndex - fromIndex\n        }\n\n        override fun add(index: Int, element: E) {\n            AbstractList.checkPositionIndex(index, _size)\n\n            list.add(fromIndex + index, element)\n            _size++\n        }\n\n        override fun get(index: Int): E {\n            AbstractList.checkElementIndex(index, _size)\n\n            return list[fromIndex + index]\n        }\n\n        override fun removeAt(index: Int): E {\n            AbstractList.checkElementIndex(index, _size)\n\n            val result = list.removeAt(fromIndex + index)\n            _size--\n            return result\n        }\n\n        override fun set(index: Int, element: E): E {\n            AbstractList.checkElementIndex(index, _size)\n\n            return list.set(fromIndex + index, element)\n        }\n\n        override val size: Int get() = _size\n    }\n\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n/*\n * Based on GWT AbstractMap\n * Copyright 2007 Google Inc.\n */\n\npackage kotlin.collections\n\n/**\n
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 * Provides a skeletal implementation of the [MutableMap] interface.\n *\n * The implementor is required to implement the [entries] property, which should return mutable set of map entries, and the [put] function.\n *\n * @param K the type of map keys. The map is invariant on its key type.\n * @param V the type of map values. The map is invariant on its value type.\n */\npublic actual abstract class AbstractMutableMap<K, V> protected actual constructor() : AbstractMap<K, V>(), MutableMap<K, V> {\n\n    /**\n     * A mutable [Map.Entry] shared by several [Map] implementations.\n     */\n    internal open class SimpleEntry<K, V>(override val key: K, value: V) : MutableMap.MutableEntry<K, V> {\n        constructor(entry: Map.Entry<K, V>) : this(entry.key, entry.value)\n\n        private var _value = value\n\n        override val value: V get() = _value\n\n        override fun setValue(newValue: V): V {\n            val oldValue = this._value\n            this._value = newValue\n            return oldValue\n        }\n\n        override fun hashCode(): Int = entryHashCode(this)\n        override fun toString(): String = entryToString(this)\n        override fun equals(other: Any?): Boolean = entryEquals(this, other)\n\n    }\n\n    override fun clear() {\n        entries.clear()\n    }\n\n    private var _keys: MutableSet<K>? = null\n    override val keys: MutableSet<K>\n        get() {\n            if (_keys == null) {\n                _keys = object : AbstractMutableSet<K>() {\n                    override fun add(element: K): Boolean = throw UnsupportedOperationException(\"Add is not supported on keys\")\n                    override fun clear() {\n                        this@AbstractMutableMap.clear()\n                    }\n\n                    override operator fun contains(element: K): Boolean = containsKey(element)\n\n                    override operator fun iterator(): MutableIterator<K> {\n                        val entryIterator = entries.iterator()\n                        return object : MutableIterator<K> {\n                            override fun hasNext(): Boolean = entryIterator.hasNext()\n                            override fun next(): K = entryIterator.next().key\n                            override fun remove() = entryIterator.remove()\n                        }\n                    }\n\n                    override fun remove(element: K): Boolean {\n                        if (containsKey(element)) {\n                            this@AbstractMutableMap.remove(element)\n                            return true\n                        }\n                        return false\n                    }\n\n                    override val size: Int get() = this@AbstractMutableMap.size\n                }\n            }\n            return _keys!!\n        }\n\n    actual abstract override fun put(key: K, value: V): V?\n\n    override fun putAll(from: Map<out K, V>) {\n        for ((key, value) in from) {\n            put(key, value)\n        }\n    }\n\n    private var _values: MutableCollection<V>? = null\n    override val values: MutableCollection<V>\n        get() {\n            if (_values == null) {\n                _values = object : AbstractMutableCollection<V>() {\n                    override fun add(element: V): Boolean = throw UnsupportedOperationException(\"Add is not supported on values\")\n                    override fun clear() = this@AbstractMutableMap.clear()\n\n                    override operator fun contains(element: V): Boolean = containsValue(element)\n\n                    override operator fun iterator(): MutableIterator<V> {\n                        val entryIterator = entries.iterator()\n                        return object : MutableIterator<V> {\n                            override fun hasNext(): Boolean = entryIterator.hasNext()\n                            override fun next(): V = entryIterator.next().value\n                            override fun remove() = entryIterator.remove()\n                        }\n                    }\n\n                    override val size: Int get() = this@AbstractMutableMap.size\n\n                    // TODO: should we implement them this way? Currently it's unspecified in JVM\n                    override fun equals(other: Any?): Boolean {\n                        if (this === other) return true\n                        if (other !is Collection<*>) return false\n                        return AbstractList.orderedEquals(this, other)\n                    }\n\n                    override fun hashCode(): Int = AbstractList.orderedHashCode(this)\n                }\n            }\n            return _values!!\n        }\n\n    override fun remove(key: K): V? {\n        val iter = entries.iterator()\n        while (iter.hasNext()) {\n            var entry = iter.next()\n            val k = entry.key\n            if (key == k) {\n                val value = entry.value\n                iter.remove()\n                return value\n            }\n        }\n        return null\n    }\n\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\npackage kotlin.collections\n\n/**\n * Provides a skeletal implementation of the [MutableSet] interface.\n *\n * @param E the type of elements contained in the set. The set is invariant on its element type.\n */\npublic
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actual abstract class AbstractMutableSet<E> protected actual constructor() : AbstractMutableCollection<E>(), MutableSet<E> {\n\n /**\n * Compares this set with another set instance with the unordered structural equality.\n *\n * @return true, if [other] instance is a [Set] of the same size, all elements of which are contained in this set.\n */\n override fun equals(other: Any?): Boolean {\n if (other === this) return true\n if (other !is Set<*>) return false\n return AbstractSet.setEquals(this, other)\n }\n\n /**\n * Returns the hash code value for this set.\n */\n override fun hashCode(): Int = AbstractSet.unorderedHashCode(this)\n\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\n/**\n * Provides a [MutableList] implementation, which uses a resizable array as its backing storage.\n *\n * This implementation doesn't provide a way to manage capacity, as backing JS array is resizeable itself.\n * There is no speed advantage to pre-allocating array sizes in JavaScript, so this implementation does not include any of the\n * capacity and \"growth increment\" concepts.\n */\npublic actual open class ArrayList<E> internal constructor(private var array: Array<Any?>) : AbstractMutableList<E>(), MutableList<E>, RandomAccess {\n\n /**\n * Creates an empty [ArrayList].\n */\n public actual constructor() : this(emptyArray()) {}\n\n /**\n * Creates an empty [ArrayList].\n * @param initialCapacity initial capacity (ignored)\n */\n @Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\n public actual constructor(initialCapacity: Int = 0) : this(emptyArray()) {}\n\n /**\n * Creates an [ArrayList] filled from the [elements] collection.\n */\n public actual constructor(elements: Collection<E>) : this(elements.toTypedArray<Any?>()) {}\n\n /** Does nothing in this ArrayList implementation. */\n public actual fun trimToSize() {}\n\n /** Does nothing in this ArrayList implementation. */\n public actual fun ensureCapacity(minCapacity: Int) {}\n\n actual override val size: Int get() = array.size\n actual override fun get(index: Int): E = array[rangeCheck(index)] as E\n actual override fun set(index: Int, element: E): E {\n rangeCheck(index)\n return array[index].apply { array[index] = element } as E\n }\n\n actual override fun add(element: E): Boolean {\n array.asDynamic().push(element)\n modCount++\n return true\n }\n\n actual override fun add(index: Int, element: E): Unit {\n array.asDynamic().splice(insertionRangeCheck(index), 0, element)\n modCount++\n }\n\n actual override fun addAll(elements: Collection<E>): Boolean {\n if (elements.isEmpty()) return false\n\n array += elements.toTypedArray<Any?>()\n modCount++\n return true\n }\n\n actual override fun addAll(index: Int, elements: Collection<E>): Boolean {\n insertionRangeCheck(index)\n\n if (index == size) return addAll(elements)\n if (elements.isEmpty()) return false\n when (index) {\n size -> return addAll(elements)\n 0 -> array = elements.toTypedArray<Any?>() + array\n else -> array = array.copyOfRange(0, index).asDynamic().concat(elements.toTypedArray<Any?>(), array.copyOfRange(index, size))\n }\n\n modCount++\n return true\n }\n\n actual override fun removeAt(index: Int): E {\n rangeCheck(index)\n modCount++\n return if (index == lastIndex)\n array.asDynamic().pop()\n else\n array.asDynamic().splice(index, 1)[0]\n }\n\n actual override fun remove(element: E): Boolean {\n for (index in array.indices) {\n if (array[index] == element) {\n array.asDynamic().splice(index, 1)\n modCount++\n return true\n }\n }\n return false\n }\n\n override fun removeRange(fromIndex: Int, toIndex: Int) {\n modCount++\n array.asDynamic().splice(fromIndex, toIndex - fromIndex)\n }\n\n actual override fun clear() {\n array = emptyArray()\n modCount++\n }\n\n\n actual override fun indexOf(element: E): Int = array.indexOf(element)\n\n actual override fun lastIndexOf(element: E): Int = array.lastIndexOf(element)\n\n override fun toString() = arrayToString(array)\n override fun toArray(): Array<Any?> = js(\"[]\").slice.call(array)\n\n\n private fun rangeCheck(index: Int) = index.apply {\n AbstractList.checkElementIndex(index, size)\n }\n\n private fun insertionRangeCheck(index: Int) = index.apply {\n AbstractList.checkPositionIndex(index, size)\n }\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\ninternal interface EqualityComparator {\n /**\n * Subclasses must override

to return a value indicating\n * whether or not two keys or values are equal.\n */\n abstract fun equals(value1: Any?, value2: Any?): Boolean\n\n /**\n * Subclasses must override to return the hash code of a given key.\n */\n abstract fun getHashCode(value: Any?): Int\n\n\n object HashCode : EqualityComparator {\n override fun equals(value1: Any?, value2: Any?): Boolean = value1 == value2\n\n override fun getHashCode(value: Any?): Int = value?.hashCode() ?: 0\n }\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n/*\n * Based on GWT AbstractHashMap\n * Copyright 2008 Google Inc.\n */\n\npackage kotlin.collections\n\nimport kotlin.collections.MutableMap.MutableEntry\n\n/**\n * Hash table based implementation of the [MutableMap] interface.\n *\n * This implementation makes no guarantees regarding the order of enumeration of [keys], [values] and [entries] collections.\n */\npublic actual open class HashMap<K, V> : AbstractMutableMap<K, V>, MutableMap<K, V> {\n\n private inner class EntrySet : AbstractMutableSet<MutableEntry<K, V>>() {\n\n override fun add(element: MutableEntry<K, V>): Boolean = throw UnsupportedOperationException(\"Add is not supported on entries\")\n override fun clear() {\n this@HashMap.clear()\n }\n\n override operator fun contains(element: MutableEntry<K, V>): Boolean = containsEntry(element)\n\n override operator fun iterator(): MutableIterator<MutableEntry<K, V>> = internalMap.iterator()\n\n override fun remove(element: MutableEntry<K, V>): Boolean {\n if (contains(element)) {\n this@HashMap.remove(element.key)\n return true\n }\n return false\n }\n\n override val size: Int get() = this@HashMap.size\n }\n\n /**\n * Internal implementation of the map: either string-based or hashcode-based.\n */\n private val internalMap: InternalMap<K, V>\n\n private val equality: EqualityComparator\n\n internal constructor(internalMap: InternalMap<K, V>) : super() {\n this.internalMap = internalMap\n this.equality = internalMap.equality\n }\n\n /**\n * Constructs an empty [HashMap] instance.\n */\n actual constructor() : this(InternalHashCodeMap(EqualityComparator.HashCode))\n\n /**\n * Constructs an empty [HashMap] instance.\n *\n * @param initialCapacity the initial capacity (ignored)\n * @param loadFactor the load factor (ignored)\n *\n * @throws IllegalArgumentException if the initial capacity or load factor are negative\n */\n @Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\n actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : this() {\n // This implementation of HashMap has no need of load factors or capacities.\n require(initialCapacity >= 0) { \"Negative initial capacity: $initialCapacity\" }\n require(loadFactor >= 0) { \"Non-positive load factor: $loadFactor\" }\n }\n\n actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)\n\n\n /**\n * Constructs an instance of [HashMap] filled with the contents of the specified [original] map.\n */\n actual constructor(original: Map<out K, V>) : this() {\n this.putAll(original)\n }\n\n actual override fun clear() {\n internalMap.clear()\n// structureChanged(this)\n }\n\n actual override fun containsKey(key: K): Boolean = internalMap.contains(key)\n\n actual override fun containsValue(value: V): Boolean = internalMap.any { equality.equals(it.value, value) }\n\n private var _entries: MutableSet<MutableMap.MutableEntry<K, V>>? = null\n actual override val entries: MutableSet<MutableMap.MutableEntry<K, V>>\n get() {\n if (_entries == null) {\n _entries = createEntrySet()\n }\n return _entries!!\n }\n\n protected open fun createEntrySet(): MutableSet<MutableMap.MutableEntry<K, V>> = EntrySet()\n\n actual override operator fun get(key: K): V? = internalMap.get(key)\n\n actual override fun put(key: K, value: V): V? = internalMap.put(key, value)\n\n actual override fun remove(key: K): V? = internalMap.remove(key)\n\n actual override val size: Int get() = internalMap.size\n\n}\n\n/**\n * Constructs the specialized implementation of [HashMap] with [String] keys, which stores the keys as properties of\n * JS object without hashing them.\n */\npublic fun <V> stringMapOf(vararg pairs: Pair<String, V>): HashMap<String, V> {\n return HashMap<String, V>(InternalStringMap(EqualityComparator.HashCode)).apply { putAll(pairs) }\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n/*\n * Based on GWT HashSet\n * Copyright 2008 Google Inc.\n */\n\npackage kotlin.collections\n\n/**\n * The implementation of the [MutableSet] interface, backed by a

[HashMap] instance.\n */\npublic actual open class HashSet<E> : AbstractMutableSet<E>, MutableSet<E> {\n\n private val map: HashMap<E,
Any>\n\n /**\n * Constructs a new empty [HashSet].\n */\n actual constructor() {\n map = HashMap<E, Any>()\n }\n\n /**\n * Constructs a new [HashSet] filled with the elements of the specified collection.\n */\n actual constructor(elements: Collection<E>) {\n map = HashMap<E, Any>(elements.size)\n addAll(elements)\n }\n\n /**\n * Constructs a new empty [HashSet].\n *\n * @param initialCapacity the initial capacity (ignored)\n * @param loadFactor the load factor (ignored)\n *\n * @throws IllegalArgumentException if the initial capacity or load factor are negative\n */\n @Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\n actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) {\n map = HashMap<E, Any>(initialCapacity, loadFactor)\n }\n\n actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)\n\n /**\n * Protected constructor to specify the underlying map. This is used by\n * LinkedHashSet.\n\n * @param map underlying map to use.\n */\n internal constructor(map: HashMap<E, Any>) {\n this.map = map\n }\n\n actual override fun add(element: E): Boolean {\n val old = map.put(element, this)\n return old == null\n }\n\n actual override fun clear() {\n map.clear()\n }\n\n// public override fun clone(): Any {\n// return HashSet<E>(this)\n// }\n\n actual override operator fun contains(element: E): Boolean = map.containsKey(element)\n\n actual override fun isEmpty(): Boolean = map.isEmpty()\n\n actual override fun iterator(): MutableIterator<E> = map.keys.iterator()\n\n actual override fun remove(element: E): Boolean = map.remove(element) != null\n\n actual override val size: Int get() = map.size\n\n}\n\n/**\n * Creates a new instance of the specialized implementation of [HashSet] with the specified [String] elements,\n * which elements the keys as properties of JS object without hashing them.\n */\npublic fun stringSetOf(vararg elements: String): HashSet<String> {\n return HashSet(stringMapOf<Any>()).apply { addAll(elements) }\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n/*\n * Based on GWT InternalHashCodeMap\n * Copyright 2008 Google Inc.\n */\n\npackage kotlin.collections\n\nimport kotlin.collections.MutableMap.MutableEntry\nimport kotlin.collections.AbstractMutableMap.SimpleEntry\n\n/**\n * A simple wrapper around JavaScriptObject to provide [java.util.Map]-like semantics for any\n * key type.\n *\n *\n * Implementation notes:\n *\n *\n * A key's hashCode is the index in backingMap which should contain that key. Since several keys may\n * have the same hash, each value in hashCodeMap is actually an array containing all entries whose\n * keys share the same hash.\n */\ninternal class InternalHashCodeMap<K,
V>(override val equality: EqualityComparator) : InternalMap<K, V> {\n\n private var backingMap: dynamic = createJsMap()\n override var size: Int = 0\n private set\n\n override fun put(key: K, value: V): V? {\n val hashCode = equality.getHashCode(key)\n val chainOrEntry = getChainOrEntryOrNull(hashCode)\n if (chainOrEntry == null) {\n // This is a new chain, put it to the map.\n backingMap[hashCode] = SimpleEntry(key, value)\n } else {\n if (chainOrEntry !is Array<*>) {\n // It is an entry\n val entry: SimpleEntry<K, V> = chainOrEntry\n if (equality.equals(entry.key, key)) {\n return entry.setValue(value)\n } else {\n backingMap[hashCode] = arrayOf(entry, SimpleEntry(key, value))\n size++\n return null\n }\n } else {\n // Chain already exists, perhaps key also exists.\n val chain: Array<MutableEntry<K, V>> = chainOrEntry\n val entry = chain.findEntryInChain(key)\n if (entry != null) {\n return entry.setValue(value)\n }\n chain.asDynamic().push(SimpleEntry(key, value))\n }\n }\n size++\n// structureChanged(host)\n return null\n }\n\n override fun remove(key: K): V? {\n val hashCode = equality.getHashCode(key)\n val chainOrEntry = getChainOrEntryOrNull(hashCode) ?: return null\n if (chainOrEntry !is Array<*>) {\n val entry: MutableEntry<K, V> = chainOrEntry\n if (equality.equals(entry.key, key)) {\n deleteProperty(backingMap, hashCode)\n size--\n return entry.value\n } else {\n return null\n }\n } else {\n val chain: Array<MutableEntry<K,

V>> = chainOrEntry\n for (index in chain.indices) {\n val entry = chain[index]\n if (equality.equals(key, entry.key)) {\n if (chain.size == 1) {\n chain.asDynamic().length = 0\n // remove the whole array\n deleteProperty(backingMap, hashCode)\n } else {\n // splice out the entry we're removing\n chain.asDynamic().splice(index, 1)\n }\n size--\n// structureChanged(host)\n return entry.value\n }\n }\n }\n return null\n }\n\n override fun clear() {\n backingMap = createJsMap()\n size = 0\n }\n\n override fun contains(key: K): Boolean = getEntry(key) != null\n\n override fun get(key: K): V? = getEntry(key)?.value\n\n private fun getEntry(key: K): MutableEntry<K, V>? {\n val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key)) ?: return null\n if (chainOrEntry !is Array<*>) {\n val entry: MutableEntry<K, V> = chainOrEntry\n if (equality.equals(entry.key, key)) {\n return entry\n } else {\n return null\n }\n } else {\n val chain: Array<MutableEntry<K, V>> = chainOrEntry\n return chain.findEntryInChain(key)\n }\n }\n\n private fun Array<MutableEntry<K, V>>.findEntryInChain(key: K): MutableEntry<K, V>? =\n firstOrNull { entry -> equality.equals(entry.key, key) }\n\n override fun iterator(): MutableIterator<MutableEntry<K, V>> {\n\n return object : MutableIterator<MutableEntry<K, V>> {\n var state = -1 // -1 not ready, 0 - ready, 1 - done\n\n val keys: Array<Int> = js(\"Object\").keys(backingMap)\n var keyIndex = -1\n\n var chainOrEntry: dynamic = null\n var isChain = false\n var itemIndex = -1\n var lastEntry: MutableEntry<K, V>? = null\n\n private fun computeNext(): Int {\n if (chainOrEntry != null && isChain) {\n val chainSize: Int = chainOrEntry.unsafeCast<Array<MutableEntry<K, V>>>().size\n if (++itemIndex < chainSize)\n return 0\n }\n\n if (++keyIndex < keys.size) {\n chainOrEntry = backingMap[keys[keyIndex]]\n isChain = chainOrEntry is Array<*>\n itemIndex = 0\n return 0\n } else {\n chainOrEntry = null\n return 1\n }\n }\n\n override fun hasNext(): Boolean {\n if (state == -1)\n state = computeNext()\n return state == 0\n }\n\n override fun next(): MutableEntry<K, V> {\n if (!hasNext()) throw NoSuchElementException()\n val lastEntry = if (isChain) {\n chainOrEntry.unsafeCast<Array<MutableEntry<K, V>>>()[itemIndex]\n } else {\n chainOrEntry.unsafeCast<MutableEntry<K, V>>()\n }\n this.lastEntry = lastEntry\n state = -1\n return lastEntry\n }\n\n override fun remove() {\n checkNotNull(lastEntry)\n this@InternalHashCodeMap.remove(lastEntry!!.key)\n lastEntry = null\n // the chain being iterated just got modified by InternalHashCodeMap.remove\n itemIndex--\n }\n }\n }\n\n private fun getChainOrEntryOrNull(hashCode: Int): dynamic {\n val chainOrEntry = backingMap[hashCode]\n return if (chainOrEntry === undefined) null else chainOrEntry\n }\n\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\n@kotlin.internal.InlineOnly\n@Suppress(\"UNUSED_PARAMETER\")\ninternal inline fun deleteProperty(obj: Any, property: Any) {\n js(\"delete obj[property]\")\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\n/**\n * The common interface of [InternalStringMap] and [InternalHashCodeMap].\n */\ninternal interface InternalMap<K, V> : MutableIterable<MutableMap.MutableEntry<K, V>> {\n val equality: EqualityComparator\n val size: Int\n operator fun contains(key: K): Boolean\n operator fun get(key: K): V?\n\n fun put(key: K, value: V): V?\n fun remove(key: K): V?\n fun clear(): Unit\n\n fun createJsMap(): dynamic {\n val result = js(\"Object.create(null)\")\n // force to switch object representation to dictionary mode\n result[\"foo\"] = 1;\n deleteProperty(result, \"foo\")\n return result\n }\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n/*\n * Based on GWT InternalStringMap\n * Copyright 2008 Google Inc.\n

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*/\npackage kotlin.collections\n\nimport kotlin.collections.MutableMap.MutableEntry\n\n/**\n * A simple wrapper around JavaScript Map for key type is string.\n *\n * Though this map is instantiated only with K=String, the K type is not fixed to String statically,\n * because we want to have it erased to Any? in order not to generate type-safe override bridges for\n * [get], [contains], [remove] etc, if they ever are generated.\n */\ninternal class InternalStringMap<K, V>(override val equality: EqualityComparator) : InternalMap<K, V> {\n\n    private var backingMap: dynamic = createJsMap()\n    override var size: Int = 0\n        private set\n\n//    /**\n//     * A mod count to track 'value' replacements in map to ensure that the 'value' that we have in the\n//     * iterator entry is guaranteed to be still correct.\n//     * This is to optimize for the common scenario where the values are not modified during\n//     * iterations where the entries are never stale.\n//     */\n//    private var valueMod: Int = 0\n\n    override operator fun contains(key: K): Boolean {\n        if (key !is String) return false\n        return backingMap[key] !== undefined\n    }\n\n    override operator fun get(key: K): V? {\n        if (key !is String) return null\n        val value = backingMap[key]\n        return if (value !== undefined) value.unsafeCast<V>() else null\n    }\n\n\n    override fun put(key: K, value: V): V? {\n        require(key is String)\n        val oldValue = backingMap[key]\n        backingMap[key]\n = value\n\n        if (oldValue === undefined) {\n            size++\n//            structureChanged(host)\n            return null\n        } else {\n//            valueMod++\n            return oldValue.unsafeCast<V>()\n        }\n    }\n\n    override fun remove(key: K): V? {\n        if (key !is String) return null\n        val value = backingMap[key]\n        if (value !== undefined) {\n            deleteProperty(backingMap, key)\n            size--\n//            structureChanged(host)\n            return value.unsafeCast<V>()\n        } else {\n//            valueMod++\n            return null\n        }\n    }\n\n\n    override fun clear() {\n        backingMap = createJsMap()\n        size = 0\n    }\n\n\n    override fun iterator(): MutableIterator<MutableEntry<K, V>> {\n        return object : MutableIterator<MutableEntry<K, V>> {\n            private val keys: Array<String> = js(\"Object\").keys(backingMap)\n            private val iterator = keys.iterator()\n\n            private var lastKey: String? = null\n\n            override fun hasNext(): Boolean = iterator.hasNext()\n\n            override fun next(): MutableEntry<K, V> {\n                val key = iterator.next()\n                lastKey = key\n                @Suppress(\"UNCHECKED_CAST\")\n                return newMapEntry(key as K)\n            }\n\n            override fun remove() {\n                @Suppress(\"UNCHECKED_CAST\")\n                this@InternalStringMap.remove(checkNotNull(lastKey) as K)\n            }\n        }\n    }\n\n    private fun newMapEntry(key: K): MutableEntry<K, V> = object : MutableEntry<K, V> {\n        override val key: K get() = key\n        override val value: V get() = this@InternalStringMap[key].unsafeCast<V>()\n\n        override fun setValue(newValue: V): V = this@InternalStringMap.put(key, newValue).unsafeCast<V>()\n\n        override fun hashCode(): Int = AbstractMap.entryHashCode(this)\n        override fun toString(): String = AbstractMap.entryToString(this)\n\n        override fun equals(other: Any?): Boolean = AbstractMap.entryEquals(this, other)\n    }\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n/*\n * Based on GWT LinkedHashMap\n * Copyright 2008 Google Inc.\n */\npackage kotlin.collections\n\nimport kotlin.collections.MutableMap.MutableEntry\n\n/**\n * Hash table based implementation of the [MutableMap] interface, which additionally preserves the insertion order\n * of entries during the iteration.\n *\n * The insertion order is preserved by maintaining a doubly-linked list of all of its entries.\n */\npublic actual open class LinkedHashMap<K, V> : HashMap<K, V>, MutableMap<K, V> {\n\n    /**\n     * The entry we use includes next/prev pointers for a doubly-linked circular\n     * list with a head node. This reduces the special cases we have to deal with\n     * in the list operations.\n\n     *\n     Note that we duplicate the key from the underlying hash map so we can find\n     * the eldest entry. The alternative would have been to modify HashMap so more\n     * of the code was directly usable here, but this would have added some\n     * overhead to HashMap, or to reimplement most of the HashMap code here with\n     * small modifications. Paying a small storage cost only if you use\n     * LinkedHashMap and minimizing code size seemed like a better tradeoff\n     */\n    private class ChainEntry<K, V>(key: K, value: V) : AbstractMutableMap.SimpleEntry<K, V>(key, value) {\n        internal var next: ChainEntry<K, V>? = null\n
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internal var prev: ChainEntry<K, V>? = null\n    }\n\n    private inner class EntrySet :
AbstractMutableSet<MutableEntry<K, V>>() {\n\n        private inner class EntryIterator :
MutableIterator<MutableEntry<K, V>> {\n            // The last entry that was returned from this iterator.\n
private var last: ChainEntry<K, V>? = null\n\n
    // The next entry to return from this iterator.\n            private var next: ChainEntry<K, V>? = null\n\n            init
{\n                next = head\n//                recordLastKnownStructure(map, this)\n            }\n\n            override fun
hasNext(): Boolean {\n                return next !== null\n            }\n\n            override fun next(): MutableEntry<K, V>
{\n//                checkStructuralChange(map, this)\n                if (!hasNext()) throw NoSuchElementException()\n\n
            val current = next!!\n                last = current\n                next = current.next.takeIf { it !== head }\n
return current\n            }\n\n            override fun remove() {\n                check(last != null)\n//
checkStructuralChange(map, this)\n\n                last!!.remove()\n                map.remove(last!!.key)\n//
recordLastKnownStructure(map, this)\n                last = null\n            }\n        }\n\n
        override fun add(element: MutableEntry<K, V>): Boolean = throw UnsupportedOperationException(\"Add is
not supported on entries\")\n        override fun clear() {\n            this@LinkedHashMap.clear()\n        }\n\n
override operator fun contains(element: MutableEntry<K, V>): Boolean = containsEntry(element)\n\n        override
operator fun iterator(): MutableIterator<MutableEntry<K, V>> = EntryIterator()\n\n        override fun
remove(element: MutableEntry<K, V>): Boolean {\n            if (contains(element)) {\n
this@LinkedHashMap.remove(element.key)\n                return true\n            }\n            return false\n        }\n\n
override val size: Int get() = this@LinkedHashMap.size\n    }\n\n\n    /*\n    * The head of the insert order chain,
which is a doubly-linked circular\n    * list.\n    *\n    * The most recently inserted node is at the end of the chain, ie.\n
* chain.prev.\n    */\n    private var head: ChainEntry<K, V>? = null\n\n    /**\n
     * Add this node to the end of the chain.\n     */\n     private fun ChainEntry<K, V>.addToEnd() {\n         // This
entry is not in the list.\n         check(next == null && prev == null)\n\n         val _head = head\n         if (_head == null)
{\n             head = this\n             next = this\n             prev = this\n         } else {\n             // Chain is valid.\n             val
_tail = checkNotNull(_head.prev)\n             // Update me.\n             prev = _tail\n             next = _head\n             //
Update my new siblings: current head and old tail\n             _head.prev = this\n             _tail.next = this\n         }\n
}\n\n    /**\n     * Remove this node from the chain it is a part of.\n     */\n     private fun ChainEntry<K, V>.remove()
{\n         if (this.next === this) {\n             // if this is single element, remove head\n             head = null\n         } else
{\n             if (head === this) {\n                 // if this is first element, move head to next\n
                head = next\n             }\n             next!!.prev = prev\n             prev!!.next = next\n         }\n         next = null\n
    prev = null\n    }\n\n    /*\n    * The hashmap that keeps track of our entries and the chain. Note that we\n    *
duplicate the key here to eliminate changes to HashMap and minimize the\n    * code here, at the expense of
additional space.\n    */\n    private val map: HashMap<K, ChainEntry<K, V>>\n\n    /**\n     * Constructs an empty
[LinkedHashMap] instance.\n     */\n    actual constructor() : super() {\n        map = HashMap<K, ChainEntry<K,
V>>()\n    }\n\n    internal constructor(backingMap: HashMap<K, Any>) : super() {\n
@Suppress(\"UNCHECKED_CAST\") // expected to work due to erasure\n        map = backingMap as
HashMap<K, ChainEntry<K, V>>\n    }\n\n    /**\n     * Constructs an empty [LinkedHashMap] instance.\n     *\n
* @param  initialCapacity the initial capacity (ignored)\n     * @param  loadFactor      the load factor
(ignored)\n     *\n     * @throws IllegalArgumentException if the initial capacity or load factor are negative\n     */\n
    @Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\n    actual
constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : super(initialCapacity, loadFactor) {\n        map =
HashMap<K, ChainEntry<K, V>>()\n    }\n\n    actual constructor(initialCapacity: Int) : this(initialCapacity,
0.0f)\n\n    /**\n     * Constructs an instance of [LinkedHashMap] filled with the contents of the specified [original]
map.\n     */\n    actual constructor(original: Map<out K, V>) {\n        map = HashMap<K, ChainEntry<K, V>>()\n
    this.putAll(original)\n    }\n\n    actual override fun clear() {\n        map.clear()\n        head = null\n    }\n\n\n//
override fun clone(): Any {\n//        return LinkedHashMap(this)\n//    }\n\n\n    actual override fun containsKey(key:
K): Boolean = map.containsKey(key)\n\n    actual override fun containsValue(value: V): Boolean
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{\n var node: ChainEntry<K, V> = head ?: return false\n do {\n if (node.value == value) {\n return true\n }\n node = node.next!!\n } while (node !== head)\n return false\n }\n\n\n override fun createEntrySet(): MutableSet<MutableMap.MutableEntry<K, V>> = EntrySet()\n\n actual override operator fun get(key: K): V? = map.get(key)?.value\n\n actual override fun put(key: K, value: V): V? {\n val old = map.get(key)\n if (old == null) {\n val newEntry = ChainEntry(key, value)\n map.put(key, newEntry)\n newEntry.addToEnd()\n return null\n } else {\n return old.setValue(value)\n }\n }\n\n actual override fun remove(key: K): V? {\n val entry = map.remove(key)\n if (entry != null) {\n entry.remove()\n return entry.value\n }\n return null\n }\n\n actual override val size: Int get() = map.size\n\n}\n\n/**\n * Constructs the specialized implementation of [LinkedHashMap] with [String] keys, which stores the keys as properties of\n * JS object without hashing them.\n */\npublic fun <V> linkedStringMapOf(vararg pairs: Pair<String, V>): LinkedHashMap<String, V> {\n return LinkedHashMap<String, V>(stringMapOf<Any>()).apply { putAll(pairs) }\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n/*\n * Based on GWT LinkedHashSet\n * Copyright 2008 Google Inc.\n */\n\npackage kotlin.collections\n\n/**\n * The implementation of the [MutableSet] interface, backed by a [LinkedHashMap] instance.\n *\n * This implementation preserves the insertion order of elements during the iteration.\n */\npublic actual open class LinkedHashSet<E> : HashSet<E>, MutableSet<E> {\n\n internal constructor(map: LinkedHashMap<E, Any>) : super(map)\n\n /**\n * Constructs a new empty [LinkedHashSet].\n */\n actual constructor() : super(LinkedHashMap<E, Any>())\n\n /**\n * Constructs a new [LinkedHashSet] filled with the elements of the specified collection.\n */\n actual constructor(elements: Collection<E>) : super(LinkedHashMap<E, Any>()) {\n addAll(elements)\n }\n\n /**\n * Constructs a new empty [LinkedHashSet].\n *\n * @param initialCapacity the initial capacity (ignored)\n * @param loadFactor the load factor (ignored)\n *\n * @throws IllegalArgumentException if the initial capacity or load factor are negative\n */\n @Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\n actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : super(LinkedHashMap<E, Any>(initialCapacity, loadFactor))\n\n actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)\n\n// public override fun clone(): Any {\n// return LinkedHashSet(this)\n//\n }\n\n}\n\n/**\n * Creates a new instance of the specialized implementation of [LinkedHashSet] with the specified [String] elements,\n * which elements the keys as properties of JS object without hashing them.\n */\npublic fun linkedStringSetOf(vararg elements: String): LinkedHashSet<String> {\n return LinkedHashSet(linkedStringMapOf<Any>()).apply { addAll(elements) }\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\n\n@Deprecated(\"Use Synchronized annotation from kotlin.jvm package\", ReplaceWith(\"kotlin.jvm.Synchronized\"), level = DeprecationLevel.WARNING)\npublic typealias Synchronized = kotlin.jvm.Synchronized\n\n@Deprecated(\"Use Volatile annotation from kotlin.jvm package\", ReplaceWith(\"kotlin.jvm.Volatile\"), level = DeprecationLevel.WARNING)\npublic typealias Volatile = kotlin.jvm.Volatile\n\n@kotlin.internal.InlineOnly\npublic actual inline fun <R> synchronized(lock: Any, block: () -> R): R = block()\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.io\n\ninternal abstract class BaseOutput {\n open fun println() {\n print(\"\\n\")\n }\n\n open fun println(message: Any?) {\n print(message)\n println()\n }\n\n abstract fun print(message: Any?)\n\n open fun flush() {}\n}\n\n/** JsName used to make the declaration available outside of module to test it */\n@JsName(\"NodeJsOutput\")\ninternal class NodeJsOutput(val outputStream: dynamic) : BaseOutput() {\n override fun print(message: Any?) = outputStream.write(String(message))\n}\n\n/** JsName used to make the declaration available outside of module to test it */\n@JsName(\"OutputToConsoleLog\")\ninternal class OutputToConsoleLog : BaseOutput() {\n override fun print(message: Any?)

{\n console.log(message)\n }\n\n override fun println(message: Any?) {\n console.log(message)\n }\n\n override fun println() {\n console.log(\"\")\n }\n}\n\n/** JsName used to make the declaration available outside of module to test it and use at try.kotl.in */\n@JsName(\"BufferedOutput\")\ninternal open class BufferedOutput : BaseOutput() {\n var buffer = \"\"\n\n override fun print(message: Any?) {\n buffer += String(message)\n }\n\n override fun flush() {\n buffer = \"\"\n }\n}\n\n/** JsName used to make the declaration available outside of module to test it */\n@JsName(\"BufferedOutputToConsoleLog\")\ninternal class BufferedOutputToConsoleLog : BufferedOutput() {\n override fun print(message: Any?) {\n var s = String(message)\n val i = s.lastIndexOf('\\n')\n if (i >= 0) {\n buffer += s.substring(0, i)\n flush()\n s = s.substring(i + 1)\n }\n buffer += s\n }\n\n override fun flush() {\n console.log(buffer)\n buffer = \"\"\n }\n}\n\n/** JsName used to make the declaration available outside of module to test it and use at try.kotl.in */\n@JsName(\"output\")\ninternal var output = run {\n val isNode: Boolean = js(\"typeof process !== 'undefined' && process.versions && !!process.versions.node\")\n if (isNode) NodeJsOutput(js(\"process.stdout\")) else BufferedOutputToConsoleLog()\n}\n\n@kotlin.internal.InlineOnly\nprivate inline fun String(value: Any?): String = js(\"String\")(value)\n\n/** Prints a newline to the standard output stream. */\npublic actual fun println() {\n output.println()\n}\n\n/** Prints the given message and newline to the standard output stream. */\npublic actual fun println(message: Any?) {\n output.println(message)\n}\n\n/** Prints the given message to the standard output stream. */\npublic actual fun print(message: Any?) {\n output.print(message)\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.coroutines.experimental\n\nimport kotlin.coroutines.experimental.intrinsics.*\n\n@JsName(\"CoroutineImpl\")\ninternal abstract class CoroutineImpl(private val resultContinuation: Continuation<Any?>) : Continuation<Any?> {\n protected var state = 0\n protected var exceptionState = 0\n protected var result: Any? = null\n protected var exception: Throwable? = null\n protected var finallyPath: Array<Int>? = null\n\n public override val context: CoroutineContext = resultContinuation.context\n\n val facade: Continuation<Any?> = context[ContinuationInterceptor]?.interceptContinuation(this) ?: this\n\n override fun resume(value: Any?) {\n result = value\n doResumeWrapper()\n }\n\n override fun resumeWithException(exception: Throwable) {\n state = exceptionState\n this.exception = exception\n doResumeWrapper()\n }\n\n protected fun doResumeWrapper() {\n processBareContinuationResume(resultContinuation) { doResume() }\n }\n\n protected abstract fun doResume(): Any?\n}\n\nprivate val UNDECIDED: Any? = Any()\nprivate val RESUMED: Any? = Any()\n\nprivate class Fail(val exception: Throwable)\n\n@PublishedApi\ninternal actual class SafeContinuation<in T>\ninternal actual constructor(\n private val delegate: Continuation<T>,\n initialResult: Any?\n) : Continuation<T> {\n\n @PublishedApi\n internal actual constructor(delegate: Continuation<T>) : this(delegate, UNDECIDED)\n\n public actual override val context: CoroutineContext\n get() = delegate.context\n\n private var result: Any? = initialResult\n\n actual override fun resume(value: T) {\n when {\n result === UNDECIDED -> {\n result = value\n }\n result === COROUTINE_SUSPENDED -> {\n result = RESUMED\n delegate.resume(value)\n }\n else -> {\n throw IllegalStateException(\"Already resumed\")\n }\n }\n }\n\n actual override fun resumeWithException(exception: Throwable) {\n when {\n result === UNDECIDED -> {\n result = Fail(exception)\n }\n result === COROUTINE_SUSPENDED -> {\n result = RESUMED\n delegate.resumeWithException(exception)\n }\n else -> {\n throw IllegalStateException(\"Already resumed\")\n }\n }\n }\n\n @PublishedApi\n internal actual fun getResult(): Any? {\n if (result === UNDECIDED) {\n result = COROUTINE_SUSPENDED\n }\n val result = this.result\n return when {\n result === RESUMED -> {\n COROUTINE_SUSPENDED // already called continuation, indicate SUSPENDED upstream\n

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}\n result is Fail -> {\n throw result.exception\n }\n else -> {\n result // either SUSPENDED or data\n }\n }\n }\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmName(\"CoroutinesKt\")\n\npackage kotlin.coroutines.experimental\n\nimport kotlin.coroutines.experimental.intrinsics.COROUTINE_SUSPENDED\nimport kotlin.coroutines.experimental.intrinsics.createCoroutineUnchecked\nimport kotlin.coroutines.experimental.intrinsics.suspendCoroutineOrReturn\nimport kotlin.internal.InlineOnly\n\n/**\n * Starts coroutine with receiver type [R] and result type [T].\n * This function creates and start a new, fresh instance of suspendable computation every time it is invoked.\n * The [completion] continuation is invoked when coroutine completes with result or exception.\n */\n@SinceKotlin(\"1.1\")\n@Suppress(\"UNCHECKED_CAST\")\npublic fun <R, T> (suspend R.() -> T).startCoroutine(\n receiver: R,\n completion: Continuation<T>\n) {\n createCoroutineUnchecked(receiver, completion).resume(Unit)\n}\n\n/**\n * Starts coroutine without receiver and with result type [T].\n * This function creates and start a new, fresh instance of suspendable computation every time it is invoked.\n * The [completion] continuation is invoked when coroutine completes with result or exception.\n */\n@SinceKotlin(\"1.1\")\n@Suppress(\"UNCHECKED_CAST\")\npublic fun <T> (suspend () -> T).startCoroutine(\n completion: Continuation<T>\n) {\n createCoroutineUnchecked(completion).resume(Unit)\n}\n\n/**\n * Creates a coroutine with receiver type [R] and result type [T].\n * This function creates a new, fresh instance of suspendable computation every time it is invoked.\n *\n * To start executing the created coroutine, invoke `resume(Unit)` on the returned [Continuation] instance.\n * The [completion] continuation is invoked when coroutine completes with result or exception.\n * Repeated invocation of any resume function on the resulting continuation produces [IllegalStateException].\n */\n@SinceKotlin(\"1.1\")\n@Suppress(\"UNCHECKED_CAST\")\npublic fun <R, T> (suspend R.() -> T).createCoroutine(\n receiver: R,\n completion: Continuation<T>\n): Continuation<Unit> = SafeContinuation(createCoroutineUnchecked(receiver, completion), COROUTINE_SUSPENDED)\n\n/**\n * Creates a coroutine without receiver and with result type [T].\n * This function creates a new, fresh instance of suspendable computation every time it is invoked.\n *\n * To start executing the created coroutine, invoke `resume(Unit)` on the returned [Continuation] instance.\n * The [completion] continuation is invoked when coroutine completes with result or exception.\n * Repeated invocation of any resume function on the resulting continuation produces [IllegalStateException].\n */\n@SinceKotlin(\"1.1\")\n@Suppress(\"UNCHECKED_CAST\")\npublic fun <T> (suspend () -> T).createCoroutine(\n completion: Continuation<T>\n): Continuation<Unit> = SafeContinuation(createCoroutineUnchecked(completion), COROUTINE_SUSPENDED)\n\n/**\n * Obtains the current continuation instance inside suspend functions and suspends\n * currently running coroutine.\n *\n * In this function both [Continuation.resume] and [Continuation.resumeWithException] can be used either synchronously in\n * the same stack-frame where suspension function is run or asynchronously later in the same thread or\n * from a different thread of execution. Repeated invocation of any resume function produces [IllegalStateException].\n */\n@SinceKotlin(\"1.1\")\npublic suspend inline fun <T> suspendCoroutine(crossinline block: (Continuation<T>) -> Unit): T =\n suspendCoroutineOrReturn { c: Continuation<T> ->\n val safe = SafeContinuation(c)\n block(safe)\n safe.getResult()\n }\n\n/**\n * Continuation context of current coroutine.\n *\n * This allows the user code to not pass an extra [CoroutineContext] parameter in basic coroutine builders\n * like [launch](https://kotlin.github.io/kotlinx.coroutines/kotlinx-coroutines-core/kotlinx.coroutines.experimental/launch.html)\n * and [async](https://kotlin.github.io/kotlinx.coroutines/kotlinx-coroutines-core/kotlinx.coroutines.experimental/async.html),\n * but still provide easy access to coroutine context.\n */\n@SinceKotlin(\"1.2\")\n@Suppress(\"WRONG_MODIFIER_TARGET\")\n@InlineOnly\npublic suspend inline val coroutineContext: CoroutineContext\n get() {\n throw NotImplementedError(\"Implemented as intrinsic\")\n }\n\n// INTERNAL DECLARATIONS\n\n@kotlin.internal.InlineOnly\ninternal inline fun processBareContinuationResume(completion: Continuation<*>, block: () -> Any?) {\n try {\n val result =
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block()\n if (result !== COROUTINE_SUSPENDED) {\n @Suppress(\"UNCHECKED_CAST\")\n (completion
as Continuation<Any?>).resume(result)\n }\n } catch (t: Throwable) {\n completion.resumeWithException(t)\n }\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.coroutines.experimental.intrinsics\n\nimport kotlin.coroutines.experimental.Continuation\n\n@SinceKotlin(\"1.1\")\n@Suppress(\"UNCHECKED_CAST\")\n@kotlin.internal.InlineOnly\npublic actual inline fun <T> (suspend () -> T).startCoroutineUninterceptedOrReturn(\n completion: Continuation<T>\n): Any? = this.asDynamic()(completion, false)\n\n@SinceKotlin(\"1.1\")\n@Suppress(\"UNCHECKED_CAST\")\n@kotlin.internal.InlineOnly\npublic actual inline fun <R, T> (suspend R.() -> T).startCoroutineUninterceptedOrReturn(\n receiver: R,\n completion: Continuation<T>\n): Any? = this.asDynamic()(receiver, completion, false)\n\n@SinceKotlin(\"1.1\")\npublic actual fun <R,
T> (suspend R.() -> T).createCoroutineUnchecked(\n receiver: R,\n completion: Continuation<T>\n): Continuation<Unit> = this.asDynamic()(receiver, completion, true).facade\n\n@SinceKotlin(\"1.1\")\npublic actual fun <T> (suspend () -> T).createCoroutineUnchecked(\n completion: Continuation<T>\n): Continuation<Unit> = this.asDynamic()(completion, true).facade\n\n\n/**\n * This value is used as a return value of [suspendCoroutineOrReturn] `block` argument to state that\n * the execution was suspended and will not return any result immediately.\n */\n@SinceKotlin(\"1.1\")\npublic actual val COROUTINE_SUSPENDED: Any = CoroutineSuspendedMarker\n\nprivate object CoroutineSuspendedMarker","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.js\n\n/**\n * Exposes the [Date API](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Date)
to Kotlin.\n */\n@Suppress(\"NOT_DOCUMENTED\")\npublic external class Date() {\n public constructor(milliseconds: Number)\n\n public constructor(dateString: String)\n\n public constructor(year: Int, month: Int)\n\n public constructor(year: Int, month: Int, day: Int)\n\n public constructor(year: Int, month: Int, day: Int, hour: Int)\n\n public constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int)\n\n public constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int)\n\n public constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int, millisecond: Number)\n\n public fun getDate(): Int\n\n public fun getDay(): Int\n\n public fun getFullYear(): Int\n\n public fun getHours(): Int\n\n public fun getMilliseconds(): Int\n\n public fun getMinutes(): Int\n\n public fun getMonth(): Int\n\n public fun getSeconds(): Int\n\n public fun getTime(): Double\n\n public fun getTimezoneOffset():
Int\n\n public fun getUTCDate(): Int\n\n public fun getUTCDay(): Int\n\n public fun getUTCFullYear(): Int\n\n public fun getUTCHours(): Int\n\n public fun getUTCMilliseconds(): Int\n\n public fun getUTCMinutes(): Int\n\n public fun getUTCMonth(): Int\n\n public fun getUTCSeconds(): Int\n\n public fun toDateString(): String\n\n public fun toISOString(): String\n\n public fun toJSON(): Json\n\n public fun toLocaleDateString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String\n\n public fun toLocaleDateString(locales: String, options: LocaleOptions = definedExternally): String\n\n public fun toLocaleString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String\n\n public fun toLocaleString(locales: String, options: LocaleOptions = definedExternally): String\n\n public fun toLocaleTimeString(locales: Array<String> = definedExternally, options: LocaleOptions
= definedExternally): String\n\n public fun toLocaleTimeString(locales: String, options: LocaleOptions = definedExternally): String\n\n public fun toTimeString(): String\n\n public fun toUTCString(): String\n\n public companion object {\n public fun now(): Double\n\n public fun parse(dateString: String): Double\n\n public fun UTC(year: Int, month: Int): Double\n\n public fun UTC(year: Int, month: Int, day: Int): Double\n\n public fun UTC(year: Int, month: Int, day: Int, hour: Int): Double\n\n public fun UTC(year: Int, month: Int, day: Int, hour: Int, minute: Int): Double\n\n public fun UTC(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int): Double\n\n public fun UTC(year: Int, month: Int, day: Int, hour: Int, minute: Int,

second: Int, millisecond: Number): Double\n }\n\n public interface LocaleOptions {\n public var localeMatcher: String?\n\n public var timeZone: String?\n\n public var hour12: Boolean?\n\n public var formatMatcher: String?\n\n public var weekday: String?\n\n public var era: String?\n\n public var year: String?\n\n public var month: String?\n\n public var day: String?\n\n public var hour: String?\n\n public var minute: String?\n\n public var second: String?\n\n public var timeZoneName: String?\n }\n}\n\npublic inline fun dateLocaleOptions(init: Date.LocaleOptions.() -> Unit): Date.LocaleOptions {\n val result = js(\"new Object()\").unsafeCast<Date.LocaleOptions>()\n init(result)\n return result\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.dom\n\nimport org.w3c.dom.*\n\n/**\n * Creates a new element with the specified [name].\n *\n * The element is initialized with the speicifed [init] function.\n */\npublic fun Document.createElement(name: String, init: Element.() -> Unit): Element = createElement(name).apply(init)\n\n/**\n * Appends a newly created element with the specified [name] to this element.\n *\n * The element is initialized with the speicifed [init] function.\n */\npublic fun Element.appendElement(name: String, init: Element.() -> Unit): Element =\n ownerDocument!!.createElement(name, init).also { appendChild(it) }\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.dom\n\nimport org.w3c.dom.*\n\n/** Returns true if the element has the given CSS class style in its 'class' attribute */\nfun Element.hasClass(cssClass: String): Boolean = className.matches(\"\\\"(^|.*\\s+)$cssClass($|\\s+.*)\\\"\".toRegex())\n\n/**\n * Adds CSS class to element. Has no effect if all specified classes are already in class attribute of the element\n *\n * @return true if at least one class has been added\n */\nfun Element.addClass(vararg cssClasses: String): Boolean {\n val missingClasses = cssClasses.filterNot { hasClass(it) }\n if (missingClasses.isNotEmpty()) {\n val presentClasses = className.trim()\n className = buildString {\n append(presentClasses)\n if (!presentClasses.isEmpty()) {\n append(\" \")\n }\n missingClasses.joinTo(this, \" \")\n }\n return true\n }\n\n return false\n}\n\n/**\n * Removes all [cssClasses] from element. Has no effect if all specified classes are missing in class attribute of the element\n *\n * @return true if at least one class has been removed\n */\nfun Element.removeClass(vararg cssClasses: String): Boolean {\n if (cssClasses.any { hasClass(it) }) {\n val toBeRemoved = cssClasses.toSet()\n className = className.trim().split(\"\\\\s+\".toRegex()).filter { it !in toBeRemoved }.joinToString(\" \")\n return true\n }\n\n return false\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"StringsKt\")\n\npackage kotlin.text\n\n/**\n * Converts the string into a regular expression [Regex] with the default options.\n */\n@kotlin.internal.InlineOnly\npublic inline fun String.toRegex(): Regex = Regex(this)\n\n/**\n * Converts the string into a regular expression [Regex] with the specified single [option].\n */\n@kotlin.internal.InlineOnly\npublic inline fun String.toRegex(option: RegexOption): Regex = Regex(this, option)\n\n/**\n * Converts the string into a regular expression [Regex] with the specified set of [options].\n */\n@kotlin.internal.InlineOnly\npublic inline fun String.toRegex(options: Set<RegexOption>): Regex = Regex(this, options)\n","/*\n * Copyright 2010-2018 JetBrains s.r.o.
Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"StringsKt\")\n\npackage kotlin.text\n\n/**\n * Builds new string by populating newly created [StringBuilder] using provided [builderAction]\n * and then converting it to [String].\n */\n@kotlin.internal.InlineOnly\npublic inline fun buildString(builderAction: StringBuilder.() -> Unit): String =\n StringBuilder().apply(builderAction).toString()\n\n/**\n * Builds new string by populating newly created [StringBuilder] initialized with the given [capacity]\n * using provided [builderAction] and then converting it to [String].\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline fun buildString(capacity: Int,

builderAction: StringBuilder.() -> Unit): String =\n StringBuilder(capacity).apply(builderAction).toString()\n\n/**\n * Appends all arguments to the given [Appendable].\n */\npublic
fun <T : Appendable> T.append(vararg value: CharSequence?): T {\n for (item in value)\n append(item)\n return this\n}\n\n/**\n * Appends all arguments to the given StringBuilder.\n */\npublic fun StringBuilder.append(vararg value: String?): StringBuilder {\n for (item in value)\n append(item)\n return this\n}\n\n/**\n * Appends all arguments to the given StringBuilder.\n */\npublic fun StringBuilder.append(vararg value: Any?): StringBuilder {\n for (item in value)\n append(item)\n return this\n}\n\n\ninternal fun <T> Appendable.appendElement(element: T, transform: ((T) -> CharSequence)?) {\n when {\n transform != null -> append(transform(element))\n element is CharSequence? -> append(element)\n element is Char -> append(element)\n else -> append(element.toString())\n }\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in
the license/LICENSE.txt file.\n */\npackage kotlin.dom\n\nimport org.w3c.dom.*\nimport kotlin.collections.*\n\n\n/**\n * Gets a value indicating whether this node is a TEXT_NODE or a CDATA_SECTION_NODE.\n */\npublic val Node.isText: Boolean\n get() = nodeType == Node.TEXT_NODE || nodeType == Node.CDATA_SECTION_NODE\n\n\n/**\n * Gets a value indicating whether this node is an [Element].\n */\npublic val Node.isElement: Boolean\n get() = nodeType == Node.ELEMENT_NODE\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage org.w3c.dom.events\n\npublic fun EventListener(handler: (Event) -> Unit): EventListener = EventListenerHandler(handler)\n\nprivate class EventListenerHandler(private val handler: (Event) -> Unit) : EventListener {\n public override fun handleEvent(e: Event) {\n handler(e)\n }\n\n public override fun toString(): String = \"EventListenerHandler($handler)\"\n}\n","/*\n
* Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage org.w3c.dom\n\npublic external interface ItemArrayLike<out T> {\n val length: Int\n fun item(index: Int): T?\n}\n\n/**\n * Returns the view of this `ItemArrayLike<T>` collection as `List<T>`\n */\npublic fun <T> ItemArrayLike<T>.asList(): List<T> = object : AbstractList<T>() {\n override val size: Int get() = this@asList.length\n\n override fun get(index: Int): T = when (index) {\n in 0..lastIndex -> this@asList.item(index).unsafeCast<T>()\n else -> throw IndexOutOfBoundsException(\"index $index is not in range [0..$lastIndex]\")\n }\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.dom\n\nimport org.w3c.dom.*\n\n/**
Removes all the children from this node. */\npublic fun Node.clear() {\n while (hasChildNodes()) {\n removeChild(firstChild!!)\n }\n}\n\n/**\n * Creates text node and append it to the element.\n *\n * @return this element\n */\nfun Element.appendText(text: String): Element {\n appendChild(ownerDocument!!.createTextNode(text))\n return this\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.js\n\n/**\n * Reinterprets this value as a value of the [dynamic type](/docs/reference/dynamic-type.html).\n */\n@kotlin.internal.InlineOnly\npublic inline fun Any?.asDynamic(): dynamic = this\n\n/**\n * Reinterprets this value as a value of the specified type [T] without any actual type checking.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Any?.unsafeCast(): @kotlin.internal.NoInfer T = this.asDynamic()\n\n/**\n * Reinterprets
this `dynamic` value as a value of the specified type [T] without any actual type checking.\n */\n@kotlin.internal.DynamicExtension\n@JsName(\"unsafeCastDynamic\")\n@kotlin.internal.InlineOnly\npublic inline fun <T> dynamic.unsafeCast(): @kotlin.internal.NoInfer T = this\n\n/**\n * Allows to iterate this `dynamic` object in the following cases:\n * - when it has an `iterator` function,\n * - when it is an array\n * - when it is an instance of [kotlin.collections.Iterable]\n */\n@kotlin.internal.DynamicExtension\npublic operator fun dynamic.iterator(): Iterator<dynamic> {\n val r: Any? = this\n\n return when {\n this[\"iterator\"] != null ->\n this[\"iterator\"]()\n js(\"Kotlin\").isArrayish(r) ->\n r.unsafeCast<Array<*>>().iterator()\n\n

else ->\n (r as Iterable<*>).iterator()\n }\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\n// a package is omitted to get declarations directly under the module\n\n@JsName(\"throwNPE\")\ninternal fun throwNPE(message: String) {\n throw NullPointerException(message)\n}\n\n@JsName(\"throwCCE\")\ninternal fun throwCCE() {\n throw ClassCastException(\"Illegal cast\")\n}\n\n@JsName(\"throwISE\")\ninternal fun throwISE(message: String) {\n throw IllegalStateException(message)\n}\n\n@JsName(\"throwUPAE\")\ninternal fun throwUPAE(propertyName: String) {\n throw UninitializedPropertyAccessException(\"lateinit property ${propertyName} has not been initialized\")\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\n// NOTE: Do not author your exceptions as they are written in this file, instead use this template:\n/*\npublic open class MyException : Exception {\n constructor() : super()\n constructor(message: String?) : super(message)\n constructor(message: String?, cause: Throwable?) : super(message, cause)\n constructor(cause: Throwable?) : super(cause)\n}\n*/\n\n\n// TODO: remove workarounds for KT-22053 from direct Throwable inheritors\n// TODO: remove primary constructors, make all secondary KT-22055\n\n@Suppress(\"USELESS_ELVIS_RIGHT_IS_NULL\")\npublic actual open class Error actual constructor(message: String?, cause: Throwable?) : Throwable(message, cause ?: null) {\n actual constructor() : this(null, null) {\n Error::class.js.asDynamic().call(this, null, null)\n }\n\n actual constructor(message: String?) : this(message, null) {\n Error::class.js.asDynamic().call(this, message, null)\n }\n\n actual constructor(cause: Throwable?) : this(undefined, cause) {\n Error::class.js.asDynamic().call(this, undefined, cause)\n }\n}\n\n@Suppress(\"USELESS_ELVIS_RIGHT_IS_NULL\")\npublic actual open class Exception actual constructor(message: String?, cause: Throwable?) : Throwable(message, cause ?: null) {\n actual constructor() : this(null, null) {\n Exception::class.js.asDynamic().call(this, null, null)\n }\n\n actual constructor(message: String?) : this(message, null) {\n Exception::class.js.asDynamic().call(this, message, null)\n }\n\n actual constructor(cause: Throwable?) : this(undefined, cause) {\n Exception::class.js.asDynamic().call(this, undefined, cause)\n }\n}\n\npublic actual open class RuntimeException actual constructor(message: String?, cause: Throwable?) : Exception(message, cause) {\n actual constructor() : this(null, null)\n actual constructor(message: String?) : this(message, null)\n actual constructor(cause: Throwable?) : this(undefined, cause)\n}\n\npublic actual open class IllegalArgumentException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {\n actual constructor() : this(null, null)\n actual constructor(message: String?) : this(message, null)\n actual constructor(cause: Throwable?) : this(undefined, cause)\n}\n\npublic actual open class IllegalStateException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {\n actual constructor() : this(null, null)\n actual constructor(message: String?) : this(message, null)\n actual constructor(cause: Throwable?) : this(undefined, cause)\n}\n\npublic actual open class IndexOutOfBoundsException actual constructor(message: String?) : RuntimeException(message) {\n actual constructor() : this(null)\n}\n\npublic actual open class ConcurrentModificationException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {\n actual constructor() : this(null, null)\n actual constructor(message: String?) : this(message, null)\n actual constructor(cause: Throwable?) : this(undefined, cause)\n}\n\npublic actual open class UnsupportedOperationException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {\n actual constructor() : this(null, null)\n actual constructor(message: String?) : this(message, null)\n actual constructor(cause: Throwable?) : this(undefined, cause)\n}\n\n\npublic actual open class NumberFormatException actual constructor(message: String?) : IllegalArgumentException(message) {\n actual constructor() : this(null)\n}\n\n\npublic actual open class NullPointerException actual constructor(message: String?) : RuntimeException(message) {\n actual constructor() : this(null)\n}\n\npublic actual open class ClassCastException actual constructor(message: String?) : RuntimeException(message) {\n actual constructor() : this(null)\n}\n\npublic actual open class AssertionError private constructor(message: String?, cause: Throwable?) :

Error(message, cause) {\n   actual constructor() : this(null)\n   constructor(message: String?) : this(message, null)\n   actual constructor(message:
Any?) : this(message.toString(), message as? Throwable)\n}\n\npublic actual open class NoSuchElementException actual constructor(message: String?) : RuntimeException(message) {\n   actual constructor() : this(null)\n}\n\n\npublic actual open class NoWhenBranchMatchedException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {\n   actual constructor() : this(null, null)\n   actual constructor(message: String?) : this(message, null)\n   actual constructor(cause: Throwable?) : this(undefined, cause)\n}\n\npublic actual open class UninitializedPropertyAccessException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {\n   actual constructor() : this(null, null)\n   actual constructor(message: String?) : this(message, null)\n   actual constructor(cause: Throwable?) : this(undefined, cause)\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmName(\"GroupingKt\")\n@file:kotlin.jvm.JvmMultifileClass\n\npackage kotlin.collections\n\n/**\n * Represents a source of elements with a [keyOf] function, which can be applied to each element to get its key.\n *\n * A [Grouping] structure serves as an intermediate step in group-and-fold operations:\n * they group elements by their keys and then fold each group with some aggregating operation.\n *\n * It is created by attaching `keySelector: (T) -> K` function to a source of elements.\n * To get an instance of [Grouping] use one of `groupingBy` extension functions:\n * - [Iterable.groupingBy]\n * - [Sequence.groupingBy]\n * - [Array.groupingBy]\n * - [CharSequence.groupingBy]\n *\n * For the list of group-and-fold operations available, see the [extension functions](#extension-functions) for `Grouping`.\n */\n@SinceKotlin(\"1.1\")\npublic interface Grouping<T, out K> {\n   /** Returns an [Iterator]
over the elements of the source of this grouping. */\n   fun sourceIterator(): Iterator<T>\n   /** Extracts the key of an [element]. */\n   fun keyOf(element: T): K\n}\n\n/**\n * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,\n * passing the previously accumulated value and the current element as arguments, and stores the results in a new map.\n *\n * The key for each element is provided by the [Grouping.keyOf] function.\n *\n * @param operation function is invoked on each element with the following parameters:\n * - `key`: the key of the group this element belongs to;\n * - `accumulator`: the current value of the accumulator of the group, can be `null` if it's the first `element` encountered in the group;\n * - `element`: the element from the source being aggregated;\n * - `first`: indicates whether it's the first `element` encountered in the group.\n *\n * @return a [Map] associating the key of each group
with the result of aggregation of the group elements.\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <T, K, R> Grouping<T, K>.aggregate(\n   operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R\n): Map<K, R> {\n   return aggregateTo(mutableMapOf<K, R>(), operation)\n}\n\n/**\n * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,\n * passing the previously accumulated value and the current element as arguments,\n * and stores the results in the given [destination] map.\n *\n * The key for each element is provided by the [Grouping.keyOf] function.\n *\n * @param operation a function that is invoked on each element with the following parameters:\n * - `key`: the key of the group this element belongs to;\n * - `accumulator`: the current value of the accumulator of the group, can be `null` if it's the first `element` encountered in the group;\n * - `element`: the element from the source being aggregated;\n * - `first`: indicates whether it's the first `element` encountered in the group.\n *\n * If the [destination] map already has a value corresponding to some key,\n * then the elements being aggregated for that key are never considered as `first`.\n *\n * @return the [destination] map associating the key of each group with the result of aggregation of the group elements.\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.aggregateTo(\n   destination: M,\n   operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R\n): M {\n   for (e in this.sourceIterator()) {\n   val key = keyOf(e)\n   val accumulator = destination[key]\n   destination[key] = operation(key, accumulator, e, accumulator == null && !destination.containsKey(key))\n   }\n   return destination\n}\n\n/**\n * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,\n * passing the previously

accumulated value and the current element as arguments, and stores the results in a new map.\n * An initial value of accumulator is provided by [initialValueSelector] function.\n *\n * @param initialValueSelector a function that provides an initial value of accumulator for each group.\n * It's invoked with parameters:\n * - `key`: the key of the group;\n * - `element`: the first element being encountered in that group.\n *\n * @param operation a function that is invoked on each element with the following parameters:\n * - `key`: the key of the group this element belongs to;\n * - `accumulator`: the current value of the accumulator of the group;\n * - `element`: the element from the source being accumulated.\n *\n * @return a [Map] associating the key of each group with the result of accumulating the group elements.\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <T, K, R> Grouping<T, K>.fold(\n initialValueSelector: (key: K, element: T) -> R,\n operation: (key: K, accumulator: R, element: T) -> R\n): Map<K, R> =\n @Suppress(\"UNCHECKED_CAST\")\n aggregate { key, acc, e, first -> operation(key, if (first) initialValueSelector(key, e) else acc as R, e) }\n\n/**\n * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,\n * passing the previously accumulated value and the current element as arguments,\n * and stores the results in the given [destination] map.\n * An initial value of accumulator is provided by [initialValueSelector] function.\n *\n * @param initialValueSelector a function that provides an initial value of accumulator for each group.\n * It's invoked with parameters:\n * - `key`: the key of the group;\n * - `element`: the first element being encountered in that group.\n *\n * If the [destination] map already has a value corresponding to some key, that value is used as an initial value of\n * the accumulator for that group and the [initialValueSelector] function is not called for that group.\n *\n * @param operation a function that is invoked on each element with the following parameters:\n * - `key`: the key of the group this element belongs to;\n * - `accumulator`: the current value of the accumulator of the group;\n * - `element`: the element from the source being accumulated.\n *\n * @return the [destination] map associating the key of each group with the result of accumulating the group elements.\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.foldTo(\n destination: M,\n initialValueSelector: (key: K, element: T) -> R,\n operation: (key: K, accumulator: R, element: T) -> R\n): M =\n @Suppress(\"UNCHECKED_CAST\")\n aggregateTo(destination) { key, acc, e, first -> operation(key, if (first) initialValueSelector(key, e) else acc as R, e) }\n\n\n/**\n * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,\n * passing the previously accumulated value and the current element as arguments, and stores the results in a new map.\n * An initial value of accumulator is the same [initialValue] for each group.\n *\n * @param operation a function that is invoked on each element with the following parameters:\n * - `accumulator`: the current value of the accumulator of the group;\n * - `element`: the element from the source being accumulated.\n *\n * @return a [Map] associating the key of each group with the result of accumulating the group elements.\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <T, K, R> Grouping<T, K>.fold(\n initialValue: R,\n operation: (accumulator: R, element: T) -> R\n): Map<K, R> =\n @Suppress(\"UNCHECKED_CAST\")\n aggregate { _, acc, e, first -> operation(if (first) initialValue else acc as R, e) }\n\n/**\n * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,\n * passing the previously accumulated value and the current element as arguments,\n * and stores the results in the given [destination] map.\n * An initial value of accumulator is the same [initialValue] for each group.\n *\n * If the [destination] map already has a value corresponding to the key of some group,\n * that value is used as an initial value of the accumulator for that group.\n *\n * @param operation a function that is invoked on each element with the following parameters:\n * - `accumulator`: the current value of the accumulator of the group;\n * - `element`: the element from the source being accumulated.\n *\n * @return the [destination] map associating the key of each group with the result of accumulating the group elements.\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.foldTo(\n destination: M,\n initialValue: R,\n operation: (accumulator: R, element: T) -> R\n): M =\n @Suppress(\"UNCHECKED_CAST\")\n aggregateTo(destination) { _, acc, e, first -> operation(if (first) initialValue else acc as R, e) }\n\n\n/**\n * Groups elements from the [Grouping] source by key and applies the reducing [operation] to the elements of each group\n * sequentially starting from the second element of the group,\n * passing the previously accumulated value and the current element as arguments,\n * and

stores the results in a new map.\n * An initial value of accumulator is the first element of the group.\n *\n * @param operation a function that is invoked on each subsequent element of the group with the following parameters:\n * - `key`: the key of the group this element belongs to;\n * - `accumulator`: the current value of the accumulator of the group;\n * - `element`: the element from the source being accumulated.\n *\n * @return a [Map] associating the key of each group with the result of accumulating the group elements.\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <S, T : S, K> Grouping<T, K>.reduce(\n operation: (key: K, accumulator: S,
element: T) -> S\n): Map<K, S> =\n aggregate { key, acc, e, first ->\n @Suppress(\"UNCHECKED_CAST\")\n if (first) e else operation(key, acc as S, e)\n }\n\n/**\n * Groups elements from the [Grouping] source by key and applies the reducing [operation] to the elements of each group\n * sequentially starting from the second element of the group,\n * passing the previously accumulated value and the current element as arguments,\n * and stores the results in the given [destination] map.\n * An initial value of accumulator is the first element of the group.\n *\n * If the [destination] map already has a value corresponding to the key of some group,\n * that value is used as an initial value of the accumulator for that group and the first element of that group is also\n * subjected to the [operation].\n\n * @param operation a function that is invoked on each subsequent element of the group with the following parameters:\n * - `accumulator`: the current value of the accumulator
of the group;\n * - `element`: the element from the source being folded;\n *\n * @return the [destination] map associating the key of each group with the result of accumulating the group elements.\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <S, T : S, K, M : MutableMap<in K, S>> Grouping<T, K>.reduceTo(\n destination: M,\n operation: (key: K, accumulator: S, element: T) -> S\n): M =\n aggregateTo(destination) { key, acc, e, first ->\n @Suppress(\"UNCHECKED_CAST\")\n if (first) e else operation(key, acc as S, e)\n }\n\n\n/**\n * Groups elements from the [Grouping] source by key and counts elements in each group to the given [destination] map.\n *\n * If the [destination] map already has a value corresponding to the key of some group,\n * that value is used as an initial value of the counter for that group.\n *\n * @return the [destination] map associating the key of each group with the count of elements in the group.\n *\n * @sample samples.collections.Collections.Transformations.groupingByEachCount\n
/\n@SinceKotlin(\"1.1\")\npublic fun <T, K, M : MutableMap<in K, Int>> Grouping<T, K>.eachCountTo(destination: M): M =\n foldTo(destination, 0) { acc, _ -> acc + 1 }\n\n/\n/**\n * Groups elements from the [Grouping] source by key and sums values provided by the [valueSelector] function for elements in each group\n * to the given [destination] map.\n *\n *\n * If the [destination] map already has a value corresponding to the key of some group,\n * that value is used as an initial value of the sum for that group.\n *\n * @return the [destination] map associating the key of each group with the sum of elements in the group.\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <T, K, M : MutableMap<in K, Int>> Grouping<T, K>.eachSumOfTo(destination: M, valueSelector: (T) -> Int): M =\n foldTo(destination, 0) { acc, e -> acc + valueSelector(e)}\n*/\n\n\n/*\n// TODO: sum by long and by double overloads\n\npublic inline fun <T, K, M : MutableMap<in K, Long>> Grouping<T, K>.sumEachByLongTo(destination: M, valueSelector: (T) -> Long): M =\n foldTo(destination, 0L) { acc, e -> acc + valueSelector(e)}\n\npublic inline fun <T, K> Grouping<T, K>.sumEachByLong(valueSelector: (T) -> Long): Map<K, Long> =\n fold(0L) { acc, e -> acc + valueSelector(e)}\n\npublic inline fun <T, K, M : MutableMap<in K, Double>> Grouping<T, K>.sumEachByDoubleTo(destination: M, valueSelector: (T) -> Double): M =\n foldTo(destination, 0.0) { acc, e -> acc + valueSelector(e)}\n\npublic inline fun <T, K> Grouping<T, K>.sumEachByDouble(valueSelector: (T) -> Double): Map<K, Double> =\n fold(0.0) { acc, e -> acc + valueSelector(e)}\n*/\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\npackage kotlin.collections\n\n/**\n * Groups elements from the [Grouping] source by key and counts elements in each group.\n
*\n * @return a [Map] associating the key of each group with the count of element in the group.\n */\n@SinceKotlin(\"1.1\")\npublic actual fun <T, K> Grouping<T, K>.eachCount(): Map<K, Int> =\n fold(0) { acc, _ -> acc + 1 }\n\n/*\n/**\n * Groups elements from the [Grouping] source by key and sums values provided by

the [valueSelector] function for elements in each group.\n *\n * @return a [Map] associating the key of each group with the count of element in the group.\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <T, K> Grouping<T, K>.eachSumOf(valueSelector: (T) -> Int): Map<K, Int> =\n fold(0) { acc, e -> acc + valueSelector(e) }\n*/","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.js\n\n/**\n * Exposes the JavaScript [Math object](https://developer.mozilla.org/en/docs/Web/JavaScript/Reference/Global_Objects/Math) to Kotlin.\n */\n@Deprecated(\"Use
top-level functions from kotlin.math package instead.\")\npublic external object Math {\n @Deprecated(\"Use kotlin.math.PI instead.\", ReplaceWith(\"PI\", \"kotlin.math.PI\"))\n public val PI: Double\n public fun random(): Double\n @Deprecated(\"Use kotlin.math.abs instead.\", ReplaceWith(\"abs(value)\", \"kotlin.math.abs\"))\n public fun abs(value: Double): Double\n @Deprecated(\"Use kotlin.math.acos instead.\", ReplaceWith(\"acos(value)\", \"kotlin.math.acos\"))\n public fun acos(value: Double): Double\n @Deprecated(\"Use kotlin.math.asin instead.\", ReplaceWith(\"asin(value)\", \"kotlin.math.asin\"))\n public fun asin(value: Double): Double\n @Deprecated(\"Use kotlin.math.atan instead.\", ReplaceWith(\"atan(value)\", \"kotlin.math.atan\"))\n public fun atan(value: Double): Double\n @Deprecated(\"Use kotlin.math.atan2 instead.\", ReplaceWith(\"atan2(y, x)\", \"kotlin.math.atan2\"))\n public fun atan2(y: Double, x: Double): Double\n @Deprecated(\"Use kotlin.math.cos instead.\", ReplaceWith(\"cos(value)\", \"kotlin.math.cos\"))\n public fun cos(value: Double): Double\n @Deprecated(\"Use kotlin.math.sin instead.\", ReplaceWith(\"sin(value)\", \"kotlin.math.sin\"))\n public fun sin(value: Double): Double\n @Deprecated(\"Use kotlin.math.exp instead.\", ReplaceWith(\"exp(value)\", \"kotlin.math.exp\"))\n public fun exp(value: Double): Double\n @Deprecated(\"Use maxOf or kotlin.math.max instead\")\n public fun max(vararg values: Int): Int\n @Deprecated(\"Use maxOf or kotlin.math.max instead\")\n public fun max(vararg values: Float): Float\n @Deprecated(\"Use maxOf or kotlin.math.max instead\")\n public fun max(vararg values: Double): Double\n @Deprecated(\"Use minOf or kotlin.math.min instead\")\n public fun min(vararg values: Int): Int\n @Deprecated(\"Use minOf or kotlin.math.min instead\")\n public fun min(vararg values: Float): Float\n @Deprecated(\"Use minOf or kotlin.math.min
instead\")\n public fun min(vararg values: Double): Double\n @Deprecated(\"Use kotlin.math.sqrt instead.\", ReplaceWith(\"sqrt(value)\", \"kotlin.math.sqrt\"))\n public fun sqrt(value: Double): Double\n @Deprecated(\"Use kotlin.math.tan instead.\", ReplaceWith(\"tan(value)\", \"kotlin.math.tan\"))\n public fun tan(value: Double): Double\n @Deprecated(\"Use kotlin.math.log instead.\", ReplaceWith(\"log(value)\", \"kotlin.math.log\"))\n public fun log(value: Double): Double\n @Deprecated(\"Use kotlin.math.pow instead.\", ReplaceWith(\"pow(base, exp)\", \"kotlin.math.pow\"))\n public fun pow(base: Double, exp: Double): Double\n @Deprecated(\"Use kotlin.math.round instead.\", ReplaceWith(\"round(value)\", \"kotlin.math.round\"))\n public fun round(value: Number): Int\n @Deprecated(\"Use kotlin.math.floor instead.\", ReplaceWith(\"floor(value)\", \"kotlin.math.floor\"))\n public fun floor(value: Number): Int\n @Deprecated(\"Use kotlin.math.ceil
instead.\", ReplaceWith(\"ceil(value)\", \"kotlin.math.ceil\"))\n public fun ceil(value: Number): Int\n\n @PublishedApi\n internal fun trunc(value: Number): Double\n @PublishedApi\n internal fun sign(value: Number): Double\n\n @PublishedApi\n internal fun sinh(value: Double): Double\n @PublishedApi\n internal fun cosh(value: Double): Double\n @PublishedApi\n internal fun tanh(value: Double): Double\n @PublishedApi\n internal fun asinh(value: Double): Double\n @PublishedApi\n internal fun acosh(value: Double): Double\n @PublishedApi\n internal fun atanh(value: Double): Double\n\n @PublishedApi\n internal fun hypot(x: Double, y: Double): Double\n\n @PublishedApi\n internal fun expm1(value: Double): Double\n\n @PublishedApi\n internal fun log10(value: Double): Double\n @PublishedApi\n internal fun log2(value: Double): Double\n @PublishedApi\n internal fun log1p(value: Double): Double\n}\n\n/**\n * Returns
the smaller of two values.\n */\n@Suppress(\"DEPRECATION\")\n@Deprecated(\"Use minOf or kotlin.math.min instead\", ReplaceWith(\"minOf(a, b)\"))\npublic fun Math.min(a: Long, b: Long): Long = if (a <= b) a else b\n\n/**\n * Returns the greater of two values.\n */\n@Suppress(\"DEPRECATION\")\n@Deprecated(\"Use maxOf

or kotlin.math.max instead\", ReplaceWith(\"maxOf(a, b)\"))\npublic fun Math.max(a: Long, b: Long): Long = if (a >= b) a else b\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.js\n\n/**\n * An interface for indexing access to a collection of key-value pairs, where type of key is [String] and type of value is [Any?][Any].\n */\npublic external interface Json {\n /**\n * Calls to the function will be translated to indexing operation (square brackets) on the receiver with [propertyName] as the argument.\n *\n * E.g. for next code:\n * ```kotlin\n * fun test(j: Json, p: String) = j[\"prop\"] + j.get(p)\n * ```\n *\n * will be generated:\n * ```js\n * function test(j, p) {\n * return j[\"prop\"] + j[p];\n * }\n * ```\n */\n operator fun get(propertyName: String): Any?\n\n /**\n * Calls of the function will be translated to an assignment of [value] to the receiver indexed (with square brackets/index operation) with [propertyName].\n *\n * E.g. for the following code:\n * ```kotlin\n * fun test(j: Json, p: String, newValue: Any) {\n * j[\"prop\"] = 1\n * j.set(p, newValue)\n * }\n * ```\n *\n * will be generated:\n * ```js\n * function test(j, p, newValue) {\n * j[\"prop\"] = 1;\n * j[p] = newValue;\n * }\n * ```\n */\n operator fun set(propertyName: String, value: Any?): Unit\n}\n\n/**\n * Returns a simple JavaScript object (as [Json]) using provided key-value pairs as names and values of its properties.\n */\npublic fun json(vararg pairs: Pair<String, Any?>): Json {\n val res: dynamic = js(\"({})\")\n for ((name, value) in pairs) {\n res[name] = value\n }\n return res\n}\n\n/**\n * Adds key-value pairs from [other] to [this].\n * Returns the original receiver.\n */\npublic fun Json.add(other: Json): Json {\n val keys: Array<String> = js(\"Object\").keys(other)\n for (key in keys) {\n if (other.asDynamic().hasOwnProperty(key)) {\n this[key] = other[key];\n }\n }\n return this\n}\n\n/**\n * Exposes the JavaScript [JSON object](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/JSON) to Kotlin.\n */\n@Suppress(\"NOT_DOCUMENTED\")\npublic external object JSON {\n public fun stringify(o: Any?): String\n public fun stringify(o: Any?, replacer: ((key: String, value: Any?) -> Any?)): String\n public fun stringify(o: Any?, replacer: ((key: String, value: Any?) -> Any?)? = definedExternally, space: Int): String\n public fun stringify(o: Any?, replacer: ((key: String, value: Any?) -> Any?)? = definedExternally, space: String): String\n public fun stringify(o: Any?, replacer: Array<String>): String\n public fun stringify(o: Any?, replacer: Array<String>, space: Int): String\n public fun stringify(o: Any?, replacer: Array<String>, space: String): String\n\n public fun <T> parse(text: String): T\n public fun <T> parse(text: String, reviver: ((key: String, value: Any?) -> Any?)): T\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\n/**\n * Returns `true` if the specified number is a\n * Not-a-Number (NaN) value, `false` otherwise.\n */\npublic actual fun Double.isNaN(): Boolean = this != this\n\n/**\n * Returns `true` if the specified number is a\n * Not-a-Number (NaN) value, `false` otherwise.\n */\npublic actual fun Float.isNaN(): Boolean = this != this\n\n/**\n * Returns `true` if this value is infinitely large in magnitude.\n */\npublic actual fun Double.isInfinite(): Boolean = this == Double.POSITIVE_INFINITY || this == Double.NEGATIVE_INFINITY\n\n/**\n * Returns `true` if this value is infinitely large in magnitude.\n */\npublic actual fun Float.isInfinite(): Boolean = this == Float.POSITIVE_INFINITY || this == Float.NEGATIVE_INFINITY\n\n/**\n * Returns `true` if the argument is a finite floating-point value; returns `false` otherwise (for `NaN` and infinity arguments).\n */\npublic actual fun Double.isFinite(): Boolean = !isInfinite() && !isNaN()\n\n/**\n * Returns `true` if the argument is a finite floating-point value; returns `false` otherwise (for `NaN` and infinity arguments).\n */\npublic actual fun Float.isFinite(): Boolean = !isInfinite() && !isNaN()\n\n/**\n * Returns a bit representation of the specified floating-point value as [Long]\n * according to the IEEE 754 floating-point \"double format\" bit layout.\n */\n@SinceKotlin(\"1.2\")\n@library(\"doubleToBits\")\npublic actual fun Double.toBits(): Long = definedExternally\n\n/**\n * Returns a bit representation of the specified floating-point value as [Long]\n * according to the IEEE 754 floating-point \"double format\" bit layout,\n * preserving `NaN` values exact layout.\n

*/\n@SinceKotlin(\"1.2\")\n@library(\"doubleToRawBits\")\npublic actual fun Double.toRawBits(): Long = definedExternally\n\n/**\n * Returns the [Double] value corresponding to a given bit representation.\n */\n@SinceKotlin(\"1.2\")\n@kotlin.internal.InlineOnly\npublic actual inline fun Double.Companion.fromBits(bits: Long): Double = js(\"Kotlin\").doubleFromBits(bits).unsafeCast<Double>()\n\n/**\n * Returns a bit representation of the specified floating-point value as [Int]\n * according to the IEEE 754 floating-point \"single format\" bit layout.\n *\n * Note that in Kotlin/JS [Float] range is wider
than \"single format\" bit layout can represent,\n * so some [Float] values may overflow, underflow or loose their accuracy after conversion to bits and back.\n */\n@SinceKotlin(\"1.2\")\n@library(\"floatToBits\")\npublic actual fun Float.toBits(): Int = definedExternally\n\n/**\n * Returns a bit representation of the specified floating-point value as [Int]\n * according to the IEEE 754 floating-point \"single format\" bit layout,\n * preserving `NaN` values exact layout.\n *\n * Note that in Kotlin/JS [Float] range is wider than \"single format\" bit layout can represent,\n * so some [Float] values may overflow, underflow or loose their accuracy after conversion to bits and back.\n */\n@SinceKotlin(\"1.2\")\n@library(\"floatToRawBits\")\npublic actual fun Float.toRawBits(): Int = definedExternally\n\n/**\n * Returns the [Float] value corresponding to a given bit representation.\n */\n@SinceKotlin(\"1.2\")\n@kotlin.internal.InlineOnly\npublic actual inline fun Float.Companion.fromBits(bits: Int): Float = js(\"Kotlin\").floatFromBits(bits).unsafeCast<Float>()","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n\n/**\n * Returns `true` if the contents of this string is equal to the word \"true\", ignoring case, and `false` otherwise.\n */\npublic actual fun String.toBoolean(): Boolean = toLowerCase() == \"true\"\n\n/**\n * Parses the string as a signed [Byte] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */\npublic actual fun String.toByte(): Byte = toByteOrNull() ?: numberFormatError(this)\n\n/**\n * Parses the string as a signed [Byte] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n */\npublic actual fun String.toByte(radix: Int): Byte = toByteOrNull(radix) ?: numberFormatError(this)\n\n/**\n * Parses the string as a [Short] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */\npublic actual fun String.toShort(): Short = toShortOrNull() ?: numberFormatError(this)\n\n/**\n * Parses the string as a [Short] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n */\npublic actual fun String.toShort(radix: Int): Short = toShortOrNull(radix) ?: numberFormatError(this)\n\n/**\n * Parses the string as an [Int] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */\npublic actual fun String.toInt(): Int = toIntOrNull() ?: numberFormatError(this)\n\n/**\n
* Parses the string as an [Int] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n */\npublic actual fun String.toInt(radix: Int): Int = toIntOrNull(radix) ?: numberFormatError(this)\n\n/**\n * Parses the string as a [Long] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */\npublic actual fun String.toLong(): Long = toLongOrNull() ?: numberFormatError(this)\n\n/**\n * Parses the string as a [Long] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n */\npublic actual fun String.toLong(radix: Int): Long = toLongOrNull(radix) ?: numberFormatError(this)\n\n/**\n
* Parses the string as a [Double] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */\npublic actual fun String.toDouble(): Double = (+(this.asDynamic())).unsafeCast<Double>().also {\n   if (it.isNaN() && !this.isNaN() || it == 0.0 && this.isBlank())\n   numberFormatError(this)\n}\n\n/**\n * Parses the string as a [Float] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n

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*/\n@kotlin.internal.InlineOnly\npublic actual inline fun String.toFloat(): Float =
toDouble().unsafeCast<Float>()\n\n/**\n * Parses the string as a [Double] number and returns the result\n * or `null`
if the string is not a valid representation of a number.\n */\npublic actual fun String.toDoubleOrNull(): Double? =
(+(this.asDynamic())).unsafeCast<Double>().takeIf {\n    !(it.isNaN() && !this.isNaN() || it == 0.0 &&
this.isBlank())\n}\n\n/**\n * Parses the string
 as a [Float] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n
*/\n@kotlin.internal.InlineOnly\npublic actual inline fun String.toFloatOrNull(): Float? =
toDoubleOrNull().unsafeCast<Float?>()\n\n/**\n * Returns a string representation of this [Byte] value in the
specified [radix].\n *\n * @throws IllegalArgumentException when [radix] is not a valid radix for number to string
conversion.\n */\n@SinceKotlin(\"1.2\")\n@kotlin.internal.InlineOnly\npublic actual inline fun Byte.toString(radix:
Int): String = this.toInt().toString(radix)\n\n/**\n * Returns a string representation of this [Short] value in the
specified [radix].\n *\n * @throws IllegalArgumentException when [radix] is not a valid radix for number to string
conversion.\n */\n@SinceKotlin(\"1.2\")\n@kotlin.internal.InlineOnly\npublic actual inline fun Short.toString(radix:
Int): String = this.toInt().toString(radix)\n\n/**\n * Returns a string representation of this [Long] value
 in the specified [radix].\n *\n * @throws IllegalArgumentException when [radix] is not a valid radix for number to
string conversion.\n */\n@SinceKotlin(\"1.2\")\npublic actual fun Long.toString(radix: Int): String =
asDynamic().toString(checkRadix(radix))\n\n/**\n * Returns a string representation of this [Int] value in the
specified [radix].\n *\n * @throws IllegalArgumentException when [radix] is not a valid radix for number to string
conversion.\n */\n@SinceKotlin(\"1.2\")\npublic actual fun Int.toString(radix: Int): String =
asDynamic().toString(checkRadix(radix))\n\nprivate fun String.isNaN(): Boolean = when (this.toLowerCase()) {\n
\"nan\", \"+nan\", \"-nan\" -> true\n    else -> false\n}\n\n/**\n * Checks whether the given [radix] is valid radix for
string to number and number to string conversion.\n */\n@PublishedApi\ninternal actual fun checkRadix(radix: Int):
Int {\n    if (radix !in 2..36) {\n        throw IllegalArgumentException(\"radix $radix was not in valid range
 2..36\")\n    }\n    return radix\n}\n\ninternal actual fun digitOf(char: Char, radix: Int): Int = when {\n    char >= '0'
&& char <= '9' -> char - '0'\n    char >= 'A' && char <= 'Z' -> char - 'A' + 10\n    char >= 'a' && char <= 'z' -> char -
'a' + 10\n    else -> -1\n}.let { if (it >= radix) -1 else it }\n\nprivate fun numberFormatError(input: String): Nothing =
throw NumberFormatException(\"Invalid number format: '$input'\")","/*\n * Copyright 2010-2018 JetBrains s.r.o.
Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt
file.\n */\n\npackage kotlin.js\n\nimport kotlin.internal.LowPriorityInOverloadResolution\n\n/**\n * Exposes the
JavaScript [Promise
object](https://developer.mozilla.org/en/docs/Web/JavaScript/Reference/Global_Objects/Promise) to Kotlin.\n
*/\n@Suppress(\"NOT_DOCUMENTED\")\npublic open external class Promise<out T>(executor: (resolve: (T) ->
Unit, reject: (Throwable) -> Unit) -> Unit) {\n    @LowPriorityInOverloadResolution\n
    public open fun <S> then(onFulfilled: ((T) -> S)?): Promise<S>\n\n    @LowPriorityInOverloadResolution\n
public open fun <S> then(onFulfilled: ((T) -> S)?, onRejected: ((Throwable) -> S)?): Promise<S>\n\n    public open
fun <S> catch(onRejected: (Throwable) -> S): Promise<S>\n\n    companion object {\n        public fun <S>
all(promise: Array<out Promise<S>>): Promise<Array<out S>>\n\n        public fun <S> race(promise: Array<out
Promise<S>>): Promise<S>\n\n        public fun reject(e: Throwable): Promise<Nothing>\n\n        public fun <S>
resolve(e: S): Promise<S>\n        public fun <S> resolve(e: Promise<S>): Promise<S>\n    }\n}\n\n// It's workaround
for KT-19672 since we can fix it properly until KT-11265 isn't fixed.\ninline fun <T, S>
Promise<Promise<T>>.then(\n    noinline onFulfilled: ((T) -> S)?\n): Promise<S> {\n    return
this.unsafeCast<Promise<T>>().then(onFulfilled)\n}\n\ninline fun <T, S> Promise<Promise<T>>.then(\n    noinline
onFulfilled:
 ((T) -> S)?,\n    noinline onRejected: ((Throwable) -> S)?\n): Promise<S> {\n    return
this.unsafeCast<Promise<T>>().then(onFulfilled, onRejected)\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o.
Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt
file.\n */\n\npackage kotlin.js\n\nimport getKClass\nimport kotlin.reflect.KClass\nimport
kotlin.reflect.js.internal.KClassImpl\n\n/**\n * Represents the constructor of a class. Instances of `JsClass` can be
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passed to JavaScript APIs that expect a constructor reference.\n */\nexternal interface JsClass<T : Any> {\n /**\n * Returns the unqualified name of the class represented by this instance.\n */\n val name: String\n}\n\n@Deprecated(\"Use class literal and extension property `js` instead.\", replaceWith = ReplaceWith(\"T::class.js\"), level = DeprecationLevel.WARNING)\nexternal fun <T : Any> jsClass(): JsClass<T>\n\n@Deprecated(\"Use class literal and extension property `js` instead.\", replaceWith = ReplaceWith(\"this::class.js\"), level = DeprecationLevel.WARNING)\nval <T : Any> T.jsClass: JsClass<T>\n get() = when (jsTypeOf(this)) {\n \"string\" -> js(\"String\")\n \"number\" -> js(\"Number\")\n \"boolean\" -> js(\"Boolean\")\n else -> js(\"Object\").getPrototypeOf(this).constructor\n }\n\n/**\n * Obtains a constructor reference for the given `KClass`.\n */\nval <T : Any> KClass<T>.js: JsClass<T>\n get() = (this as KClassImpl<T>).jsClass\n\n/**\n * Obtains a `KClass` instance for the given constructor reference.\n */\nval <T : Any> JsClass<T>.kotlin: KClass<T>\n get() = getKClass(this)\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.reflect.js.internal\n\nimport kotlin.reflect.*\n\ninternal abstract class KClassImpl<T : Any>(\n internal open val jClass: JsClass<T>\n) : KClass<T> {\n override val annotations: List<Annotation>\n get() = TODO()\n override val constructors: Collection<KFunction<T>>\n get() = TODO()\n override val isAbstract: Boolean\n get() = TODO()\n override val isCompanion: Boolean\n get() = TODO()\n override val isData: Boolean\n get() = TODO()\n override val isFinal: Boolean\n get() = TODO()\n override val isInner: Boolean\n get() = TODO()\n override val isOpen: Boolean\n get() = TODO()\n override val isSealed: Boolean\n get() = TODO()\n override val members: Collection<KCallable<*>>\n get() = TODO()\n override val nestedClasses: Collection<KClass<*>>\n get() = TODO()\n override val objectInstance: T?\n get() = TODO()\n override val qualifiedName: String?\n get() = TODO()\n override val supertypes: List<KType>\n get() = TODO()\n override val typeParameters: List<KTypeParameter>\n get() = TODO()\n override val visibility: KVisibility?\n get() = TODO()\n\n override fun equals(other: Any?): Boolean {\n return other is KClassImpl<*> && jClass == other.jClass\n }\n\n // TODO: use FQN\n override fun hashCode(): Int = simpleName?.hashCode() ?: 0\n\n override fun toString(): String {\n // TODO: use FQN\n return \"class $simpleName\"\n }\n}\n\ninternal class SimpleKClassImpl<T : Any>(jClass: JsClass<T>) : KClassImpl<T>(jClass) {\n override val simpleName: String? = jClass.asDynamic().`$metadata$`?.simpleName.unsafeCast<String?>()\n\n override fun isInstance(value: Any?): Boolean {\n return js(\"Kotlin\").isType(value, jClass)\n }\n}\n\ninternal class PrimitiveKClassImpl<T : Any>(\n jClass: JsClass<T>,\n private val givenSimpleName: String,\n private val isInstanceFunction: (Any?) -> Boolean\n) : KClassImpl<T>(jClass) {\n override fun equals(other: Any?): Boolean {\n if (other !is PrimitiveKClassImpl<*>)\n return false\n return super.equals(other) && givenSimpleName == other.givenSimpleName\n }\n\n override val simpleName: String? get() = givenSimpleName\n\n override fun isInstance(value: Any?): Boolean {\n return isInstanceFunction(value)\n }\n}\n\ninternal object NothingKClassImpl : KClassImpl<Nothing>(js(\"Object\")) {\n override val simpleName: String = \"Nothing\"\n\n override fun isInstance(value: Any?): Boolean = false\n\n override val jClass: JsClass<Nothing>\n get() = throw UnsupportedOperationException(\"There's no native JS class for Nothing type\")\n\n override fun equals(other: Any?): Boolean = other === this\n\n override fun hashCode(): Int = 0\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.reflect.js.internal\n\nimport kotlin.js.JsClass\n\n@JsName(\"PrimitiveClasses\")\ninternal object PrimitiveClasses {\n @JsName(\"anyClass\")\n val anyClass = PrimitiveKClassImpl(js(\"Object\").unsafeCast<JsClass<Any>>(), \"Any\", { it is Any })\n\n @JsName(\"numberClass\")\n val numberClass = PrimitiveKClassImpl(js(\"Number\").unsafeCast<JsClass<Number>>(), \"Number\", { it is Number })\n\n @JsName(\"nothingClass\")\n val nothingClass = NothingKClassImpl\n\n @JsName(\"booleanClass\")\n val

booleanClass = PrimitiveKClassImpl(js(\"Boolean\").unsafeCast<JsClass<Boolean>>(), \"Boolean\", { it is Boolean })\n\n   @JsName(\"byteClass\")\n   val byteClass = PrimitiveKClassImpl(js(\"Number\").unsafeCast<JsClass<Byte>>(), \"Byte\", { it is Byte })\n\n   @JsName(\"shortClass\")\n   val shortClass = PrimitiveKClassImpl(js(\"Number\").unsafeCast<JsClass<Short>>(), \"Short\", { it is Short })\n\n   @JsName(\"intClass\")\n   val intClass = PrimitiveKClassImpl(js(\"Number\").unsafeCast<JsClass<Int>>(), \"Int\", { it is Int })\n\n   @JsName(\"floatClass\")\n   val floatClass = PrimitiveKClassImpl(js(\"Number\").unsafeCast<JsClass<Float>>(), \"Float\", { it is Float })\n\n   @JsName(\"doubleClass\")\n   val doubleClass = PrimitiveKClassImpl(js(\"Number\").unsafeCast<JsClass<Double>>(), \"Double\", { it is Double })\n\n   @JsName(\"arrayClass\")\n   val arrayClass = PrimitiveKClassImpl(js(\"Array\").unsafeCast<JsClass<Array<*>>>(), \"Array\", { it is Array<*> })\n\n   @JsName(\"stringClass\")\n   val stringClass = PrimitiveKClassImpl(js(\"String\").unsafeCast<JsClass<String>>(), \"String\", { it is String })\n\n   @JsName(\"throwableClass\")\n   val throwableClass = PrimitiveKClassImpl(js(\"Error\").unsafeCast<JsClass<Throwable>>(), \"Throwable\", { it is Throwable })\n\n   @JsName(\"booleanArrayClass\")\n   val booleanArrayClass = PrimitiveKClassImpl(js(\"Array\").unsafeCast<JsClass<BooleanArray>>(), \"BooleanArray\", { it is BooleanArray })\n\n   @JsName(\"charArrayClass\")\n   val charArrayClass = PrimitiveKClassImpl(js(\"Uint16Array\").unsafeCast<JsClass<CharArray>>(), \"CharArray\", { it is CharArray })\n\n   @JsName(\"byteArrayClass\")\n   val byteArrayClass = PrimitiveKClassImpl(js(\"Int8Array\").unsafeCast<JsClass<ByteArray>>(), \"ByteArray\", { it is ByteArray })\n\n   @JsName(\"shortArrayClass\")\n   val shortArrayClass = PrimitiveKClassImpl(js(\"Int16Array\").unsafeCast<JsClass<ShortArray>>(), \"ShortArray\", { it is ShortArray })\n\n   @JsName(\"intArrayClass\")\n   val intArrayClass = PrimitiveKClassImpl(js(\"Int32Array\").unsafeCast<JsClass<IntArray>>(), \"IntArray\", { it is IntArray })\n\n   @JsName(\"longArrayClass\")\n   val longArrayClass = PrimitiveKClassImpl(js(\"Array\").unsafeCast<JsClass<LongArray>>(), \"LongArray\", { it is LongArray })\n\n   @JsName(\"floatArrayClass\")\n   val floatArrayClass = PrimitiveKClassImpl(js(\"Float32Array\").unsafeCast<JsClass<FloatArray>>(), \"FloatArray\", { it is FloatArray })\n\n   @JsName(\"doubleArrayClass\")\n   val doubleArrayClass = PrimitiveKClassImpl(js(\"Float64Array\").unsafeCast<JsClass<DoubleArray>>(), \"DoubleArray\", { it is DoubleArray })\n\n   @JsName(\"functionClass\")\n   fun functionClass(arity: Int): KClassImpl<Any> {\n   return functionClasses.get(arity) ?: run {\n   val result = PrimitiveKClassImpl(js(\"Function\").unsafeCast<JsClass<Any>>(), \"Function$arity\",\n   { jsTypeOf(it) === \"function\" && it.asDynamic().length == arity })\n   functionClasses.asDynamic()[arity] = result\n   result\n   }\n   }\n}\n\nprivate val functionClasses = arrayOfNulls<KClassImpl<Any>>(0)","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\n// a package is omitted to get declarations directly under the module\n\nimport kotlin.reflect.KClass\nimport kotlin.reflect.js.internal.*\n\n@JsName(\"getKClass\")\ninternal fun <T : Any> getKClass(jClass: JsClass<T>): KClass<T> = getOrCreateKClass(jClass)\n\n@JsName(\"getKClassFromExpression\")\ninternal fun <T : Any> getKClassFromExpression(e: T): KClass<T> =\n   when (jsTypeOf(e)) {\n   \"string\" -> PrimitiveClasses.stringClass\n   \"number\" -> if (js(\"e | 0\") === e) PrimitiveClasses.intClass else PrimitiveClasses.doubleClass\n   \"boolean\" -> PrimitiveClasses.booleanClass\n   \"function\" -> PrimitiveClasses.functionClass(e.asDynamic().length)\n   else -> {\n   when {\n   e is BooleanArray -> PrimitiveClasses.booleanArrayClass\n   e is CharArray -> PrimitiveClasses.charArrayClass\n   e is ByteArray -> PrimitiveClasses.byteArrayClass\n   e is ShortArray -> PrimitiveClasses.shortArrayClass\n

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e is IntArray -> PrimitiveClasses.intArrayClass\n e is LongArray -> PrimitiveClasses.longArrayClass\n e is FloatArray -> PrimitiveClasses.floatArrayClass\n e is DoubleArray -> PrimitiveClasses.doubleArrayClass\n e is KClass<*> -> KClass::class\n e is Array<*> -> PrimitiveClasses.arrayClass\n else -> {\n val constructor = js(\"Object\").getPrototypeOf(e).constructor\n when {\n constructor === js(\"Object\") -> PrimitiveClasses.anyClass\n constructor === js(\"Error\") -> PrimitiveClasses.throwableClass\n else -> {\n val jsClass: JsClass<T> = constructor\n getOrCreateKClass(jsClass)\n }\n }\n }\n }\n }\n }.unsafeCast<KClass<T>>()\n\nprivate fun <T : Any> getOrCreateKClass(jClass: JsClass<T>): KClass<T> {\n if (jClass === js(\"String\")) return PrimitiveClasses.stringClass.unsafeCast<KClass<T>>()\n\n val metadata = jClass.asDynamic().`$metadata$`\n\n return if (metadata != null) {\n if (metadata.`$kClass$` == null) {\n val kClass = SimpleKClassImpl(jClass)\n metadata.`$kClass$` = kClass\n kClass\n } else {\n metadata.`$kClass$`\n }\n } else {\n SimpleKClassImpl(jClass)\n }\n}\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\nimport kotlin.js.RegExp\n\n/**\n * Provides enumeration values to use to set regular expression options.\n */\npublic actual enum class RegexOption(val value: String) {\n /** Enables case-insensitive matching. */\n IGNORE_CASE(\"i\"),\n /** Enables multiline mode.\n *\n * In multiline mode the expressions `^` and `$` match just after or just before,\n * respectively, a line terminator or the end of the input sequence. */\n MULTILINE(\"m\")\n}\n\n\n/**\n * Represents the results from a single capturing group within a [MatchResult] of [Regex].\n *\n * @param value The value of captured group.\n */\npublic actual data class MatchGroup(actual val value: String)\n\n/** A compiled representation of a regular expression.\n *\n * For pattern syntax reference see [https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/RegExp] and [http://www.w3schools.com/jsref/jsref_obj_regexp.asp]\n */\npublic actual class Regex actual constructor(pattern: String, options: Set<RegexOption>) {\n\n /** Creates a regular expression from the specified [pattern] string and the specified single [option]. */\n public actual constructor(pattern: String, option: RegexOption) : this(pattern, setOf(option))\n\n /** Creates a regular expression from the specified [pattern] string and the default options. */\n public actual constructor(pattern: String) : this(pattern, emptySet())\n\n\n /** The pattern string of this regular expression. */\n public actual val pattern: String = pattern\n /** The set of options that were used to create this regular expression. */\n public actual val options: Set<RegexOption> = options.toSet()\n private val nativePattern: RegExp = RegExp(pattern, options.map { it.value }.joinToString(separator = \"\") + \"g\")\n\n /** Indicates whether the regular expression matches the entire [input]. */\n public actual infix fun matches(input: CharSequence): Boolean {\n nativePattern.reset()\n val match = nativePattern.exec(input.toString())\n return match != null && match.index == 0 && nativePattern.lastIndex == input.length\n }\n\n /** Indicates whether the regular expression can find at least one match in the specified [input]. */\n public actual fun containsMatchIn(input: CharSequence): Boolean {\n nativePattern.reset()\n return nativePattern.test(input.toString())\n }\n\n /** Returns the first match of a regular expression in the [input], beginning at the specified [startIndex].\n *\n * @param startIndex An index to start search with, by default 0. Must be not less than zero and not greater than `input.length()`\n * @return An instance of [MatchResult] if match was found or `null` otherwise.\n */\n @Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\n public actual fun find(input: CharSequence, startIndex: Int = 0): MatchResult? = nativePattern.findNext(input.toString(), startIndex)\n\n /** Returns a sequence of all occurrences of a regular expression within the [input] string, beginning at the specified [startIndex].\n */\n @Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\n public actual fun findAll(input: CharSequence, startIndex: Int = 0): Sequence<MatchResult> =\n generateSequence({ find(input, startIndex) }, { match -> match.next() })\n\n /**\n * Attempts to match the entire [input] CharSequence against the pattern.\n
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 *\n     * @return An instance of [MatchResult] if the entire input matches or `null` otherwise.\n     */\n    public actual fun matchEntire(input: CharSequence): MatchResult? {\n        if (pattern.startsWith('^') && pattern.endsWith('$'))\n            return find(input)\n        else\n            return Regex(\"^${pattern.trimStart('^').trimEnd('$')}$\", options).find(input)\n    }\n\n    /**\n     * Replaces all occurrences of this regular expression in the specified [input] string with specified [replacement] expression.\n     *\n     * @param replacement A replacement expression that can include substitutions. See [https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/replace] for details.\n     */\n    public actual fun replace(input: CharSequence, replacement: String): String = input.toString().nativeReplace(nativePattern, replacement)\n\n    /**\n     * Replaces all occurrences of this regular expression in the specified [input] string with\n     the result of\n     * the given function [transform] that takes [MatchResult] and returns a string to be used as a\n     * replacement for that match.\n     */\n    public actual inline fun replace(input: CharSequence, transform: (MatchResult) -> CharSequence): String {\n        var match = find(input)\n        if (match == null) return input.toString()\n\n        var lastStart = 0\n        val length = input.length\n        val sb = StringBuilder(length)\n        do {\n            val foundMatch = match!!\n            sb.append(input, lastStart, foundMatch.range.start)\n            sb.append(transform(foundMatch))\n            lastStart = foundMatch.range.endInclusive + 1\n            match = foundMatch.next()\n        } while (lastStart < length && match != null)\n\n        if (lastStart < length) {\n            sb.append(input, lastStart, length)\n        }\n\n        return sb.toString()\n    }\n\n    /**\n     * Replaces the first occurrence of this regular expression in the specified\n     [input] string with specified [replacement] expression.\n     *\n     * @param replacement A replacement expression that can include substitutions. See [Matcher.appendReplacement] for details.\n     */\n    public actual fun replaceFirst(input: CharSequence, replacement: String): String {\n        val nonGlobalOptions = options.map { it.value }.joinToString(separator = \"\")\n        return input.toString().nativeReplace(RegExp(pattern, nonGlobalOptions), replacement)\n    }\n\n    /**\n     * Splits this string around matches of the given regular expression.\n     *\n     * @param limit The maximum number of times the split can occur.\n     */\n    @Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\n    public actual fun split(input: CharSequence, limit: Int = 0): List<String> {\n        require(limit >= 0) { \"Limit must be non-negative, but was $limit\" }\n        val matches = findAll(input).let { if (limit == 0) it else it.take(limit - 1) }\n        val result = mutableListOf<String>()\n
        var lastStart = 0\n\n        for (match in matches) {\n            result.add(input.subSequence(lastStart, match.range.start).toString())\n            lastStart = match.range.endInclusive + 1\n        }\n        result.add(input.subSequence(lastStart, input.length).toString())\n        return result\n    }\n\n    /** Returns the string representation of this regular expression. */\n    public override fun toString(): String = nativePattern.toString()\n\n    actual companion object {\n        /** Returns a literal regex for the specified [literal] string. */\n        public actual fun fromLiteral(literal: String): Regex = Regex(escape(literal))\n\n        /** Returns a literal pattern for the specified [literal] string. */\n        public actual fun escape(literal: String): String = literal.nativeReplace(patternEscape, \"\\\\$&\")\n\n        /** Returns a literal replacement exression for the specified [literal] string. */\n        public actual fun escapeReplacement(literal:
         String): String = literal.nativeReplace(replacementEscape, \"$$$$\")\n\n        private val patternEscape = RegExp(\"\"\"[-\\\\^$*+?.()|[\\]{}]\"\"\", \"g\")\n        private val replacementEscape = RegExp(\"\"\"\\$\"\"\", \"g\")\n    }\n}\n\n/** Creates a regular expression from the specified [pattern] string and the specified single [option]. */\n@Deprecated(\"Provided for binary compatibility\", level = DeprecationLevel.HIDDEN)\n@JsName(\"Regex_sb3q2\$\")\npublic fun Regex_0(pattern: String, option: RegexOption): Regex = Regex(pattern, setOf(option))\n\n/** Creates a regular expression from the specified [pattern] string and the default options.  */\n@Deprecated(\"Provided for binary compatibility\", level = DeprecationLevel.HIDDEN)\n@JsName(\"Regex_61zpoe\$\")\npublic fun Regex_1(pattern: String): Regex = Regex(pattern, emptySet())\n\n\n\n\nprivate fun RegExp.findNext(input: String, from: Int): MatchResult? {\n    this.lastIndex = from\n    val match = exec(input)\n
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    if (match == null) return null\n    val range = match.index..lastIndex - 1\n\n    return object : MatchResult {\n override val range: IntRange = range\n        override val value: String\n            get() = match[0]!!\n\n        override val groups: MatchGroupCollection = object : MatchGroupCollection, AbstractCollection<MatchGroup?>() {\n  override val size: Int get() = match.length\n            override fun iterator(): Iterator<MatchGroup?> = indices.asSequence().map { this[it] }.iterator()\n            override fun get(index: Int): MatchGroup? = match[index]?.let { MatchGroup(it) }\n        }\n\n\n        private var groupValues_: List<String>? = null\n\n override val groupValues: List<String>\n            get() {\n                if (groupValues_ == null) {\n groupValues_ = object : AbstractList<String>() {\n                        override val size: Int get() = match.length\n            override fun get(index: Int): String
 = match[index] ?: \"\"\n                    }\n                }\n                return groupValues_!!\n            }\n\n        override fun next(): MatchResult? = this@findNext.findNext(input, if (range.isEmpty()) range.start + 1 else range.endInclusive + 1)\n    }\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\nexpect interface Appendable {\n    fun append(c: Char): Appendable\n    fun append(csq: CharSequence?): Appendable\n    fun append(csq: CharSequence?, start: Int, end: Int): Appendable\n}\n\nexpect class StringBuilder : Appendable, CharSequence {\n    constructor()\n    constructor(capacity: Int)\n constructor(content: CharSequence)\n\n    override val length: Int\n    override operator fun get(index: Int): Char\n override fun subSequence(startIndex: Int, endIndex: Int): CharSequence\n\n    fun reverse(): StringBuilder\n    override fun append(c: Char): StringBuilder\n    override fun append(csq: CharSequence?): StringBuilder\n override fun append(csq: CharSequence?, start: Int, end: Int): StringBuilder\n    fun append(obj: Any?): StringBuilder\n}\n\nexpect class Regex {\n    constructor(pattern: String)\n    constructor(pattern: String, option: RegexOption)\n    constructor(pattern: String, options: Set<RegexOption>)\n\n    val pattern: String\n    val options: Set<RegexOption>\n\n    fun matchEntire(input: CharSequence): MatchResult?\n    infix fun matches(input: CharSequence): Boolean\n    fun containsMatchIn(input: CharSequence): Boolean\n    fun replace(input: CharSequence, replacement: String): String\n    fun replace(input: CharSequence, transform: (MatchResult) -> CharSequence): String\n    fun replaceFirst(input: CharSequence, replacement: String): String\n\n    /**\n     * Returns the first match of a regular expression in the [input], beginning at the specified [startIndex].\n     *\n
     * @param startIndex An index to start search with, by default 0. Must be not less than zero and not greater than `input.length()`\n     * @return An instance of [MatchResult] if match was found or `null` otherwise.\n     */\n    fun find(input: CharSequence, startIndex: Int = 0): MatchResult?\n\n    /**\n     * Returns a sequence of all occurrences of a regular expression within the [input] string, beginning at the specified [startIndex].\n     */\n    fun findAll(input: CharSequence, startIndex: Int = 0): Sequence<MatchResult>\n\n    /**\n     * Splits the [input] CharSequence around matches of this regular expression.\n     *\n     * @param limit Non-negative value specifying the maximum number of substrings the string can be split to.\n     * Zero by default means no limit is set.\n     */\n    fun split(input: CharSequence, limit: Int = 0): List<String>\n\n    companion object {\n        fun fromLiteral(literal: String): Regex\n
        fun escape(literal: String): String\n
        fun escapeReplacement(literal: String): String\n    }\n}\n\nexpect class MatchGroup {\n    val value: String\n}\n\nexpect enum class RegexOption {\n    IGNORE_CASE,\n    MULTILINE\n}\n\n\n// From char.kt\n\nexpect fun Char.isWhitespace(): Boolean\nexpect fun Char.toLowerCase(): Char\nexpect fun Char.toUpperCase(): Char\nexpect fun Char.isHighSurrogate(): Boolean\nexpect fun Char.isLowSurrogate(): Boolean\n\n// From string.kt\n\n\n/**\n * Converts the characters in the specified array to a string.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun String(chars: CharArray): String\n\n/**\n * Converts the characters from a portion of the specified array to a string.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun String(chars: CharArray, offset: Int, length: Int): String\n\n\ninternal expect fun String.nativeIndexOf(str: String, fromIndex: Int): Int\ninternal expect fun String.nativeLastIndexOf(str: String, fromIndex: Int): Int\n\n\npublic expect fun String.substring(startIndex: Int): String\npublic
 expect fun String.substring(startIndex: Int, endIndex: Int): String\n\n\npublic expect fun String.toUpperCase(): String\npublic expect fun String.toLowerCase(): String\npublic expect fun String.capitalize(): String\npublic expect
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fun String.decapitalize(): String\npublic expect fun CharSequence.repeat(n: Int): String\n\n\n/**\n * Returns a new string with all occurrences of [oldChar] replaced with [newChar].\n */\nexpect fun String.replace(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String\n\n/**\n * Returns a new string obtained by replacing all occurrences of the [oldValue] substring in this string\n * with the specified [newValue] string.\n */\nexpect fun String.replace(oldValue: String, newValue: String, ignoreCase: Boolean = false): String\n\n/**\n * Returns a new string with the first occurrence of [oldChar] replaced with [newChar].\n */\nexpect fun String.replaceFirst(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String\n\n/**\n * Returns
a new string obtained by replacing the first occurrence of the [oldValue] substring in this string\n * with the specified [newValue] string.\n */\nexpect fun String.replaceFirst(oldValue: String, newValue: String, ignoreCase: Boolean = false): String\n\n/**\n * Returns `true` if this string is equal to [other], optionally ignoring character case.\n *\n * @param ignoreCase `true` to ignore character case when comparing strings. By default `false`.\n */\nexpect fun String?.equals(other: String?, ignoreCase: Boolean = false): Boolean\n\n// From stringsCode.kt\n\ninternal inline expect fun String.nativeIndexOf(ch: Char, fromIndex: Int): Int\ninternal inline expect fun String.nativeLastIndexOf(ch: Char, fromIndex: Int): Int\n\nexpect fun CharSequence.isBlank(): Boolean\n/**\n * Returns `true` if the specified range in this char sequence is equal to the specified range in another char sequence.\n * @param thisOffset the start offset in this char sequence of the substring to compare.\n * @param other the string against a substring of which the comparison is performed.\n * @param otherOffset the start offset in the other char sequence of the substring to compare.\n * @param length the length of the substring to compare.\n */\nexpect fun CharSequence.regionMatches(\n thisOffset: Int,\n other: CharSequence,\n otherOffset: Int,\n length: Int,\n ignoreCase: Boolean = false\n): Boolean\n\n\n/**\n * Returns `true` if the contents of this string is equal to the word \"true\", ignoring case, and `false` otherwise.\n */\nexpect fun String.toBoolean(): Boolean\n\n/**\n * Parses the string as a signed [Byte] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */\nexpect fun String.toByte(): Byte\n\n/**\n * Parses the string as a signed [Byte] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */\nexpect fun String.toByte(radix: Int): Byte\n\n\n/**\n * Parses the string as a [Short] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */\nexpect fun String.toShort(): Short\n\n/**\n * Parses the string as a [Short] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */\nexpect fun String.toShort(radix: Int): Short\n\n/**\n * Parses the string as an [Int] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */\nexpect fun String.toInt(): Int\n\n/**\n * Parses the string as an [Int] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */\nexpect fun String.toInt(radix: Int): Int\n\n/**\n * Parses the string as a [Long] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a
number.\n */\nexpect fun String.toLong(): Long\n\n/**\n * Parses the string as a [Long] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */\nexpect fun String.toLong(radix: Int): Long\n\n/**\n * Parses the string as a [Double] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */\nexpect fun String.toDouble(): Double\n\n/**\n * Parses the string as a [Float] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */\nexpect fun String.toFloat(): Float\n\n/**\n * Parses the string as a [Double] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n */\nexpect fun String.toDoubleOrNull(): Double?\n\n/**\n * Parses the string as a [Float] number and returns the result\n * or `null` if the string is not a valid representation of
a number.\n */\nexpect fun String.toFloatOrNull(): Float?\n\n/**\n * Returns a string representation of this [Byte] value in the specified [radix].\n *\n * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.\n */\n@SinceKotlin(\"1.2\")\nexpect fun Byte.toString(radix: Int): String\n\n/**\n * Returns a string representation of this [Short] value in the specified [radix].\n *\n * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.\n

*/\n@SinceKotlin(\"1.2\")\nexpect fun Short.toString(radix: Int): String\n\n/**\n * Returns a string representation of this [Int] value in the specified [radix].\n *\n * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.\n */\n@SinceKotlin(\"1.2\")\nexpect fun Int.toString(radix: Int): String\n\n/**\n * Returns a string representation of this [Long] value in the specified [radix].\n *\n * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.\n */\n@SinceKotlin(\"1.2\")\nexpect fun Long.toString(radix: Int): String\n\n@PublishedApi\ninternal expect fun checkRadix(radix: Int): Int\n\ninternal expect fun digitOf(char: Char, radix: Int): Int\n\","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.js\n\n/**\n * Exposes the JavaScript [RegExp object](https://developer.mozilla.org/en/docs/Web/JavaScript/Reference/Global_Objects/RegExp) to Kotlin.\n */\n@Suppress(\"NOT_DOCUMENTED\")\npublic external class RegExp(pattern: String, flags: String? = definedExternally) {\n\n   public fun test(str: String): Boolean\n\n   public fun exec(str: String): RegExpMatch?\n\n   public override fun toString(): String\n\n   /**\n   * The lastIndex is a read/write integer property of regular expressions that specifies the index at which to start the next match.\n   */\n   public var lastIndex: Int\n\n   public val global: Boolean\n   public val ignoreCase: Boolean\n   public val multiline: Boolean\n}\n\n/**\n * Resets the regular expression so that subsequent [RegExp.test] and [RegExp.exec] calls will match starting with the beginning of the input string.\n */\npublic fun RegExp.reset() {\n   lastIndex = 0\n}\n\n// TODO: Inherit from array or introduce asArray() extension\n/**\n * Represents the return value of [RegExp.exec].\n */\n@Suppress(\"NOT_DOCUMENTED\")\npublic external interface RegExpMatch {\n   public val index: Int\n   public val input: String\n   public val length: Int\n}\n\n/**\n * Returns the entire text matched by [RegExp.exec] if the [index] parameter is 0, or the text matched by the capturing parenthesis\n * at the given index.\n */\npublic inline operator fun RegExpMatch.get(index: Int): String? = asDynamic()[index]\n\n/**\n * Converts the result of [RegExp.exec] to an array where the first element contains the entire matched text and each subsequent\n * element is the text matched by each capturing parenthesis.\n */\npublic inline fun RegExpMatch.asArray(): Array<out String?> = unsafeCast<Array<out String?>>()\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.sequences\n\ninternal actual class ConstrainedOnceSequence<T> actual constructor(sequence: Sequence<T>) : Sequence<T> {\n   private var sequenceRef: Sequence<T>? = sequence\n\n   actual override fun iterator(): Iterator<T> {\n   val sequence = sequenceRef ?: throw IllegalStateException(\"This sequence can be consumed only once.\")\n   sequenceRef = null\n   return sequence.iterator()\n   }\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\nimport kotlin.js.RegExp\n\n@kotlin.internal.InlineOnly\ninternal actual inline fun String.nativeIndexOf(ch: Char, fromIndex: Int): Int = nativeIndexOf(ch.toString(), fromIndex)\n\n@kotlin.internal.InlineOnly\ninternal actual inline fun String.nativeLastIndexOf(ch: Char, fromIndex: Int): Int = nativeLastIndexOf(ch.toString(), fromIndex)\n\n/**\n * Returns `true` if this string starts with the specified prefix.\n */\npublic fun String.startsWith(prefix: String, ignoreCase: Boolean = false): Boolean {\n   if (!ignoreCase)\n   return nativeStartsWith(prefix, 0)\n   else\n   return regionMatches(0, prefix, 0, prefix.length, ignoreCase)\n}\n\n/**\n * Returns `true` if a substring of this string starting at the specified offset [startIndex] starts with the specified prefix.\n */\npublic fun String.startsWith(prefix: String, startIndex: Int, ignoreCase: Boolean = false): Boolean {\n   if (!ignoreCase)\n   return nativeStartsWith(prefix, startIndex)\n   else\n   return regionMatches(startIndex, prefix, 0, prefix.length, ignoreCase)\n}\n\n/**\n * Returns `true` if this string ends with the specified suffix.\n */\npublic fun String.endsWith(suffix: String, ignoreCase: Boolean = false): Boolean {\n   if (!ignoreCase)\n   return nativeEndsWith(suffix)\n   else\n   return regionMatches(length - suffix.length, suffix, 0, suffix.length, ignoreCase)\n}\n\n\npublic fun String.matches(regex: String): Boolean {\n   val result = this.match(regex)\n   return result != null && result.size != 0\n}\n\npublic actual fun

```
CharSequence.isBlank(): Boolean = length == 0 || (if (this is String) this else
this.toString()).matches(\"^[\\\\s\\\\xA0]+$\")\n\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGU
MENTS\")\npublic actual fun String?.equals(other: String?, ignoreCase: Boolean = false): Boolean =\n    if (this ==
null)\n        other == null\n    else if (!ignoreCase)\n        this == other\n    else\n        other != null &&
this.toLowerCase()
 == other.toLowerCase()\n\n\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic
actual fun CharSequence.regionMatches(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int,
ignoreCase: Boolean = false): Boolean =\n    regionMatchesImpl(thisOffset, other, otherOffset, length,
ignoreCase)\n\n\n/**\n * Returns a copy of this string capitalised if it is not empty or already starting with an uppper
case letter, otherwise returns this\n *\n * @includeFunctionBody ../../test/StringTest.kt capitalize\n */\npublic actual
fun String.capitalize(): String {\n    return if (isNotEmpty()) substring(0, 1).toUpperCase() + substring(1) else
this\n}\n\n/**\n * Returns a copy of this string with the first letter lower case if it is not empty or already starting
with a lower case letter, otherwise returns this\n *\n * @includeFunctionBody ../../test/StringTest.kt decapitalize\n
*/\npublic actual fun String.decapitalize(): String {\n    return if (isNotEmpty()) substring(0, 1).toLowerCase()
 + substring(1) else this\n}\n\n/**\n * Returns a string containing this char sequence repeated [n] times.\n * @throws
[IllegalArgumentException] when n < 0.\n */\npublic actual fun CharSequence.repeat(n: Int): String {\n    require(n
>= 0) { \"Count 'n' must be non-negative, but was $n.\" }\n    return when (n) {\n        0 -> \"\"\n        1 ->
this.toString()\n        else -> {\n            var result = \"\"\n            if (!isEmpty()) {\n                var s = this.toString()\n
                var count = n\n                while (true) {\n                    if ((count and 1) == 1) {\n                        result += s\n
                    }\n                    count = count ushr 1\n                    if (count == 0) {\n                        break\n                    }\n
                    s += s\n                }\n            }\n            return result\n        }\n
}\n}\n\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun
String.replace(oldValue:
 String, newValue: String, ignoreCase: Boolean = false): String =\n
nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) \"gi\" else \"g\"),
Regex.escapeReplacement(newValue))\n\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENT
S\")\npublic actual fun String.replace(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =\n
nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) \"gi\" else \"g\"),
newChar.toString())\n\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual
fun String.replaceFirst(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =\n
nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) \"i\" else \"\"),
Regex.escapeReplacement(newValue))\n\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENT
S\")\npublic actual fun String.replaceFirst(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =\n
nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase)
 \"i\" else \"\"), newChar.toString())\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is
governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage
kotlin.text\n\n\npublic actual interface Appendable {\n    public actual fun append(csq: CharSequence?):
Appendable\n    public actual fun append(csq: CharSequence?, start: Int, end: Int): Appendable\n    public actual fun
append(c: Char): Appendable\n}\n\npublic actual class StringBuilder(content: String = \"\") : Appendable,
CharSequence {\n    actual constructor(capacity: Int) : this() {}\n\n    actual constructor(content: CharSequence) :
this(content.toString()) {}\n\n    actual constructor() : this(\"\")\n\n    private var string: String = content\n\n    actual
override val length: Int\n        get() = string.asDynamic().length\n\n    actual override fun get(index: Int): Char =
string[index]\n\n    actual override fun subSequence(startIndex: Int, endIndex: Int):
 CharSequence = string.substring(startIndex, endIndex)\n\n    actual override fun append(c: Char): StringBuilder {\n
        string += c\n        return this\n    }\n\n    actual override fun append(csq: CharSequence?): StringBuilder {\n
string += csq.toString()\n        return this\n    }\n\n    actual override fun append(csq: CharSequence?, start: Int, end:
Int): StringBuilder {\n        string += csq.toString().substring(start, end)\n        return this\n    }\n\n    actual fun
append(obj: Any?): StringBuilder {\n        string += obj.toString()\n        return this\n    }\n\n    actual fun reverse():
```

StringBuilder {\n string = string.asDynamic().split(\"\").reverse().join(\"\")\n return this\n }\n\n override fun toString(): String = string\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license \n * that can be found in the license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO
NOT EDIT!\n// See libraries/tools/idl2k for
details\n\n@file:Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npackage org.khronos.webgl\n\nimport kotlin.js.*\nimport org.w3c.dom.*\nimport org.w3c.dom.css.*\nimport org.w3c.dom.events.*\nimport org.w3c.dom.parsing.*\nimport org.w3c.dom.svg.*\nimport org.w3c.dom.url.*\nimport org.w3c.fetch.*\nimport org.w3c.files.*\nimport org.w3c.notifications.*\nimport org.w3c.performance.*\nimport org.w3c.workers.*\nimport org.w3c.xhr.*\n\npublic external interface WebGLContextAttributes {\n var alpha: Boolean? /* = true */\n get() = definedExternally\n set(value) = definedExternally\n var depth: Boolean? /* = true */\n get() = definedExternally\n set(value) = definedExternally\n var stencil: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var antialias: Boolean? /* = true */\n get() = definedExternally\n set(value) = definedExternally\n var
premultipliedAlpha: Boolean? /* = true */\n get() = definedExternally\n set(value) = definedExternally\n var preserveDrawingBuffer: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var preferLowPowerToHighPerformance: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var failIfMajorPerformanceCaveat: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun WebGLContextAttributes(alpha: Boolean? = true, depth: Boolean? = true, stencil: Boolean? = false, antialias: Boolean? = true, premultipliedAlpha: Boolean? = true, preserveDrawingBuffer: Boolean? = false, preferLowPowerToHighPerformance: Boolean? = false, failIfMajorPerformanceCaveat: Boolean? = false): WebGLContextAttributes {\n val o = js(\"({})\")\n\n o[\"alpha\"] = alpha\n o[\"depth\"] = depth\n o[\"stencil\"]
= stencil\n o[\"antialias\"] = antialias\n o[\"premultipliedAlpha\"] = premultipliedAlpha\n o[\"preserveDrawingBuffer\"] = preserveDrawingBuffer\n o[\"preferLowPowerToHighPerformance\"] = preferLowPowerToHighPerformance\n o[\"failIfMajorPerformanceCaveat\"] = failIfMajorPerformanceCaveat\n\n return o\n}\n\npublic external abstract class WebGLObject {\n}\n\n/**\n * Exposes the JavaScript [WebGLBuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLBuffer) to Kotlin\n */\npublic external abstract class WebGLBuffer : WebGLObject {\n}\n\n/**\n * Exposes the JavaScript [WebGLFramebuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLFramebuffer) to Kotlin\n */\npublic external abstract class WebGLFramebuffer : WebGLObject {\n}\n\n/**\n * Exposes the JavaScript [WebGLProgram](https://developer.mozilla.org/en/docs/Web/API/WebGLProgram) to Kotlin\n */\npublic external abstract class WebGLProgram : WebGLObject {\n}\n\n/**\n * Exposes the JavaScript [WebGLRenderbuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderbuffer)
to Kotlin\n */\npublic external abstract class WebGLRenderbuffer : WebGLObject {\n}\n\n/**\n * Exposes the JavaScript [WebGLShader](https://developer.mozilla.org/en/docs/Web/API/WebGLShader) to Kotlin\n */\npublic external abstract class WebGLShader : WebGLObject {\n}\n\n/**\n * Exposes the JavaScript [WebGLTexture](https://developer.mozilla.org/en/docs/Web/API/WebGLTexture) to Kotlin\n */\npublic external abstract class WebGLTexture : WebGLObject {\n}\n\n/**\n * Exposes the JavaScript [WebGLUniformLocation](https://developer.mozilla.org/en/docs/Web/API/WebGLUniformLocation) to Kotlin\n */\npublic external abstract class WebGLUniformLocation {\n}\n\n/**\n * Exposes the JavaScript [WebGLActiveInfo](https://developer.mozilla.org/en/docs/Web/API/WebGLActiveInfo) to Kotlin\n */\npublic external abstract class WebGLActiveInfo {\n open val size: Int\n open val type: Int\n open val name: String\n}\n\n/**\n * Exposes
the JavaScript
[WebGLShaderPrecisionFormat](https://developer.mozilla.org/en/docs/Web/API/WebGLShaderPrecisionFormat) to

Kotlin\n */\npublic external abstract class WebGLShaderPrecisionFormat {\n   open val rangeMin: Int\n   open val rangeMax: Int\n   open val precision: Int\n}\n\npublic external interface WebGLRenderingContextBase {\n   val canvas: HTMLCanvasElement\n   val drawingBufferWidth: Int\n   val drawingBufferHeight: Int\n   fun getContextAttributes(): WebGLContextAttributes?\n   fun isContextLost(): Boolean\n   fun getSupportedExtensions(): Array<String>?\n   fun getExtension(name: String): dynamic\n   fun activeTexture(texture: Int): Unit\n   fun attachShader(program: WebGLProgram?, shader: WebGLShader?): Unit\n   fun bindAttribLocation(program: WebGLProgram?, index: Int, name: String): Unit\n   fun bindBuffer(target: Int, buffer: WebGLBuffer?): Unit\n   fun bindFramebuffer(target: Int, framebuffer: WebGLFramebuffer?): Unit\n   fun bindRenderbuffer(target:
Int, renderbuffer: WebGLRenderbuffer?): Unit\n   fun bindTexture(target: Int, texture: WebGLTexture?): Unit\n   fun blendColor(red: Float, green: Float, blue: Float, alpha: Float): Unit\n   fun blendEquation(mode: Int): Unit\n   fun blendEquationSeparate(modeRGB: Int, modeAlpha: Int): Unit\n   fun blendFunc(sfactor: Int, dfactor: Int): Unit\n   fun blendFuncSeparate(srcRGB: Int, dstRGB: Int, srcAlpha: Int, dstAlpha: Int): Unit\n   fun bufferData(target: Int, size: Int, usage: Int): Unit\n   fun bufferData(target: Int, data: BufferDataSource?, usage: Int): Unit\n   fun bufferSubData(target: Int, offset: Int, data: BufferDataSource?): Unit\n   fun checkFramebufferStatus(target: Int): Int\n   fun clear(mask: Int): Unit\n   fun clearColor(red: Float, green: Float, blue: Float, alpha: Float): Unit\n   fun clearDepth(depth: Float): Unit\n   fun clearStencil(s: Int): Unit\n   fun colorMask(red: Boolean, green: Boolean, blue: Boolean, alpha: Boolean): Unit\n   fun compileShader(shader:
WebGLShader?): Unit\n   fun compressedTexImage2D(target: Int, level: Int, internalformat: Int, width: Int, height: Int, border: Int, data: ArrayBufferView): Unit\n   fun compressedTexSubImage2D(target: Int, level: Int, xoffset: Int, yoffset: Int, width: Int, height: Int, format: Int, data: ArrayBufferView): Unit\n   fun copyTexImage2D(target: Int, level: Int, internalformat: Int, x: Int, y: Int, width: Int, height: Int, border: Int): Unit\n   fun copyTexSubImage2D(target: Int, level: Int, xoffset: Int, yoffset: Int, x: Int, y: Int, width: Int, height: Int): Unit\n   fun createBuffer(): WebGLBuffer?\n   fun createFramebuffer(): WebGLFramebuffer?\n   fun createProgram(): WebGLProgram?\n   fun createRenderbuffer(): WebGLRenderbuffer?\n   fun createShader(type: Int): WebGLShader?\n   fun createTexture(): WebGLTexture?\n   fun cullFace(mode: Int): Unit\n   fun deleteBuffer(buffer: WebGLBuffer?): Unit\n   fun deleteFramebuffer(framebuffer: WebGLFramebuffer?): Unit\n   fun deleteProgram(program: WebGLProgram?): Unit\n   fun deleteRenderbuffer(renderbuffer: WebGLRenderbuffer?): Unit\n   fun deleteShader(shader: WebGLShader?): Unit\n   fun deleteTexture(texture: WebGLTexture?): Unit\n   fun depthFunc(func: Int): Unit\n   fun depthMask(flag: Boolean): Unit\n   fun depthRange(zNear: Float, zFar: Float): Unit\n   fun detachShader(program: WebGLProgram?, shader: WebGLShader?): Unit\n   fun disable(cap: Int): Unit\n   fun disableVertexAttribArray(index: Int): Unit\n   fun drawArrays(mode: Int, first: Int, count: Int): Unit\n   fun drawElements(mode: Int, count: Int, type: Int, offset: Int): Unit\n   fun enable(cap: Int): Unit\n   fun enableVertexAttribArray(index: Int): Unit\n   fun finish(): Unit\n   fun flush(): Unit\n   fun framebufferRenderbuffer(target: Int, attachment: Int, renderbuffertarget: Int, renderbuffer: WebGLRenderbuffer?): Unit\n   fun framebufferTexture2D(target: Int, attachment: Int, textarget: Int, texture: WebGLTexture?,
level: Int): Unit\n   fun frontFace(mode: Int): Unit\n   fun generateMipmap(target: Int): Unit\n   fun getActiveAttrib(program: WebGLProgram?, index: Int): WebGLActiveInfo?\n   fun getActiveUniform(program: WebGLProgram?, index: Int): WebGLActiveInfo?\n   fun getAttachedShaders(program: WebGLProgram?): Array<WebGLShader>?\n   fun getAttribLocation(program: WebGLProgram?, name: String): Int\n   fun getBufferParameter(target: Int, pname: Int): Any?\n   fun getParameter(pname: Int): Any?\n   fun getError(): Int\n   fun getFramebufferAttachmentParameter(target: Int, attachment: Int, pname: Int): Any?\n   fun getProgramParameter(program: WebGLProgram?, pname: Int): Any?\n   fun getProgramInfoLog(program: WebGLProgram?): String?\n   fun getRenderbufferParameter(target: Int, pname: Int): Any?\n   fun getShaderParameter(shader: WebGLShader?, pname: Int): Any?\n   fun getShaderPrecisionFormat(shadertype: Int, precisiontype: Int): WebGLShaderPrecisionFormat?\n   fun getShaderInfoLog(shader:

WebGLShader?): String?\n fun getShaderSource(shader: WebGLShader?): String?\n fun getTexParameter(target: Int, pname: Int): Any?\n fun getUniform(program: WebGLProgram?, location: WebGLUniformLocation?): Any?\n fun getUniformLocation(program: WebGLProgram?, name: String): WebGLUniformLocation?\n fun getVertexAttrib(index: Int, pname: Int): Any?\n fun getVertexAttribOffset(index: Int, pname: Int): Int\n fun hint(target: Int, mode: Int): Unit\n fun isBuffer(buffer: WebGLBuffer?): Boolean\n fun isEnabled(cap: Int): Boolean\n fun isFramebuffer(framebuffer: WebGLFramebuffer?): Boolean\n fun isProgram(program: WebGLProgram?): Boolean\n fun isRenderbuffer(renderbuffer: WebGLRenderbuffer?): Boolean\n fun isShader(shader: WebGLShader?): Boolean\n fun isTexture(texture: WebGLTexture?): Boolean\n fun lineWidth(width: Float): Unit\n fun linkProgram(program: WebGLProgram?): Unit\n fun pixelStorei(pname: Int, param: Int): Unit\n fun polygonOffset(factor: Float, units: Float): Unit\n fun readPixels(x: Int, y: Int, width: Int, height: Int, format: Int, type: Int, pixels: ArrayBufferView?): Unit\n fun renderbufferStorage(target: Int, internalformat: Int, width: Int, height: Int): Unit\n fun sampleCoverage(value: Float, invert: Boolean): Unit\n fun scissor(x: Int, y: Int, width: Int, height: Int): Unit\n fun shaderSource(shader: WebGLShader?, source: String): Unit\n fun stencilFunc(func: Int, ref: Int, mask: Int): Unit\n fun stencilFuncSeparate(face: Int, func: Int, ref: Int, mask: Int): Unit\n fun stencilMask(mask: Int): Unit\n fun stencilMaskSeparate(face: Int, mask: Int): Unit\n fun stencilOp(fail: Int, zfail: Int, zpass: Int): Unit\n fun stencilOpSeparate(face: Int, fail: Int, zfail: Int, zpass: Int): Unit\n fun texImage2D(target: Int, level: Int, internalformat: Int, width: Int, height: Int, border: Int, format: Int, type: Int, pixels: ArrayBufferView?): Unit\n fun texImage2D(target:
Int, level: Int, internalformat: Int, format: Int, type: Int, source: TexImageSource?): Unit\n fun texParameterf(target: Int, pname: Int, param: Float): Unit\n fun texParameteri(target: Int, pname: Int, param: Int): Unit\n fun texSubImage2D(target: Int, level: Int, xoffset: Int, yoffset: Int, width: Int, height: Int, format: Int, type: Int, pixels: ArrayBufferView?): Unit\n fun texSubImage2D(target: Int, level: Int, xoffset: Int, yoffset: Int, format: Int, type: Int, source: TexImageSource?): Unit\n fun uniform1f(location: WebGLUniformLocation?, x: Float): Unit\n fun uniform1fv(location: WebGLUniformLocation?, v: Float32Array): Unit\n fun uniform1fv(location: WebGLUniformLocation?, v: Array<Float>): Unit\n fun uniform1i(location: WebGLUniformLocation?, x: Int): Unit\n fun uniform1iv(location: WebGLUniformLocation?, v: Int32Array): Unit\n fun uniform1iv(location: WebGLUniformLocation?, v: Array<Int>): Unit\n fun uniform2f(location: WebGLUniformLocation?,
x: Float, y: Float): Unit\n fun uniform2fv(location: WebGLUniformLocation?, v: Float32Array): Unit\n fun uniform2fv(location: WebGLUniformLocation?, v: Array<Float>): Unit\n fun uniform2i(location: WebGLUniformLocation?, x: Int, y: Int): Unit\n fun uniform2iv(location: WebGLUniformLocation?, v: Int32Array): Unit\n fun uniform2iv(location: WebGLUniformLocation?, v: Array<Int>): Unit\n fun uniform3f(location: WebGLUniformLocation?, x: Float, y: Float, z: Float): Unit\n fun uniform3fv(location: WebGLUniformLocation?, v: Float32Array): Unit\n fun uniform3fv(location: WebGLUniformLocation?, v: Array<Float>): Unit\n fun uniform3i(location: WebGLUniformLocation?, x: Int, y: Int, z: Int): Unit\n fun uniform3iv(location: WebGLUniformLocation?, v: Int32Array): Unit\n fun uniform3iv(location: WebGLUniformLocation?, v: Array<Int>): Unit\n fun uniform4f(location: WebGLUniformLocation?, x: Float, y: Float, z: Float, w: Float): Unit\n fun uniform4fv(location:
WebGLUniformLocation?, v: Float32Array): Unit\n fun uniform4fv(location: WebGLUniformLocation?, v: Array<Float>): Unit\n fun uniform4i(location: WebGLUniformLocation?, x: Int, y: Int, z: Int, w: Int): Unit\n fun uniform4iv(location: WebGLUniformLocation?, v: Int32Array): Unit\n fun uniform4iv(location: WebGLUniformLocation?, v: Array<Int>): Unit\n fun uniformMatrix2fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array): Unit\n fun uniformMatrix2fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>): Unit\n fun uniformMatrix3fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array): Unit\n fun uniformMatrix3fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>): Unit\n fun uniformMatrix4fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array): Unit\n fun uniformMatrix4fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>):

Unit\n fun useProgram(program: WebGLProgram?): Unit\n fun validateProgram(program: WebGLProgram?): Unit\n fun vertexAttrib1f(index: Int, x: Float): Unit\n fun vertexAttrib1fv(index: Int, values: dynamic): Unit\n fun vertexAttrib2f(index: Int, x: Float, y: Float): Unit\n fun vertexAttrib2fv(index: Int, values: dynamic): Unit\n fun vertexAttrib3f(index: Int, x: Float, y: Float, z: Float): Unit\n fun vertexAttrib3fv(index: Int, values: dynamic): Unit\n fun vertexAttrib4f(index: Int, x: Float, y: Float, z: Float, w: Float): Unit\n fun vertexAttrib4fv(index: Int, values: dynamic): Unit\n fun vertexAttribPointer(index: Int, size: Int, type: Int, normalized: Boolean, stride: Int, offset: Int): Unit\n fun viewport(x: Int, y: Int, width: Int, height: Int): Unit\n\n companion object {\n val DEPTH_BUFFER_BIT: Int\n val STENCIL_BUFFER_BIT: Int\n val COLOR_BUFFER_BIT: Int\n val POINTS: Int\n val LINES: Int\n val LINE_LOOP:
Int\n val LINE_STRIP: Int\n val TRIANGLES: Int\n val TRIANGLE_STRIP: Int\n val TRIANGLE_FAN: Int\n val ZERO: Int\n val ONE: Int\n val SRC_COLOR: Int\n val ONE_MINUS_SRC_COLOR: Int\n val SRC_ALPHA: Int\n val ONE_MINUS_SRC_ALPHA: Int\n val DST_ALPHA: Int\n val ONE_MINUS_DST_ALPHA: Int\n val DST_COLOR: Int\n val ONE_MINUS_DST_COLOR: Int\n val SRC_ALPHA_SATURATE: Int\n val FUNC_ADD: Int\n val BLEND_EQUATION: Int\n val BLEND_EQUATION_RGB: Int\n val BLEND_EQUATION_ALPHA: Int\n val FUNC_SUBTRACT: Int\n val FUNC_REVERSE_SUBTRACT: Int\n val BLEND_DST_RGB: Int\n val BLEND_SRC_RGB: Int\n val BLEND_DST_ALPHA: Int\n val BLEND_SRC_ALPHA: Int\n val CONSTANT_COLOR: Int\n val ONE_MINUS_CONSTANT_COLOR: Int\n val CONSTANT_ALPHA: Int\n val ONE_MINUS_CONSTANT_ALPHA: Int\n val BLEND_COLOR: Int\n
val ARRAY_BUFFER: Int\n val ELEMENT_ARRAY_BUFFER: Int\n val ARRAY_BUFFER_BINDING: Int\n val ELEMENT_ARRAY_BUFFER_BINDING: Int\n val STREAM_DRAW: Int\n val STATIC_DRAW: Int\n val DYNAMIC_DRAW: Int\n val BUFFER_SIZE: Int\n val BUFFER_USAGE: Int\n val CURRENT_VERTEX_ATTRIB: Int\n val FRONT: Int\n val BACK: Int\n val FRONT_AND_BACK: Int\n val CULL_FACE: Int\n val BLEND: Int\n val DITHER: Int\n val STENCIL_TEST: Int\n val DEPTH_TEST: Int\n val SCISSOR_TEST: Int\n val POLYGON_OFFSET_FILL: Int\n val SAMPLE_ALPHA_TO_COVERAGE: Int\n val SAMPLE_COVERAGE: Int\n val NO_ERROR: Int\n val INVALID_ENUM: Int\n val INVALID_VALUE: Int\n val INVALID_OPERATION: Int\n val OUT_OF_MEMORY: Int\n val CW: Int\n val CCW: Int\n val LINE_WIDTH: Int\n val ALIASED_POINT_SIZE_RANGE: Int\n val ALIASED_LINE_WIDTH_RANGE:
Int\n val CULL_FACE_MODE: Int\n val FRONT_FACE: Int\n val DEPTH_RANGE: Int\n val DEPTH_WRITEMASK: Int\n val DEPTH_CLEAR_VALUE: Int\n val DEPTH_FUNC: Int\n val STENCIL_CLEAR_VALUE: Int\n val STENCIL_FUNC: Int\n val STENCIL_FAIL: Int\n val STENCIL_PASS_DEPTH_FAIL: Int\n val STENCIL_PASS_DEPTH_PASS: Int\n val STENCIL_REF: Int\n val STENCIL_VALUE_MASK: Int\n val STENCIL_WRITEMASK: Int\n val STENCIL_BACK_FUNC: Int\n val STENCIL_BACK_FAIL: Int\n val STENCIL_BACK_PASS_DEPTH_FAIL: Int\n val STENCIL_BACK_PASS_DEPTH_PASS: Int\n val STENCIL_BACK_REF: Int\n val STENCIL_BACK_VALUE_MASK: Int\n val STENCIL_BACK_WRITEMASK: Int\n val VIEWPORT: Int\n val SCISSOR_BOX: Int\n val COLOR_CLEAR_VALUE: Int\n val COLOR_WRITEMASK: Int\n val UNPACK_ALIGNMENT: Int\n val PACK_ALIGNMENT: Int\n val MAX_TEXTURE_SIZE:
Int\n val MAX_VIEWPORT_DIMS: Int\n val SUBPIXEL_BITS: Int\n val RED_BITS: Int\n val GREEN_BITS: Int\n val BLUE_BITS: Int\n val ALPHA_BITS: Int\n val DEPTH_BITS: Int\n val STENCIL_BITS: Int\n val POLYGON_OFFSET_UNITS: Int\n val POLYGON_OFFSET_FACTOR: Int\n
val TEXTURE_BINDING_2D: Int\n val SAMPLE_BUFFERS: Int\n val SAMPLES: Int\n val SAMPLE_COVERAGE_VALUE: Int\n val SAMPLE_COVERAGE_INVERT: Int\n val COMPRESSED_TEXTURE_FORMATS: Int\n val DONT_CARE: Int\n val FASTEST: Int\n val

NICEST: Int\n val GENERATE_MIPMAP_HINT: Int\n val BYTE: Int\n val UNSIGNED_BYTE: Int\n val SHORT: Int\n val UNSIGNED_SHORT: Int\n val INT: Int\n val UNSIGNED_INT: Int\n val FLOAT: Int\n val DEPTH_COMPONENT: Int\n val ALPHA: Int\n val RGB: Int\n val RGBA: Int\n val LUMINANCE: Int\n
val LUMINANCE_ALPHA: Int\n val UNSIGNED_SHORT_4_4_4_4: Int\n val UNSIGNED_SHORT_5_5_5_1: Int\n val UNSIGNED_SHORT_5_6_5: Int\n val FRAGMENT_SHADER: Int\n val VERTEX_SHADER: Int\n val MAX_VERTEX_ATTRIBS: Int\n val MAX_VERTEX_UNIFORM_VECTORS: Int\n val MAX_VARYING_VECTORS: Int\n val MAX_COMBINED_TEXTURE_IMAGE_UNITS: Int\n val MAX_VERTEX_TEXTURE_IMAGE_UNITS: Int\n val MAX_TEXTURE_IMAGE_UNITS: Int\n val MAX_FRAGMENT_UNIFORM_VECTORS: Int\n val SHADER_TYPE: Int\n val DELETE_STATUS: Int\n val LINK_STATUS: Int\n val VALIDATE_STATUS: Int\n val ATTACHED_SHADERS: Int\n val ACTIVE_UNIFORMS: Int\n val ACTIVE_ATTRIBUTES: Int\n val SHADING_LANGUAGE_VERSION: Int\n val CURRENT_PROGRAM: Int\n val NEVER: Int\n val LESS: Int\n val EQUAL: Int\n val LEQUAL: Int\n val GREATER: Int\n val NOTEQUAL: Int\n val
GEQUAL: Int\n val ALWAYS: Int\n val KEEP: Int\n val REPLACE: Int\n val INCR: Int\n val DECR: Int\n val INVERT: Int\n val INCR_WRAP: Int\n val DECR_WRAP: Int\n val VENDOR: Int\n val RENDERER: Int\n val VERSION: Int\n val NEAREST: Int\n val LINEAR: Int\n val NEAREST_MIPMAP_NEAREST: Int\n val LINEAR_MIPMAP_NEAREST: Int\n val NEAREST_MIPMAP_LINEAR: Int\n val LINEAR_MIPMAP_LINEAR: Int\n val TEXTURE_MAG_FILTER: Int\n val TEXTURE_MIN_FILTER: Int\n val TEXTURE_WRAP_S: Int\n
val TEXTURE_WRAP_T: Int\n val TEXTURE_2D: Int\n val TEXTURE: Int\n val TEXTURE_CUBE_MAP: Int\n val TEXTURE_BINDING_CUBE_MAP: Int\n val TEXTURE_CUBE_MAP_POSITIVE_X: Int\n val TEXTURE_CUBE_MAP_NEGATIVE_X: Int\n val TEXTURE_CUBE_MAP_POSITIVE_Y: Int\n val TEXTURE_CUBE_MAP_NEGATIVE_Y: Int\n val TEXTURE_CUBE_MAP_POSITIVE_Z:
Int\n val TEXTURE_CUBE_MAP_NEGATIVE_Z: Int\n val MAX_CUBE_MAP_TEXTURE_SIZE: Int\n val TEXTURE0: Int\n val TEXTURE1: Int\n val TEXTURE2: Int\n val TEXTURE3: Int\n
val TEXTURE4: Int\n val TEXTURE5: Int\n val TEXTURE6: Int\n val TEXTURE7: Int\n val TEXTURE8: Int\n val TEXTURE9: Int\n val TEXTURE10: Int\n val TEXTURE11: Int\n val TEXTURE12: Int\n val TEXTURE13: Int\n val TEXTURE14: Int\n val TEXTURE15: Int\n val TEXTURE16: Int\n val TEXTURE17: Int\n val TEXTURE18: Int\n val TEXTURE19: Int\n val TEXTURE20: Int\n val TEXTURE21: Int\n val TEXTURE22: Int\n val TEXTURE23: Int\n val TEXTURE24: Int\n val TEXTURE25: Int\n val TEXTURE26: Int\n val TEXTURE27: Int\n val TEXTURE28: Int\n val TEXTURE29: Int\n val TEXTURE30: Int\n val TEXTURE31: Int\n val ACTIVE_TEXTURE:
Int\n val REPEAT: Int\n val CLAMP_TO_EDGE: Int\n val MIRRORED_REPEAT: Int\n val FLOAT_VEC2: Int\n val FLOAT_VEC3: Int\n val FLOAT_VEC4: Int\n val INT_VEC2: Int\n val INT_VEC3: Int\n val INT_VEC4: Int\n val BOOL: Int\n val BOOL_VEC2: Int\n val BOOL_VEC3: Int\n val BOOL_VEC4: Int\n val FLOAT_MAT2: Int\n val FLOAT_MAT3: Int\n val FLOAT_MAT4: Int\n val SAMPLER_2D: Int\n val SAMPLER_CUBE: Int\n val VERTEX_ATTRIB_ARRAY_ENABLED: Int\n val VERTEX_ATTRIB_ARRAY_SIZE: Int\n val VERTEX_ATTRIB_ARRAY_STRIDE: Int\n val VERTEX_ATTRIB_ARRAY_TYPE: Int\n val VERTEX_ATTRIB_ARRAY_NORMALIZED: Int\n val VERTEX_ATTRIB_ARRAY_POINTER: Int\n val VERTEX_ATTRIB_ARRAY_BUFFER_BINDING: Int\n val IMPLEMENTATION_COLOR_READ_TYPE: Int\n val IMPLEMENTATION_COLOR_READ_FORMAT: Int\n val COMPILE_STATUS: Int\n val LOW_FLOAT:

Int\n val MEDIUM_FLOAT: Int\n val HIGH_FLOAT: Int\n val LOW_INT: Int\n val MEDIUM_INT: Int\n val HIGH_INT: Int\n val FRAMEBUFFER: Int\n val RENDERBUFFER: Int\n val RGBA4: Int\n val RGB5_A1: Int\n val RGB565: Int\n val DEPTH_COMPONENT16: Int\n val STENCIL_INDEX: Int\n val STENCIL_INDEX8: Int\n val DEPTH_STENCIL: Int\n val RENDERBUFFER_WIDTH: Int\n val RENDERBUFFER_HEIGHT: Int\n val RENDERBUFFER_INTERNAL_FORMAT: Int\n val RENDERBUFFER_RED_SIZE: Int\n val RENDERBUFFER_GREEN_SIZE: Int\n val RENDERBUFFER_BLUE_SIZE: Int\n val RENDERBUFFER_ALPHA_SIZE: Int\n val RENDERBUFFER_DEPTH_SIZE: Int\n val RENDERBUFFER_STENCIL_SIZE: Int\n val FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int\n val FRAMEBUFFER_ATTACHMENT_OBJECT_NAME: Int\n val FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int\n val FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE:
Int\n val COLOR_ATTACHMENT0: Int\n val DEPTH_ATTACHMENT: Int\n val STENCIL_ATTACHMENT: Int\n val DEPTH_STENCIL_ATTACHMENT: Int\n val NONE: Int\n val FRAMEBUFFER_COMPLETE: Int\n val FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int\n val FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int\n val FRAMEBUFFER_INCOMPLETE_DIMENSIONS: Int\n val FRAMEBUFFER_UNSUPPORTED: Int\n val FRAMEBUFFER_BINDING: Int\n val RENDERBUFFER_BINDING: Int\n val MAX_RENDERBUFFER_SIZE: Int\n val INVALID_FRAMEBUFFER_OPERATION: Int\n val UNPACK_FLIP_Y_WEBGL: Int\n val UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int\n val CONTEXT_LOST_WEBGL: Int\n val UNPACK_COLORSPACE_CONVERSION_WEBGL: Int\n val BROWSER_DEFAULT_WEBGL: Int\n }\n}\n\n/**\n * Exposes the JavaScript [WebGLRenderingContext](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderingContext) to Kotlin\n */\npublic external abstract
class WebGLRenderingContext : WebGLRenderingContextBase, RenderingContext {\n\n companion object {\n val DEPTH_BUFFER_BIT: Int\n val STENCIL_BUFFER_BIT: Int\n val COLOR_BUFFER_BIT: Int\n val POINTS: Int\n val LINES: Int\n val LINE_LOOP: Int\n val LINE_STRIP: Int\n val TRIANGLES: Int\n val TRIANGLE_STRIP: Int\n val TRIANGLE_FAN: Int\n val ZERO: Int\n val ONE: Int\n val SRC_COLOR: Int\n val ONE_MINUS_SRC_COLOR: Int\n val SRC_ALPHA: Int\n val ONE_MINUS_SRC_ALPHA: Int\n val DST_ALPHA: Int\n val ONE_MINUS_DST_ALPHA: Int\n val DST_COLOR: Int\n val ONE_MINUS_DST_COLOR: Int\n val SRC_ALPHA_SATURATE: Int\n val FUNC_ADD: Int\n val BLEND_EQUATION: Int\n val BLEND_EQUATION_RGB: Int\n val BLEND_EQUATION_ALPHA: Int\n val FUNC_SUBTRACT: Int\n val FUNC_REVERSE_SUBTRACT: Int\n val BLEND_DST_RGB: Int\n val BLEND_SRC_RGB: Int\n val BLEND_DST_ALPHA: Int\n val BLEND_SRC_ALPHA: Int\n val CONSTANT_COLOR: Int\n val ONE_MINUS_CONSTANT_COLOR: Int\n val CONSTANT_ALPHA: Int\n val ONE_MINUS_CONSTANT_ALPHA: Int\n val BLEND_COLOR: Int\n val ARRAY_BUFFER: Int\n val ELEMENT_ARRAY_BUFFER: Int\n val ARRAY_BUFFER_BINDING: Int\n val ELEMENT_ARRAY_BUFFER_BINDING: Int\n val STREAM_DRAW: Int\n val STATIC_DRAW: Int\n val DYNAMIC_DRAW: Int\n val BUFFER_SIZE: Int\n val BUFFER_USAGE: Int\n val CURRENT_VERTEX_ATTRIB: Int\n val FRONT: Int\n val BACK: Int\n val FRONT_AND_BACK: Int\n val CULL_FACE: Int\n val BLEND: Int\n val DITHER: Int\n val STENCIL_TEST: Int\n val DEPTH_TEST: Int\n val SCISSOR_TEST: Int\n val POLYGON_OFFSET_FILL: Int\n val SAMPLE_ALPHA_TO_COVERAGE: Int\n val SAMPLE_COVERAGE: Int\n val NO_ERROR:
Int\n val INVALID_ENUM: Int\n val INVALID_VALUE: Int\n val INVALID_OPERATION: Int\n val OUT_OF_MEMORY: Int\n val CW: Int\n val CCW: Int\n val LINE_WIDTH: Int\n val ALIASED_POINT_SIZE_RANGE: Int\n val ALIASED_LINE_WIDTH_RANGE: Int\n val

CULL_FACE_MODE: Int\n val FRONT_FACE: Int\n val DEPTH_RANGE: Int\n val DEPTH_WRITEMASK: Int\n val DEPTH_CLEAR_VALUE: Int\n val DEPTH_FUNC: Int\n val STENCIL_CLEAR_VALUE: Int\n val STENCIL_FUNC: Int\n val STENCIL_FAIL: Int\n val STENCIL_PASS_DEPTH_FAIL: Int\n val STENCIL_PASS_DEPTH_PASS: Int\n val STENCIL_REF: Int\n val STENCIL_VALUE_MASK: Int\n val STENCIL_WRITEMASK: Int\n val STENCIL_BACK_FUNC: Int\n val STENCIL_BACK_FAIL: Int\n val STENCIL_BACK_PASS_DEPTH_FAIL: Int\n val STENCIL_BACK_PASS_DEPTH_PASS: Int\n val STENCIL_BACK_REF: Int\n val STENCIL_BACK_VALUE_MASK:
Int\n val STENCIL_BACK_WRITEMASK: Int\n val VIEWPORT: Int\n val SCISSOR_BOX: Int\n val COLOR_CLEAR_VALUE: Int\n val COLOR_WRITEMASK: Int\n val UNPACK_ALIGNMENT: Int\n val PACK_ALIGNMENT: Int\n val MAX_TEXTURE_SIZE: Int\n val MAX_VIEWPORT_DIMS: Int\n val SUBPIXEL_BITS: Int\n val RED_BITS: Int\n val GREEN_BITS: Int\n val BLUE_BITS: Int\n val ALPHA_BITS: Int\n val DEPTH_BITS: Int\n val STENCIL_BITS: Int\n val POLYGON_OFFSET_UNITS: Int\n val POLYGON_OFFSET_FACTOR: Int\n val TEXTURE_BINDING_2D: Int\n val SAMPLE_BUFFERS: Int\n val SAMPLES: Int\n val SAMPLE_COVERAGE_VALUE: Int\n val SAMPLE_COVERAGE_INVERT: Int\n val COMPRESSED_TEXTURE_FORMATS: Int\n val DONT_CARE: Int\n val FASTEST: Int\n val NICEST: Int\n val GENERATE_MIPMAP_HINT: Int\n val BYTE: Int\n val UNSIGNED_BYTE: Int\n val SHORT: Int\n val UNSIGNED_SHORT: Int\n val INT: Int\n val UNSIGNED_INT: Int\n val FLOAT: Int\n val DEPTH_COMPONENT: Int\n val ALPHA: Int\n val RGB: Int\n val RGBA: Int\n val LUMINANCE: Int\n val LUMINANCE_ALPHA: Int\n val UNSIGNED_SHORT_4_4_4_4: Int\n val UNSIGNED_SHORT_5_5_5_1: Int\n val UNSIGNED_SHORT_5_6_5: Int\n val FRAGMENT_SHADER: Int\n val VERTEX_SHADER: Int\n val MAX_VERTEX_ATTRIBS: Int\n val MAX_VERTEX_UNIFORM_VECTORS: Int\n val MAX_VARYING_VECTORS: Int\n val MAX_COMBINED_TEXTURE_IMAGE_UNITS: Int\n val MAX_VERTEX_TEXTURE_IMAGE_UNITS: Int\n val MAX_TEXTURE_IMAGE_UNITS: Int\n val MAX_FRAGMENT_UNIFORM_VECTORS: Int\n val SHADER_TYPE: Int\n val DELETE_STATUS: Int\n val LINK_STATUS: Int\n val VALIDATE_STATUS: Int\n val ATTACHED_SHADERS: Int\n val ACTIVE_UNIFORMS: Int\n
val ACTIVE_ATTRIBUTES: Int\n val SHADING_LANGUAGE_VERSION: Int\n val CURRENT_PROGRAM: Int\n val NEVER: Int\n val LESS: Int\n val EQUAL: Int\n val LEQUAL: Int\n val GREATER: Int\n val NOTEQUAL: Int\n val GEQUAL: Int\n val ALWAYS: Int\n val KEEP: Int\n val REPLACE: Int\n val INCR: Int\n val DECR: Int\n val INVERT: Int\n val INCR_WRAP: Int\n val DECR_WRAP: Int\n val VENDOR: Int\n val RENDERER: Int\n val VERSION: Int\n val NEAREST: Int\n val LINEAR: Int\n val NEAREST_MIPMAP_NEAREST: Int\n val LINEAR_MIPMAP_NEAREST: Int\n val NEAREST_MIPMAP_LINEAR: Int\n val LINEAR_MIPMAP_LINEAR: Int\n val TEXTURE_MAG_FILTER: Int\n val TEXTURE_MIN_FILTER: Int\n val TEXTURE_WRAP_S: Int\n val TEXTURE_WRAP_T: Int\n val TEXTURE_2D: Int\n val TEXTURE: Int\n val TEXTURE_CUBE_MAP:
Int\n val TEXTURE_BINDING_CUBE_MAP: Int\n val TEXTURE_CUBE_MAP_POSITIVE_X: Int\n val TEXTURE_CUBE_MAP_NEGATIVE_X: Int\n val TEXTURE_CUBE_MAP_POSITIVE_Y: Int\n val TEXTURE_CUBE_MAP_NEGATIVE_Y: Int\n val TEXTURE_CUBE_MAP_POSITIVE_Z: Int\n val TEXTURE_CUBE_MAP_NEGATIVE_Z: Int\n val MAX_CUBE_MAP_TEXTURE_SIZE: Int\n val TEXTURE0: Int\n val TEXTURE1: Int\n val TEXTURE2: Int\n val TEXTURE3: Int\n val TEXTURE4: Int\n val TEXTURE5: Int\n val TEXTURE6: Int\n val TEXTURE7: Int\n val TEXTURE8: Int\n val TEXTURE9: Int\n val TEXTURE10: Int\n val TEXTURE11: Int\n val TEXTURE12: Int\n val TEXTURE13: Int\n val TEXTURE14: Int\n val TEXTURE15: Int\n val

TEXTURE16: Int\n val TEXTURE17: Int\n val TEXTURE18: Int\n val TEXTURE19: Int\n val TEXTURE20: Int\n val TEXTURE21: Int\n val TEXTURE22: Int\n val TEXTURE23: Int\n val TEXTURE24: Int\n val TEXTURE25: Int\n val TEXTURE26: Int\n val TEXTURE27: Int\n val TEXTURE28: Int\n val TEXTURE29: Int\n val TEXTURE30: Int\n val TEXTURE31: Int\n val ACTIVE_TEXTURE: Int\n val REPEAT: Int\n val CLAMP_TO_EDGE: Int\n val MIRRORED_REPEAT: Int\n val FLOAT_VEC2: Int\n val FLOAT_VEC3: Int\n val FLOAT_VEC4: Int\n val INT_VEC2: Int\n val INT_VEC3: Int\n val INT_VEC4: Int\n val BOOL: Int\n val BOOL_VEC2: Int\n val BOOL_VEC3: Int\n val BOOL_VEC4: Int\n val FLOAT_MAT2: Int\n val FLOAT_MAT3: Int\n val FLOAT_MAT4: Int\n val SAMPLER_2D: Int\n val SAMPLER_CUBE: Int\n val VERTEX_ATTRIB_ARRAY_ENABLED: Int\n val VERTEX_ATTRIB_ARRAY_SIZE: Int\n val VERTEX_ATTRIB_ARRAY_STRIDE: Int\n val VERTEX_ATTRIB_ARRAY_TYPE: Int\n val VERTEX_ATTRIB_ARRAY_NORMALIZED: Int\n val VERTEX_ATTRIB_ARRAY_POINTER: Int\n val VERTEX_ATTRIB_ARRAY_BUFFER_BINDING: Int\n val IMPLEMENTATION_COLOR_READ_TYPE: Int\n val IMPLEMENTATION_COLOR_READ_FORMAT: Int\n val COMPILE_STATUS: Int\n val LOW_FLOAT: Int\n val MEDIUM_FLOAT: Int\n val HIGH_FLOAT: Int\n val LOW_INT: Int\n val MEDIUM_INT: Int\n val HIGH_INT: Int\n val FRAMEBUFFER: Int\n val RENDERBUFFER: Int\n val RGBA4: Int\n val RGB5_A1: Int\n val RGB565: Int\n val DEPTH_COMPONENT16: Int\n val STENCIL_INDEX: Int\n val STENCIL_INDEX8: Int\n val DEPTH_STENCIL: Int\n val RENDERBUFFER_WIDTH: Int\n val RENDERBUFFER_HEIGHT: Int\n val RENDERBUFFER_INTERNAL_FORMAT: Int\n val RENDERBUFFER_RED_SIZE: Int\n val RENDERBUFFER_GREEN_SIZE: Int\n val RENDERBUFFER_BLUE_SIZE: Int\n val RENDERBUFFER_ALPHA_SIZE: Int\n val RENDERBUFFER_DEPTH_SIZE: Int\n val RENDERBUFFER_STENCIL_SIZE: Int\n val FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int\n val FRAMEBUFFER_ATTACHMENT_OBJECT_NAME: Int\n val FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int\n val FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int\n val COLOR_ATTACHMENT0: Int\n val DEPTH_ATTACHMENT: Int\n val STENCIL_ATTACHMENT: Int\n val DEPTH_STENCIL_ATTACHMENT: Int\n val NONE: Int\n val FRAMEBUFFER_COMPLETE: Int\n val FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int\n val FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int\n val FRAMEBUFFER_INCOMPLETE_DIMENSIONS: Int\n val FRAMEBUFFER_UNSUPPORTED: Int\n val FRAMEBUFFER_BINDING: Int\n val RENDERBUFFER_BINDING: Int\n val MAX_RENDERBUFFER_SIZE: Int\n val INVALID_FRAMEBUFFER_OPERATION: Int\n val UNPACK_FLIP_Y_WEBGL: Int\n val UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int\n val CONTEXT_LOST_WEBGL: Int\n val UNPACK_COLORSPACE_CONVERSION_WEBGL: Int\n val BROWSER_DEFAULT_WEBGL: Int\n }\n}\n\n/**\n * Exposes the JavaScript [WebGLContextEvent](https://developer.mozilla.org/en/docs/Web/API/WebGLContextEvent) to Kotlin\n */\npublic external open class WebGLContextEvent(type: String, eventInit: WebGLContextEventInit = definedExternally) : Event {\n open val statusMessage: String\n}\n\npublic external interface WebGLContextEventInit : EventInit {\n var statusMessage: String? /* = \"\" */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun WebGLContextEventInit(statusMessage: String? = \"\", bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): WebGLContextEventInit {\n val o = js(\"({})\")\n\n o[\"statusMessage\"] = statusMessage\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n\n return o\n}\n\n/**\n

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 * Exposes the JavaScript [ArrayBuffer](https://developer.mozilla.org/en/docs/Web/API/ArrayBuffer) to Kotlin\n */\npublic external open class ArrayBuffer(length: Int) : BufferDataSource {\n    open val byteLength: Int\n    fun slice(begin: Int, end: Int = definedExternally): ArrayBuffer\n\n    companion object {\n        fun isView(value: Any?): Boolean\n    }\n}\n\n/**\n * Exposes the JavaScript [ArrayBufferView](https://developer.mozilla.org/en/docs/Web/API/ArrayBufferView) to Kotlin\n */\npublic external interface ArrayBufferView : BufferDataSource {\n    val buffer: ArrayBuffer\n    val byteOffset: Int\n    val byteLength: Int\n}\n\n/**\n * Exposes the JavaScript [Int8Array](https://developer.mozilla.org/en/docs/Web/API/Int8Array) to Kotlin\n */\npublic external open class Int8Array : ArrayBufferView {\n    constructor(length: Int)\n    constructor(array: Int8Array)\n    constructor(array: Array<Byte>)\n    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)\n    open val length: Int\n    override val buffer: ArrayBuffer\n    override val byteOffset: Int\n    override val byteLength: Int\n    fun set(array: Int8Array, offset: Int = definedExternally): Unit\n    fun set(array: Array<Byte>, offset: Int = definedExternally): Unit\n    fun subarray(start: Int, end: Int): Int8Array\n\n    companion object {\n        val BYTES_PER_ELEMENT: Int\n    }\n}\n@kotlin.internal.InlineOnly inline operator fun Int8Array.get(index: Int): Byte = asDynamic()[index]\n@kotlin.internal.InlineOnly inline operator fun Int8Array.set(index: Int, value: Byte): Unit { asDynamic()[index] = value; }\n\n/**\n * Exposes the JavaScript [Uint8Array](https://developer.mozilla.org/en/docs/Web/API/Uint8Array) to Kotlin\n */\npublic external open class Uint8Array : ArrayBufferView {\n    constructor(length: Int)\n    constructor(array: Uint8Array)\n    constructor(array: Array<Byte>)\n    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)\n    open val length: Int\n    override val buffer: ArrayBuffer\n    override val byteOffset: Int\n    override val byteLength: Int\n    fun set(array: Uint8Array, offset: Int = definedExternally): Unit\n    fun set(array: Array<Byte>, offset: Int = definedExternally): Unit\n    fun subarray(start: Int, end: Int): Uint8Array\n\n    companion object {\n        val BYTES_PER_ELEMENT: Int\n    }\n}\n@kotlin.internal.InlineOnly inline operator fun Uint8Array.get(index: Int): Byte = asDynamic()[index]\n@kotlin.internal.InlineOnly inline operator fun Uint8Array.set(index: Int, value: Byte): Unit { asDynamic()[index] = value; }\n\n/**\n * Exposes the JavaScript [Uint8ClampedArray](https://developer.mozilla.org/en/docs/Web/API/Uint8ClampedArray) to Kotlin\n */\npublic external open class Uint8ClampedArray : ArrayBufferView {\n    constructor(length: Int)\n    constructor(array: Uint8ClampedArray)\n    constructor(array: Array<Byte>)\n    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)\n    open val length: Int\n    override val buffer: ArrayBuffer\n    override val byteOffset: Int\n    override val byteLength: Int\n    fun set(array: Uint8ClampedArray, offset: Int = definedExternally): Unit\n    fun set(array: Array<Byte>, offset: Int = definedExternally): Unit\n    fun subarray(start: Int, end: Int): Uint8ClampedArray\n\n    companion object {\n        val BYTES_PER_ELEMENT: Int\n    }\n}\n@kotlin.internal.InlineOnly inline operator fun Uint8ClampedArray.get(index: Int): Byte = asDynamic()[index]\n@kotlin.internal.InlineOnly inline operator fun Uint8ClampedArray.set(index: Int, value: Byte): Unit { asDynamic()[index] = value; }\n\n/**\n * Exposes the JavaScript [Int16Array](https://developer.mozilla.org/en/docs/Web/API/Int16Array) to Kotlin\n */\npublic external open class Int16Array : ArrayBufferView {\n    constructor(length: Int)\n    constructor(array: Int16Array)\n    constructor(array: Array<Short>)\n    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)\n    open val length: Int\n    override val buffer: ArrayBuffer\n    override val byteOffset: Int\n    override val byteLength: Int\n    fun set(array: Int16Array, offset: Int = definedExternally): Unit\n    fun set(array: Array<Short>, offset: Int = definedExternally): Unit\n    fun subarray(start: Int, end: Int): Int16Array\n\n    companion object {\n        val BYTES_PER_ELEMENT: Int\n    }\n}\n@kotlin.internal.InlineOnly inline operator fun Int16Array.get(index: Int): Short = asDynamic()[index]\n@kotlin.internal.InlineOnly inline operator fun Int16Array.set(index: Int, value: Short): Unit { asDynamic()[index] = value; }\n\n/**\n * Exposes the JavaScript [Uint16Array](https://developer.mozilla.org/en/docs/Web/API/Uint16Array) to Kotlin\n */\npublic external open class Uint16Array : ArrayBufferView {\n    constructor(length: Int)\n    constructor(array:
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Uint16Array)\n constructor(array: Array<Short>)\n constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)\n open val length: Int\n override val buffer: ArrayBuffer\n override val byteOffset: Int\n override val byteLength: Int\n fun set(array: Uint16Array, offset: Int = definedExternally): Unit\n fun set(array: Array<Short>, offset: Int = definedExternally): Unit\n fun subarray(start: Int, end: Int): Uint16Array\n\n companion object {\n val BYTES_PER_ELEMENT: Int\n }\n}\n@kotlin.internal.InlineOnly inline operator fun Uint16Array.get(index: Int): Short = asDynamic()[index]\n@kotlin.internal.InlineOnly inline operator fun Uint16Array.set(index: Int, value: Short): Unit { asDynamic()[index] = value; }\n\n/**\n * Exposes the JavaScript [Int32Array](https://developer.mozilla.org/en/docs/Web/API/Int32Array) to Kotlin\n */\npublic external open class Int32Array : ArrayBufferView {\n constructor(length: Int)\n constructor(array: Int32Array)\n constructor(array: Array<Int>)\n constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)\n open val length: Int\n override val buffer: ArrayBuffer\n override val byteOffset: Int\n override val byteLength: Int\n fun set(array: Int32Array, offset: Int = definedExternally): Unit\n fun set(array: Array<Int>, offset: Int = definedExternally): Unit\n fun subarray(start: Int, end: Int): Int32Array\n\n companion object {\n val BYTES_PER_ELEMENT: Int\n }\n}\n@kotlin.internal.InlineOnly inline operator fun Int32Array.get(index: Int): Int = asDynamic()[index]\n@kotlin.internal.InlineOnly inline operator fun Int32Array.set(index: Int, value: Int): Unit { asDynamic()[index] = value; }\n\n/**\n * Exposes the JavaScript [Uint32Array](https://developer.mozilla.org/en/docs/Web/API/Uint32Array) to Kotlin\n */\npublic external open class Uint32Array : ArrayBufferView {\n constructor(length: Int)\n constructor(array: Uint32Array)\n constructor(array: Array<Int>)\n constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)\n open val length: Int\n override val buffer: ArrayBuffer\n override val byteOffset: Int\n override val byteLength: Int\n fun set(array: Uint32Array, offset: Int = definedExternally): Unit\n fun set(array: Array<Int>, offset: Int = definedExternally): Unit\n fun subarray(start: Int, end: Int): Uint32Array\n\n companion object {\n val BYTES_PER_ELEMENT: Int\n }\n}\n@kotlin.internal.InlineOnly inline operator fun Uint32Array.get(index: Int): Int = asDynamic()[index]\n@kotlin.internal.InlineOnly inline operator fun Uint32Array.set(index: Int, value: Int): Unit { asDynamic()[index] = value; }\n\n/**\n * Exposes the JavaScript [Float32Array](https://developer.mozilla.org/en/docs/Web/API/Float32Array) to Kotlin\n */\npublic external open class Float32Array : ArrayBufferView {\n constructor(length: Int)\n constructor(array: Float32Array)\n constructor(array: Array<Float>)\n constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)\n open val length: Int\n override val buffer: ArrayBuffer\n override val byteOffset: Int\n override val byteLength: Int\n fun set(array: Float32Array, offset: Int = definedExternally): Unit\n fun set(array: Array<Float>, offset: Int = definedExternally): Unit\n fun subarray(start: Int, end: Int): Float32Array\n\n companion object {\n val BYTES_PER_ELEMENT: Int\n }\n}\n@kotlin.internal.InlineOnly inline operator fun Float32Array.get(index: Int): Float = asDynamic()[index]\n@kotlin.internal.InlineOnly inline operator fun Float32Array.set(index: Int, value: Float): Unit { asDynamic()[index] = value; }\n\n/**\n * Exposes the JavaScript [Float64Array](https://developer.mozilla.org/en/docs/Web/API/Float64Array) to Kotlin\n */\npublic external open class Float64Array : ArrayBufferView {\n constructor(length: Int)\n constructor(array: Float64Array)\n constructor(array: Array<Double>)\n constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)\n open val length: Int\n override val buffer: ArrayBuffer\n override val byteOffset: Int\n override val byteLength: Int\n fun set(array: Float64Array, offset: Int = definedExternally): Unit\n fun set(array: Array<Double>, offset: Int = definedExternally): Unit\n fun subarray(start: Int, end: Int): Float64Array\n\n companion object {\n val BYTES_PER_ELEMENT: Int\n }\n}\n@kotlin.internal.InlineOnly inline operator fun Float64Array.get(index: Int): Double = asDynamic()[index]\n@kotlin.internal.InlineOnly inline operator fun Float64Array.set(index: Int, value: Double): Unit { asDynamic()[index] = value; }\n\n/**\n * Exposes the JavaScript

[DataView](https://developer.mozilla.org/en/docs/Web/API/DataView)
to Kotlin\n */\npublic external open class DataView(buffer: ArrayBuffer, byteOffset: Int = definedExternally, byteLength: Int = definedExternally) : ArrayBufferView {\n override val buffer: ArrayBuffer\n override val byteOffset: Int\n override val byteLength: Int\n fun getInt8(byteOffset: Int): Byte\n fun getUint8(byteOffset: Int): Byte\n fun getInt16(byteOffset: Int, littleEndian: Boolean = definedExternally): Short\n fun getUint16(byteOffset: Int, littleEndian: Boolean = definedExternally): Short\n fun getInt32(byteOffset: Int, littleEndian: Boolean = definedExternally): Int\n fun getUint32(byteOffset: Int, littleEndian: Boolean = definedExternally): Int\n fun getFloat32(byteOffset: Int, littleEndian: Boolean = definedExternally): Float\n fun getFloat64(byteOffset: Int, littleEndian: Boolean = definedExternally): Double\n fun setInt8(byteOffset: Int, value: Byte): Unit\n fun setUint8(byteOffset: Int, value: Byte): Unit\n
fun setInt16(byteOffset: Int, value: Short, littleEndian: Boolean = definedExternally): Unit\n fun setUint16(byteOffset: Int, value: Short, littleEndian: Boolean = definedExternally): Unit\n fun setInt32(byteOffset: Int, value: Int, littleEndian: Boolean = definedExternally): Unit\n fun setUint32(byteOffset: Int, value: Int, littleEndian: Boolean = definedExternally): Unit\n fun setFloat32(byteOffset: Int, value: Float, littleEndian: Boolean = definedExternally): Unit\n fun setFloat64(byteOffset: Int, value: Double, littleEndian: Boolean = definedExternally): Unit\n}\n\npublic external @marker interface BufferDataSource {\n}\n\npublic external @marker interface TexImageSource {\n}\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license \n * that can be found in the license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See libraries/tools/idl2k for details\n\n@file:Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npackage
org.w3c.dom.css\n\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.*\nimport org.w3c.dom.events.*\nimport org.w3c.dom.parsing.*\nimport org.w3c.dom.svg.*\nimport org.w3c.dom.url.*\nimport org.w3c.fetch.*\nimport org.w3c.files.*\nimport org.w3c.notifications.*\nimport org.w3c.performance.*\nimport org.w3c.workers.*\nimport org.w3c.xhr.*\n\n/**\n * Exposes the JavaScript [CSSStyleDeclaration](https://developer.mozilla.org/en/docs/Web/API/CSSStyleDeclaration) to Kotlin\n */\npublic external abstract class CSSStyleDeclaration : ItemArrayLike<String> {\n open var cssText: String\n override val length: Int\n open val parentRule: CSSRule?\n open var cssFloat: String\n open var _dashed_attribute: String\n open var _camel_cased_attribute: String\n open var _webkit_cased_attribute: String\n open var alignContent: String\n open var alignItems: String\n open var alignSelf: String\n open var animation: String\n open var animationDelay: String\n open var animationDirection: String\n open var animationDuration: String\n open var animationFillMode: String\n open var animationIterationCount: String\n open var animationName: String\n open var animationPlayState: String\n open var animationTimingFunction: String\n open var backfaceVisibility: String\n open var background: String\n open var backgroundAttachment: String\n open var backgroundClip: String\n open var backgroundColor: String\n open var backgroundImage: String\n open var backgroundOrigin: String\n open var backgroundPosition: String\n open var backgroundRepeat: String\n open var backgroundSize: String\n open var border: String\n open var borderBottom: String\n open var borderBottomColor: String\n open var borderBottomLeftRadius: String\n open var borderBottomRightRadius: String\n open var borderBottomStyle: String\n open var borderBottomWidth: String\n open
var borderCollapse: String\n open var borderColor: String\n open var borderImage: String\n open var borderImageOutset: String\n open var borderImageRepeat: String\n open var borderImageSlice: String\n open var borderImageSource: String\n open var borderImageWidth: String\n open var borderLeft: String\n open var borderLeftColor: String\n open var borderLeftStyle: String\n open var borderLeftWidth: String\n open var borderRadius: String\n open var borderRight: String\n open var borderRightColor: String\n open var borderRightStyle: String\n open var borderRightWidth: String\n open var borderSpacing: String\n open var borderStyle: String\n open var borderTop: String\n open var borderTopColor: String\n open var borderTopLeftRadius: String\n open var borderTopRightRadius: String\n open var borderTopStyle: String\n open var borderTopWidth: String\n open var borderWidth: String\n open var bottom: String\n open var

boxDecorationBreak: String\n open var boxShadow: String\n open var boxSizing: String\n open var breakAfter: String\n open var breakBefore: String\n open var breakInside: String\n open var captionSide: String\n open var clear: String\n open var clip: String\n open var color: String\n open var columnCount: String\n open var columnFill: String\n open var columnGap: String\n open var columnRule: String\n open var columnRuleColor: String\n open var columnRuleStyle: String\n open var columnRuleWidth: String\n open var columnSpan: String\n open var columnWidth: String\n open var columns: String\n open var content: String\n open var counterIncrement: String\n open var counterReset: String\n open var cursor: String\n open var direction: String\n open var display: String\n open var emptyCells: String\n open var filter: String\n open var flex: String\n open var flexBasis: String\n open var flexDirection: String\n
open var flexFlow: String\n open var flexGrow: String\n open var flexShrink: String\n open var flexWrap: String\n open var font: String\n open var fontFamily: String\n open var fontFeatureSettings: String\n open var fontKerning: String\n open var fontLanguageOverride: String\n open var fontSize: String\n open var fontSizeAdjust: String\n open var fontStretch: String\n open var fontStyle: String\n open var fontSynthesis: String\n open var fontVariant: String\n open var fontVariantAlternates: String\n open var fontVariantCaps: String\n open var fontVariantEastAsian: String\n open var fontVariantLigatures: String\n open var fontVariantNumeric: String\n open var fontVariantPosition: String\n open var fontWeight: String\n open var hangingPunctuation: String\n open var height: String\n open var hyphens: String\n open var imageOrientation: String\n open var imageRendering: String\n open var imageResolution:
String\n open var imeMode: String\n open var justifyContent: String\n open var left: String\n open var letterSpacing: String\n open var lineBreak: String\n open var lineHeight: String\n open var listStyle: String\n open var listStyleImage: String\n open var listStylePosition: String\n open var listStyleType: String\n open var margin: String\n open var marginBottom: String\n open var marginLeft: String\n open var marginRight: String\n open var marginTop: String\n open var mark: String\n open var markAfter: String\n open var markBefore: String\n open var marks: String\n open var marqueeDirection: String\n open var marqueePlayCount: String\n open var marqueeSpeed: String\n open var marqueeStyle: String\n open var mask: String\n open var maskType: String\n open var maxHeight: String\n open var maxWidth: String\n open var minHeight: String\n open var minWidth: String\n open var navDown: String\n
open var navIndex: String\n open var navLeft: String\n open var navRight: String\n open var navUp: String\n open var objectFit: String\n open var objectPosition: String\n open var opacity: String\n open var order: String\n open var orphans: String\n open var outline: String\n open var outlineColor: String\n open var outlineOffset: String\n open var outlineStyle: String\n open var outlineWidth: String\n open var overflowWrap: String\n open var overflowX: String\n open var overflowY: String\n open var padding: String\n open var paddingBottom: String\n open var paddingLeft: String\n open var paddingRight: String\n open var paddingTop: String\n open var pageBreakAfter: String\n open var pageBreakBefore: String\n open var pageBreakInside: String\n open var perspective: String\n open var perspectiveOrigin: String\n open var phonemes: String\n open var position: String\n open var quotes: String\n open
var resize: String\n open var rest: String\n open var restAfter: String\n open var restBefore: String\n open var right: String\n open var tabSize: String\n open var tableLayout: String\n open var textAlign: String\n open var textAlignLast: String\n open var textCombineUpright: String\n open var textDecoration: String\n open var textDecorationColor: String\n open var textDecorationLine: String\n open var textDecorationStyle: String\n open var textIndent: String\n open var textJustify: String\n open var textOrientation: String\n open var textOverflow: String\n open var textShadow: String\n open var textTransform: String\n open var textUnderlinePosition: String\n open var top: String\n open var transform: String\n open var transformOrigin: String\n open var transformStyle: String\n open var transition: String\n open var transitionDelay: String\n open var transitionDuration: String\n open var transitionProperty:
String\n open var transitionTimingFunction: String\n open var unicodeBidi: String\n open var verticalAlign: String\n open var visibility: String\n open var voiceBalance: String\n open var voiceDuration: String\n open var voicePitch: String\n open var voicePitchRange: String\n open var voiceRate: String\n open var voiceStress:

String\n   open var voiceVolume: String\n   open var whiteSpace: String\n   open var widows: String\n   open var width: String\n   open var wordBreak: String\n   open var wordSpacing: String\n   open var wordWrap: String\n   open var writingMode: String\n   open var zIndex: String\n   override fun item(index: Int): String\n   fun getPropertyValue(property: String): String\n   fun getPropertyPriority(property: String): String\n   fun setProperty(property: String, value: String, priority: String = definedExternally): Unit\n   fun setPropertyValue(property: String, value: String): Unit\n   fun setPropertyPriority(property: String, priority: String): Unit\n   fun removeProperty(property: String): String\n}\n@kotlin.internal.InlineOnly inline operator fun CSSStyleDeclaration.get(index: Int): String? = asDynamic()[index]\n\npublic external abstract class MediaList : ItemArrayLike<String> {\n   open var mediaText: String\n   override val length: Int\n   override fun item(index: Int): String?\n   fun appendMedium(medium: String): Unit\n   fun deleteMedium(medium: String): Unit\n}\n@kotlin.internal.InlineOnly inline operator fun MediaList.get(index: Int): String? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript [StyleSheet](https://developer.mozilla.org/en/docs/Web/API/StyleSheet) to Kotlin\n */\npublic external abstract class StyleSheet {\n   open val type: String\n   open val href: String?\n   open val ownerNode: UnionElementOrProcessingInstruction?\n   open val parentStyleSheet: StyleSheet?\n   open val title: String?\n   open val media: MediaList\n   open var disabled: Boolean\n}\n\n/**\n * Exposes the JavaScript [CSSStyleSheet](https://developer.mozilla.org/en/docs/Web/API/CSSStyleSheet) to Kotlin\n */\npublic external abstract class CSSStyleSheet : StyleSheet {\n   open val ownerRule: CSSRule?\n   open val cssRules: CSSRuleList\n   fun insertRule(rule: String, index: Int): Int\n   fun deleteRule(index: Int): Unit\n}\n\n/**\n * Exposes the JavaScript [StyleSheetList](https://developer.mozilla.org/en/docs/Web/API/StyleSheetList) to Kotlin\n */\npublic external abstract class StyleSheetList : ItemArrayLike<StyleSheet> {\n   override val length: Int\n   override fun item(index: Int): StyleSheet?\n}\n@kotlin.internal.InlineOnly inline operator fun StyleSheetList.get(index: Int): StyleSheet? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript [LinkStyle](https://developer.mozilla.org/en/docs/Web/API/LinkStyle) to Kotlin\n */\npublic external interface LinkStyle {\n   val sheet: StyleSheet?\n}\n\n/**\n * Exposes the JavaScript [CSSRuleList](https://developer.mozilla.org/en/docs/Web/API/CSSRuleList) to Kotlin\n */\npublic external abstract class CSSRuleList : ItemArrayLike<CSSRule> {\n   override val length: Int\n   override fun item(index: Int): CSSRule?\n}\n@kotlin.internal.InlineOnly inline operator fun CSSRuleList.get(index: Int): CSSRule? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript [CSSRule](https://developer.mozilla.org/en/docs/Web/API/CSSRule) to Kotlin\n */\npublic external abstract class CSSRule {\n   open val type: Short\n   open var cssText: String\n   open val parentRule: CSSRule?\n   open val parentStyleSheet: CSSStyleSheet?\n\n   companion object {\n   val STYLE_RULE: Short\n   val CHARSET_RULE: Short\n   val IMPORT_RULE: Short\n   val MEDIA_RULE: Short\n   val FONT_FACE_RULE: Short\n   val PAGE_RULE: Short\n   val MARGIN_RULE: Short\n   val NAMESPACE_RULE: Short\n   }\n}\n\n/**\n * Exposes the JavaScript [CSSStyleRule](https://developer.mozilla.org/en/docs/Web/API/CSSStyleRule) to Kotlin\n */\npublic external abstract class CSSStyleRule : CSSRule {\n   open var selectorText: String\n   open val style: CSSStyleDeclaration\n}\n\npublic external abstract class CSSImportRule : CSSRule {\n   open val href: String\n   open val media: MediaList\n   open val styleSheet: CSSStyleSheet\n}\n\n/**\n * Exposes the JavaScript [CSSGroupingRule](https://developer.mozilla.org/en/docs/Web/API/CSSGroupingRule) to Kotlin\n */\npublic external abstract class CSSGroupingRule : CSSRule {\n   open val cssRules: CSSRuleList\n   fun insertRule(rule: String, index: Int): Int\n   fun deleteRule(index: Int): Unit\n}\n\n/**\n * Exposes the JavaScript [CSSMediaRule](https://developer.mozilla.org/en/docs/Web/API/CSSMediaRule) to Kotlin\n */\npublic external abstract class CSSMediaRule : CSSGroupingRule {\n   open val media: MediaList\n}\n\n/**\n * Exposes the JavaScript [CSSPageRule](https://developer.mozilla.org/en/docs/Web/API/CSSPageRule) to Kotlin\n */\npublic external

abstract class CSSPageRule : CSSGroupingRule {\n open var selectorText: String\n open val style: CSSStyleDeclaration\n}\n\npublic external abstract class CSSMarginRule : CSSRule {\n open val name: String\n open val style: CSSStyleDeclaration\n}\n\n/**\n * Exposes the JavaScript [CSSNamespaceRule](https://developer.mozilla.org/en/docs/Web/API/CSSNamespaceRule) to Kotlin\n */\npublic external abstract class CSSNamespaceRule : CSSRule {\n open val namespaceURI: String\n open val prefix: String\n}\n\npublic external interface ElementCSSInlineStyle {\n val style: CSSStyleDeclaration\n}\n\n/**\n * Exposes the JavaScript [CSS](https://developer.mozilla.org/en/docs/Web/API/CSS) to Kotlin\n */\npublic external abstract class CSS {\n\n companion object {\n fun escape(ident: String): String\n }\n}\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license \n * that can be found in the license/LICENSE.txt
file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See libraries/tools/idl2k for details\n\n@file:Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npackage org.w3c.dom.events\n\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.*\nimport org.w3c.dom.css.*\nimport org.w3c.dom.parsing.*\nimport org.w3c.dom.svg.*\nimport org.w3c.dom.url.*\nimport org.w3c.fetch.*\nimport org.w3c.files.*\nimport org.w3c.notifications.*\nimport org.w3c.performance.*\nimport org.w3c.workers.*\nimport org.w3c.xhr.*\n\n/**\n * Exposes the JavaScript [UIEvent](https://developer.mozilla.org/en/docs/Web/API/UIEvent) to Kotlin\n */\npublic external open class UIEvent(type: String, eventInitDict: UIEventInit = definedExternally) : Event {\n open val view: Window?\n open val detail: Int\n}\n\npublic external interface UIEventInit : EventInit {\n var view: Window? /* = null */\n get() = definedExternally\n set(value) = definedExternally\n var detail: Int? /* = 0 */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun UIEventInit(view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): UIEventInit {\n val o = js(\"({})\")\n\n o[\"view\"] = view\n o[\"detail\"] = detail\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n\n return o\n}\n\n/**\n * Exposes the JavaScript [FocusEvent](https://developer.mozilla.org/en/docs/Web/API/FocusEvent) to Kotlin\n */\npublic external open class FocusEvent(type: String, eventInitDict: FocusEventInit = definedExternally) : UIEvent {\n open val relatedTarget: EventTarget?\n}\n\npublic external interface FocusEventInit : UIEventInit {\n var relatedTarget: EventTarget? /* = null */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun FocusEventInit(relatedTarget: EventTarget? = null, view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): FocusEventInit {\n val o = js(\"({})\")\n\n o[\"relatedTarget\"] = relatedTarget\n o[\"view\"] = view\n o[\"detail\"] = detail\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n\n return o\n}\n\n/**\n * Exposes the JavaScript [MouseEvent](https://developer.mozilla.org/en/docs/Web/API/MouseEvent) to Kotlin\n */\npublic external open class MouseEvent(type: String, eventInitDict: MouseEventInit = definedExternally) : UIEvent, UnionElementOrMouseEvent {\n open val region: String?\n open val screenX: Int\n open val screenY: Int\n open val pageX: Double\n open val pageY: Double\n open val clientX: Int\n open val clientY: Int\n open val offsetX: Double\n open val offsetY: Double\n open val ctrlKey: Boolean\n open val shiftKey: Boolean\n open val altKey: Boolean\n open val metaKey: Boolean\n open val button: Short\n open val buttons: Short\n open val relatedTarget: EventTarget?\n fun getModifierState(keyArg: String): Boolean\n}\n\npublic external interface MouseEventInit : EventModifierInit {\n var screenX: Int? /* = 0 */\n get() = definedExternally\n set(value) = definedExternally\n var screenY: Int? /* = 0 */\n get() = definedExternally\n set(value) = definedExternally\n var clientX: Int? /* = 0 */\n get() = definedExternally\n set(value) = definedExternally\n var clientY: Int? /* = 0 */\n get() = definedExternally\n set(value) = definedExternally\n var button: Short? /* = 0 */\n get() = definedExternally\n set(value) = definedExternally\n var buttons: Short? /* = 0 */\n get() = definedExternally\n set(value) = definedExternally\n var relatedTarget: EventTarget? /* = null */\n

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get() = definedExternally\n        set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun MouseEventInit(screenX: Int? = 0, screenY: Int? = 0, clientX: Int? = 0, clientY: Int? = 0, button: Short? = 0, buttons: Short? = 0, relatedTarget: EventTarget? = null, ctrlKey: Boolean? = false, shiftKey: Boolean? = false, altKey: Boolean? = false, metaKey: Boolean? = false, modifierAltGraph: Boolean? = false, modifierCapsLock: Boolean? = false, modifierFn: Boolean? = false, modifierFnLock: Boolean? = false, modifierHyper: Boolean? = false, modifierNumLock: Boolean? = false, modifierScrollLock: Boolean? = false, modifierSuper: Boolean? = false, modifierSymbol: Boolean? = false, modifierSymbolLock: Boolean? = false, view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): MouseEventInit {\n    val o = js(\"({})\")\n\n    o[\"screenX\"] = screenX\n    o[\"screenY\"] = screenY\n    o[\"clientX\"]
 = clientX\n    o[\"clientY\"] = clientY\n    o[\"button\"] = button\n    o[\"buttons\"] = buttons\n    o[\"relatedTarget\"] = relatedTarget\n    o[\"ctrlKey\"] = ctrlKey\n    o[\"shiftKey\"] = shiftKey\n    o[\"altKey\"] = altKey\n    o[\"metaKey\"] = metaKey\n    o[\"modifierAltGraph\"] = modifierAltGraph\n    o[\"modifierCapsLock\"] = modifierCapsLock\n    o[\"modifierFn\"] = modifierFn\n    o[\"modifierFnLock\"] = modifierFnLock\n    o[\"modifierHyper\"] = modifierHyper\n    o[\"modifierNumLock\"] = modifierNumLock\n    o[\"modifierScrollLock\"] = modifierScrollLock\n    o[\"modifierSuper\"] = modifierSuper\n    o[\"modifierSymbol\"] = modifierSymbol\n    o[\"modifierSymbolLock\"] = modifierSymbolLock\n    o[\"view\"] = view\n    o[\"detail\"] = detail\n    o[\"bubbles\"] = bubbles\n    o[\"cancelable\"] = cancelable\n    o[\"composed\"] = composed\n\n    return o\n}\n\npublic external interface EventModifierInit : UIEventInit {\n    var ctrlKey: Boolean? /* = false */\n        get()
 = definedExternally\n        set(value) = definedExternally\n    var shiftKey: Boolean? /* = false */\n        get() = definedExternally\n        set(value) = definedExternally\n    var altKey: Boolean? /* = false */\n        get() = definedExternally\n        set(value) = definedExternally\n    var metaKey: Boolean? /* = false */\n        get() = definedExternally\n        set(value) = definedExternally\n    var modifierAltGraph: Boolean? /* = false */\n        get() = definedExternally\n        set(value) = definedExternally\n    var modifierCapsLock: Boolean? /* = false */\n        get() = definedExternally\n        set(value) = definedExternally\n    var modifierFn: Boolean? /* = false */\n        get() = definedExternally\n        set(value) = definedExternally\n    var modifierFnLock: Boolean? /* = false */\n        get() = definedExternally\n        set(value) = definedExternally\n    var modifierHyper: Boolean? /* = false */\n        get() = definedExternally\n        set(value)
 = definedExternally\n    var modifierNumLock: Boolean? /* = false */\n        get() = definedExternally\n        set(value) = definedExternally\n    var modifierScrollLock: Boolean? /* = false */\n        get() = definedExternally\n        set(value) = definedExternally\n    var modifierSuper: Boolean? /* = false */\n        get() = definedExternally\n        set(value) = definedExternally\n    var modifierSymbol: Boolean? /* = false */\n        get() = definedExternally\n        set(value) = definedExternally\n    var modifierSymbolLock: Boolean? /* = false */\n        get() = definedExternally\n        set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun EventModifierInit(ctrlKey: Boolean? = false, shiftKey: Boolean? = false, altKey: Boolean? = false, metaKey: Boolean? = false, modifierAltGraph: Boolean? = false, modifierCapsLock: Boolean? = false, modifierFn: Boolean? = false, modifierFnLock: Boolean? = false, modifierHyper: Boolean? = false, modifierNumLock:
 Boolean? = false, modifierScrollLock: Boolean? = false, modifierSuper: Boolean? = false, modifierSymbol: Boolean? = false, modifierSymbolLock: Boolean? = false, view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): EventModifierInit {\n    val o = js(\"({})\")\n\n    o[\"ctrlKey\"] = ctrlKey\n    o[\"shiftKey\"] = shiftKey\n    o[\"altKey\"] = altKey\n    o[\"metaKey\"] = metaKey\n    o[\"modifierAltGraph\"] = modifierAltGraph\n    o[\"modifierCapsLock\"] = modifierCapsLock\n    o[\"modifierFn\"] = modifierFn\n    o[\"modifierFnLock\"] = modifierFnLock\n    o[\"modifierHyper\"] = modifierHyper\n    o[\"modifierNumLock\"] = modifierNumLock\n    o[\"modifierScrollLock\"] = modifierScrollLock\n    o[\"modifierSuper\"] = modifierSuper\n    o[\"modifierSymbol\"] = modifierSymbol\n    o[\"modifierSymbolLock\"] = modifierSymbolLock\n    o[\"view\"] = view\n    o[\"detail\"] = detail\n    o[\"bubbles\"] = bubbles\n
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    o[\"cancelable\"] = cancelable\n    o[\"composed\"] = composed\n\n    return o\n}\n\n/**\n * Exposes the JavaScript [WheelEvent](https://developer.mozilla.org/en/docs/Web/API/WheelEvent) to Kotlin\n */\npublic external open class WheelEvent(type: String, eventInitDict: WheelEventInit = definedExternally) : MouseEvent {\n    open val deltaX: Double\n    open val deltaY: Double\n    open val deltaZ: Double\n    open val deltaMode: Int\n\n    companion object {\n        val DOM_DELTA_PIXEL: Int\n        val DOM_DELTA_LINE: Int\n        val DOM_DELTA_PAGE: Int\n    }\n}\n\npublic external interface WheelEventInit : MouseEventInit {\n    var deltaX: Double? /* = 0.0 */\n        get() = definedExternally\n        set(value) = definedExternally\n    var deltaY: Double? /* = 0.0 */\n        get() = definedExternally\n        set(value) = definedExternally\n    var deltaZ: Double? /* = 0.0 */\n        get() = definedExternally\n        set(value) = definedExternally\n    var deltaMode: Int? /* = 0 */\n        get() = definedExternally\n        set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun WheelEventInit(deltaX: Double? = 0.0, deltaY: Double? = 0.0, deltaZ: Double? = 0.0, deltaMode: Int? = 0, screenX: Int? = 0, screenY: Int? = 0, clientX: Int? = 0, clientY: Int? = 0, button: Short? = 0, buttons: Short? = 0, relatedTarget: EventTarget? = null, ctrlKey: Boolean? = false, shiftKey: Boolean? = false, altKey: Boolean? = false, metaKey: Boolean? = false, modifierAltGraph: Boolean? = false, modifierCapsLock: Boolean? = false, modifierFn: Boolean? = false, modifierFnLock: Boolean? = false, modifierHyper: Boolean? = false, modifierNumLock: Boolean? = false, modifierScrollLock: Boolean? = false, modifierSuper: Boolean? = false, modifierSymbol: Boolean? = false, modifierSymbolLock: Boolean? = false, view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): WheelEventInit {\n    val o = js(\"({})\")\n\n    o[\"deltaX\"] = deltaX\n    o[\"deltaY\"] = deltaY\n    o[\"deltaZ\"] = deltaZ\n    o[\"deltaMode\"] = deltaMode\n    o[\"screenX\"] = screenX\n    o[\"screenY\"] = screenY\n    o[\"clientX\"] = clientX\n    o[\"clientY\"] = clientY\n    o[\"button\"] = button\n    o[\"buttons\"] = buttons\n    o[\"relatedTarget\"] = relatedTarget\n    o[\"ctrlKey\"] = ctrlKey\n    o[\"shiftKey\"] = shiftKey\n    o[\"altKey\"] = altKey\n    o[\"metaKey\"] = metaKey\n    o[\"modifierAltGraph\"] = modifierAltGraph\n    o[\"modifierCapsLock\"] = modifierCapsLock\n    o[\"modifierFn\"] = modifierFn\n    o[\"modifierFnLock\"] = modifierFnLock\n    o[\"modifierHyper\"] = modifierHyper\n    o[\"modifierNumLock\"] = modifierNumLock\n    o[\"modifierScrollLock\"] = modifierScrollLock\n    o[\"modifierSuper\"] = modifierSuper\n    o[\"modifierSymbol\"] = modifierSymbol\n    o[\"modifierSymbolLock\"] = modifierSymbolLock\n    o[\"view\"] = view\n    o[\"detail\"] = detail\n    o[\"bubbles\"] = bubbles\n    o[\"cancelable\"] = cancelable\n    o[\"composed\"] = composed\n\n    return o\n}\n\n/**\n * Exposes the JavaScript [InputEvent](https://developer.mozilla.org/en/docs/Web/API/InputEvent) to Kotlin\n */\npublic external open class InputEvent(type: String, eventInitDict: InputEventInit = definedExternally) : UIEvent {\n    open val data: String\n    open val isComposing: Boolean\n}\n\npublic external interface InputEventInit : UIEventInit {\n    var data: String? /* = \"\" */\n        get() = definedExternally\n        set(value) = definedExternally\n    var isComposing: Boolean? /* = false */\n        get() = definedExternally\n        set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun InputEventInit(data: String? = \"\", isComposing: Boolean? = false, view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): InputEventInit {\n    val o = js(\"({})\")\n\n    o[\"data\"] = data\n    o[\"isComposing\"] = isComposing\n    o[\"view\"] = view\n    o[\"detail\"] = detail\n    o[\"bubbles\"] = bubbles\n    o[\"cancelable\"] = cancelable\n    o[\"composed\"] = composed\n\n    return o\n}\n\n/**\n * Exposes the JavaScript [KeyboardEvent](https://developer.mozilla.org/en/docs/Web/API/KeyboardEvent) to Kotlin\n */\npublic external open class KeyboardEvent(type: String, eventInitDict: KeyboardEventInit = definedExternally) : UIEvent {\n    open val key: String\n    open val code: String\n    open val location: Int\n    open val ctrlKey: Boolean\n    open val shiftKey: Boolean\n    open val altKey: Boolean\n    open val metaKey: Boolean\n    open val repeat: Boolean\n    open val isComposing: Boolean\n    open val charCode: Int\n    open val keyCode: Int\n    open val which: Int\n    fun getModifierState(keyArg: String): Boolean\n\n    companion object {\n        val DOM_KEY_LOCATION_STANDARD: Int\n        val DOM_KEY_LOCATION_LEFT: Int\n        val DOM_KEY_LOCATION_RIGHT:
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Int\n        val DOM_KEY_LOCATION_NUMPAD: Int\n    }\n}\n\npublic external interface KeyboardEventInit :
EventModifierInit {\n    var key: String? /* = \"\" */\n        get() = definedExternally\n        set(value) =
definedExternally\n    var code: String? /* = \"\" */\n        get() = definedExternally\n        set(value) =
definedExternally\n    var location: Int? /* = 0 */\n        get() = definedExternally\n        set(value) =
definedExternally\n    var repeat: Boolean? /* = false */\n        get() = definedExternally\n        set(value) =
definedExternally\n    var isComposing: Boolean? /* = false */\n        get() = definedExternally\n        set(value) =
definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun KeyboardEventInit(key: String? = \"\", code:
String? = \"\", location: Int? = 0, repeat: Boolean? = false, isComposing: Boolean? = false, ctrlKey: Boolean? =
false, shiftKey: Boolean? = false, altKey: Boolean? = false, metaKey: Boolean? =
 false, modifierAltGraph: Boolean? = false, modifierCapsLock: Boolean? = false, modifierFn: Boolean? = false,
modifierFnLock: Boolean? = false, modifierHyper: Boolean? = false, modifierNumLock: Boolean? = false,
modifierScrollLock: Boolean? = false, modifierSuper: Boolean? = false, modifierSymbol: Boolean? = false,
modifierSymbolLock: Boolean? = false, view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false,
cancelable: Boolean? = false, composed: Boolean? = false): KeyboardEventInit {\n    val o = js(\"({})\")\n\n
o[\"key\"] = key\n    o[\"code\"] = code\n    o[\"location\"] = location\n    o[\"repeat\"] = repeat\n
o[\"isComposing\"] = isComposing\n    o[\"ctrlKey\"] = ctrlKey\n    o[\"shiftKey\"] = shiftKey\n    o[\"altKey\"] =
altKey\n    o[\"metaKey\"] = metaKey\n    o[\"modifierAltGraph\"] = modifierAltGraph\n
o[\"modifierCapsLock\"] = modifierCapsLock\n    o[\"modifierFn\"] = modifierFn\n    o[\"modifierFnLock\"] =
modifierFnLock\n    o[\"modifierHyper\"] = modifierHyper\n
    o[\"modifierNumLock\"] = modifierNumLock\n    o[\"modifierScrollLock\"] = modifierScrollLock\n
o[\"modifierSuper\"] = modifierSuper\n    o[\"modifierSymbol\"] = modifierSymbol\n    o[\"modifierSymbolLock\"]
= modifierSymbolLock\n    o[\"view\"] = view\n    o[\"detail\"] = detail\n    o[\"bubbles\"] = bubbles\n
o[\"cancelable\"] = cancelable\n    o[\"composed\"] = composed\n\n    return o\n}\n\n/**\n * Exposes the JavaScript
[CompositionEvent](https://developer.mozilla.org/en/docs/Web/API/CompositionEvent) to Kotlin\n */\npublic
external open class CompositionEvent(type: String, eventInitDict: CompositionEventInit = definedExternally) :
UIEvent {\n    open val data: String\n}\n\npublic external interface CompositionEventInit : UIEventInit {\n    var
data: String? /* = \"\" */\n        get() = definedExternally\n        set(value) =
definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun CompositionEventInit(data: String? = \"\",
view: Window? = null,
 detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false):
CompositionEventInit {\n    val o = js(\"({})\")\n\n    o[\"data\"] = data\n    o[\"view\"] = view\n    o[\"detail\"] =
detail\n    o[\"bubbles\"] = bubbles\n    o[\"cancelable\"] = cancelable\n    o[\"composed\"] = composed\n\n    return
o\n}\n\n/**\n * Exposes the JavaScript [Event](https://developer.mozilla.org/en/docs/Web/API/Event) to Kotlin\n
*/\npublic external open class Event(type: String, eventInitDict: EventInit = definedExternally) {\n    open val type:
String\n    open val target: EventTarget?\n    open val currentTarget: EventTarget?\n    open val eventPhase: Short\n
open val bubbles: Boolean\n    open val cancelable: Boolean\n    open val defaultPrevented: Boolean\n    open val
composed: Boolean\n    open val isTrusted: Boolean\n    open val timeStamp: Number\n    fun composedPath():
Array<EventTarget>\n    fun stopPropagation(): Unit\n    fun stopImmediatePropagation():
 Unit\n    fun preventDefault(): Unit\n    fun initEvent(type: String, bubbles: Boolean, cancelable: Boolean): Unit\n\n
  companion object {\n        val NONE: Short\n        val CAPTURING_PHASE: Short\n        val AT_TARGET:
Short\n        val BUBBLING_PHASE: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[EventTarget](https://developer.mozilla.org/en/docs/Web/API/EventTarget) to Kotlin\n */\npublic external abstract
class EventTarget {\n    fun addEventListener(type: String, callback: EventListener?, options: dynamic =
definedExternally): Unit\n    fun addEventListener(type: String, callback: ((Event) -> Unit)?, options: dynamic =
definedExternally): Unit\n    fun removeEventListener(type: String, callback: EventListener?, options: dynamic =
definedExternally): Unit\n    fun removeEventListener(type: String, callback: ((Event) -> Unit)?, options: dynamic =
definedExternally): Unit\n    fun dispatchEvent(event: Event): Boolean\n}\n\n/**\n * Exposes the JavaScript
[EventListener](https://developer.mozilla.org/en/docs/Web/API/EventListener)
```

to Kotlin\n */\npublic external interface EventListener {\n fun handleEvent(event: Event): Unit\n}\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license \n * that can be found in the license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See libraries/tools/idl2k for details\n\n@file:Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npackage org.w3c.dom\n\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.css.*\nimport org.w3c.dom.events.*\nimport org.w3c.dom.parsing.*\nimport org.w3c.dom.svg.*\nimport org.w3c.dom.url.*\nimport org.w3c.fetch.*\nimport org.w3c.files.*\nimport org.w3c.notifications.*\nimport org.w3c.performance.*\nimport org.w3c.workers.*\nimport org.w3c.xhr.*\n\n/**\n * Exposes the JavaScript [Document](https://developer.mozilla.org/en/docs/Web/API/Document) to Kotlin\n */\npublic external open class Document : Node, GlobalEventHandlers, DocumentAndElementEventHandlers, NonElementParentNode, DocumentOrShadowRoot, ParentNode, GeometryUtils {\n open val fullscreenEnabled: Boolean\n open val fullscreen: Boolean\n var onfullscreenchange: ((Event) -> dynamic)?\n var onfullscreenerror: ((Event) -> dynamic)?\n open val rootElement: SVGSVGElement?\n var title: String\n open val referrer: String\n var domain: String\n open val activeElement: Element?\n open val location: Location?\n var cookie: String\n open val lastModified: String\n open val readyState: DocumentReadyState\n var dir: String\n var body: HTMLElement?\n open val head: HTMLHeadElement?\n open val images: HTMLCollection\n open val embeds: HTMLCollection\n open val plugins: HTMLCollection\n open val links: HTMLCollection\n open val forms: HTMLCollection\n open val scripts: HTMLCollection\n open val currentScript: HTMLOrSVGScriptElement?\n open val defaultView: Window?\n var designMode: String\n var onreadystatechange: ((Event) -> dynamic)?\n var fgColor: String\n var linkColor: String\n var vlinkColor: String\n var alinkColor: String\n var bgColor: String\n open val anchors: HTMLCollection\n open val applets: HTMLCollection\n open val all: HTMLAllCollection\n open val implementation: DOMImplementation\n open val URL: String\n open val documentURI: String\n open val origin: String\n open val compatMode: String\n open val characterSet: String\n open val charset: String\n open val inputEncoding: String\n open val contentType: String\n open val doctype: DocumentType?\n open val documentElement: Element?\n open val scrollingElement: Element?\n open val styleSheets: StyleSheetList\n override var onabort: ((Event) -> dynamic)?\n override var onblur: ((Event) -> dynamic)?\n override var oncancel: ((Event) -> dynamic)?\n override var oncanplay: ((Event) -> dynamic)?\n override var oncanplaythrough: ((Event) -> dynamic)?\n override var onchange: ((Event) -> dynamic)?\n override var onclick: ((Event) -> dynamic)?\n override var onclose: ((Event) -> dynamic)?\n override var oncontextmenu: ((Event) -> dynamic)?\n override var oncuechange: ((Event) -> dynamic)?\n override var ondblclick: ((Event) -> dynamic)?\n override var ondrag: ((Event) -> dynamic)?\n override var ondragend: ((Event) -> dynamic)?\n override var ondragenter: ((Event) -> dynamic)?\n override var ondragexit: ((Event) -> dynamic)?\n override var ondragleave: ((Event) -> dynamic)?\n override var ondragover: ((Event) -> dynamic)?\n override var ondragstart: ((Event) -> dynamic)?\n override var ondrop: ((Event) -> dynamic)?\n override var ondurationchange: ((Event) -> dynamic)?\n override var onemptied: ((Event) -> dynamic)?\n override var onended: ((Event) -> dynamic)?\n override var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?\n override var onfocus: ((Event) -> dynamic)?\n override var oninput: ((Event) -> dynamic)?\n override var oninvalid: ((Event) -> dynamic)?\n override var onkeydown: ((Event) -> dynamic)?\n override var onkeypress: ((Event) -> dynamic)?\n override var onkeyup: ((Event) -> dynamic)?\n override var onload: ((Event) -> dynamic)?\n override var onloadeddata: ((Event) -> dynamic)?\n override var onloadedmetadata: ((Event) -> dynamic)?\n override var onloadend: ((Event) -> dynamic)?\n override var onloadstart: ((Event) -> dynamic)?\n override var onmousedown: ((Event) -> dynamic)?\n override var onmouseenter: ((Event) -> dynamic)?\n override var onmouseleave: ((Event) -> dynamic)?\n override var onmousemove: ((Event) -> dynamic)?\n override var onmouseout: ((Event) -> dynamic)?\n override var onmouseover: ((Event) -> dynamic)?\n override var onmouseup: ((Event) -> dynamic)?\n override var onwheel: ((Event) -> dynamic)?\n

override var onpause: ((Event) -> dynamic)?\n override var onplay: ((Event) -> dynamic)?\n override var onplaying: ((Event) -> dynamic)?\n override var onprogress: ((Event) -> dynamic)?\n override var onratechange: ((Event) -> dynamic)?\n override var onreset: ((Event) -> dynamic)?\n override var onresize: ((Event) -> dynamic)?\n override var onscroll: ((Event) -> dynamic)?\n override var onseeked: ((Event) -> dynamic)?\n override var onseeking: ((Event) -> dynamic)?\n override var onselect: ((Event) -> dynamic)?\n override var onshow: ((Event) -> dynamic)?\n override var onstalled: ((Event) -> dynamic)?\n override var onsubmit: ((Event) -> dynamic)?\n override var onsuspend: ((Event) -> dynamic)?\n override var ontimeupdate: ((Event) -> dynamic)?\n override var ontoggle: ((Event) -> dynamic)?\n override var onvolumechange: ((Event) -> dynamic)?\n override var onwaiting: ((Event) -> dynamic)?\n override var oncopy: ((Event) -> dynamic)?\n override var oncut: ((Event) -> dynamic)?\n override var onpaste: ((Event) -> dynamic)?\n override val fullscreenElement: Element?\n override val children: HTMLCollection\n override val firstElementChild: Element?\n override val lastElementChild: Element?\n override val childElementCount: Int\n fun exitFullscreen(): Promise<Unit>\n fun getElementsByName(elementName: String): NodeList\n fun open(type: String = definedExternally, replace: String = definedExternally): Document\n fun open(url: String, name: String, features: String): Window\n fun close(): Unit\n fun write(vararg text: String): Unit\n fun writeln(vararg text: String): Unit\n fun hasFocus(): Boolean\n fun execCommand(commandId: String, showUI: Boolean = definedExternally, value: String = definedExternally): Boolean\n fun queryCommandEnabled(commandId: String): Boolean\n fun queryCommandIndeterm(commandId: String): Boolean\n fun queryCommandState(commandId: String): Boolean\n fun queryCommandSupported(commandId: String): Boolean\n fun queryCommandValue(commandId: String): String\n fun clear(): Unit\n fun captureEvents(): Unit\n fun releaseEvents(): Unit\n fun getElementsByTagName(qualifiedName: String): HTMLCollection\n fun getElementsByTagNameNS(namespace: String?, localName: String): HTMLCollection\n fun getElementsByClassName(classNames: String): HTMLCollection\n fun createElement(localName: String, options: ElementCreationOptions = definedExternally): Element\n fun createElementNS(namespace: String?, qualifiedName: String, options: ElementCreationOptions = definedExternally): Element\n fun createDocumentFragment(): DocumentFragment\n fun createTextNode(data: String): Text\n fun createCDATASection(data: String): CDATASection\n fun createComment(data: String): Comment\n fun createProcessingInstruction(target: String, data: String): ProcessingInstruction\n fun importNode(node: Node, deep: Boolean = definedExternally): Node\n fun adoptNode(node: Node): Node\n fun createAttribute(localName: String): Attr\n fun createAttributeNS(namespace: String?, qualifiedName: String): Attr\n fun createEvent(interface_: String): Event\n fun createRange(): Range\n fun createNodeIterator(root: Node, whatToShow: Int = definedExternally, filter: NodeFilter? = definedExternally): NodeIterator\n fun createNodeIterator(root: Node, whatToShow: Int = definedExternally, filter: ((Node) -> Short)? = definedExternally): NodeIterator\n fun createTreeWalker(root: Node, whatToShow: Int = definedExternally, filter: NodeFilter? = definedExternally): TreeWalker\n fun createTreeWalker(root: Node, whatToShow: Int = definedExternally, filter: ((Node) -> Short)? = definedExternally): TreeWalker\n fun elementFromPoint(x: Double, y: Double): Element?\n fun elementsFromPoint(x: Double, y: Double): Array<Element>\n fun caretPositionFromPoint(x: Double, y: Double): CaretPosition?\n override fun getElementById(elementId: String): Element?\n override fun prepend(vararg nodes: dynamic): Unit\n override fun append(vararg nodes: dynamic): Unit\n override fun querySelector(selectors: String): Element?\n override fun querySelectorAll(selectors: String): NodeList\n override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>\n override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint\n}\n@kotlin.internal.InlineOnly inline

operator fun Document.get(name: String): dynamic = asDynamic()[name]\n\n/**\n * Exposes the JavaScript [Window](https://developer.mozilla.org/en/docs/Web/API/Window) to Kotlin\n */\npublic external abstract class Window : EventTarget, GlobalEventHandlers, WindowEventHandlers, WindowOrWorkerGlobalScope, WindowSessionStorage, WindowLocalStorage, GlobalPerformance, UnionMessagePortOrWindow {\n override val performance: Performance\n open val window: Window\n open val self: Window\n open val document: Document\n open var name: String\n open val location: Location\n open val history: History\n open val customElements: CustomElementRegistry\n open val locationbar: BarProp\n open val menubar: BarProp\n open val personalbar: BarProp\n open val scrollbars: BarProp\n open val statusbar: BarProp\n open val toolbar: BarProp\n open var status: String\n open val closed: Boolean\n open val frames: Window\n open val length: Int\n open val top: Window\n open var opener: Any?\n open val parent: Window\n open val frameElement: Element?\n open val navigator: Navigator\n open val applicationCache: ApplicationCache\n open val external: External\n open val screen: Screen\n open val innerWidth: Int\n open val innerHeight: Int\n open val scrollX: Double\n open val pageXOffset: Double\n open val scrollY: Double\n open val pageYOffset: Double\n open val screenX: Int\n open val screenY: Int\n open val outerWidth: Int\n open val outerHeight: Int\n open val devicePixelRatio: Double\n fun close(): Unit\n fun stop(): Unit\n fun focus(): Unit\n fun blur(): Unit\n fun open(url: String = definedExternally, target: String = definedExternally, features: String = definedExternally): Window?\n fun alert(): Unit\n fun alert(message: String): Unit\n fun confirm(message: String = definedExternally): Boolean\n fun prompt(message: String = definedExternally, default: String = definedExternally): String?\n fun print(): Unit\n fun requestAnimationFrame(callback: (Double) -> Unit): Int\n fun cancelAnimationFrame(handle: Int): Unit\n fun postMessage(message: Any?, targetOrigin: String, transfer: Array<dynamic> = definedExternally): Unit\n fun captureEvents(): Unit\n fun releaseEvents(): Unit\n fun matchMedia(query: String): MediaQueryList\n fun moveTo(x: Int, y: Int): Unit\n fun moveBy(x: Int, y: Int): Unit\n fun resizeTo(x: Int, y: Int): Unit\n fun resizeBy(x: Int, y: Int): Unit\n fun scroll(options: ScrollToOptions = definedExternally): Unit\n fun scroll(x: Double, y: Double): Unit\n fun scrollTo(options: ScrollToOptions = definedExternally): Unit\n fun scrollTo(x: Double, y: Double): Unit\n fun scrollBy(options: ScrollToOptions = definedExternally): Unit\n fun scrollBy(x: Double, y: Double): Unit\n fun getComputedStyle(elt: Element, pseudoElt: String? = definedExternally): CSSStyleDeclaration\n}\n@kotlin.internal.InlineOnly inline operator fun Window.get(name: String): dynamic = asDynamic()[name]\n\npublic external abstract class HTMLAllCollection {\n open val length: Int\n// fun namedItem(name: String): UnionElementOrHTMLCollection?\n fun item(nameOrIndex: String = definedExternally): UnionElementOrHTMLCollection?\n}\n//@kotlin.internal.InlineOnly inline operator fun HTMLAllCollection.get(index: Int): Element? = asDynamic()[index]\n//@kotlin.internal.InlineOnly inline operator fun HTMLAllCollection.get(name: String): UnionElementOrHTMLCollection? = asDynamic()[name]\n\n/**\n * Exposes the JavaScript [HTMLFormControlsCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLFormControlsCollection) to Kotlin\n */\npublic external abstract class HTMLFormControlsCollection : HTMLCollection {\n// override fun namedItem(name: String): UnionElementOrRadioNodeList?\n}\n//@kotlin.internal.InlineOnly override inline operator fun HTMLFormControlsCollection.get(name: String): UnionElementOrRadioNodeList? = asDynamic()[name]\n\n/**\n * Exposes the JavaScript [RadioNodeList](https://developer.mozilla.org/en/docs/Web/API/RadioNodeList) to Kotlin\n */\npublic external abstract class RadioNodeList : NodeList, UnionElementOrRadioNodeList {\n open var value: String\n}\n\n/**\n * Exposes the JavaScript [HTMLOptionsCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLOptionsCollection) to Kotlin\n */\npublic external abstract class HTMLOptionsCollection : HTMLCollection {\n override var length: Int\n open var selectedIndex: Int\n fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally): Unit\n fun remove(index: Int): Unit\n}\n@kotlin.internal.InlineOnly inline operator fun HTMLOptionsCollection.set(index: Int, option: HTMLOptionElement?): Unit { asDynamic()[index] = option;

}\n\n/**\n * Exposes the JavaScript
[HTMLElement](https://developer.mozilla.org/en/docs/Web/API/HTMLElement) to Kotlin\n */\npublic external
abstract class HTMLElement : Element, ElementCSSInlineStyle, GlobalEventHandlers,
DocumentAndElementEventHandlers, ElementContentEditable
{\n open var title: String\n open var lang: String\n open var translate: Boolean\n open var dir: String\n
open val dataset: DOMStringMap\n open var hidden: Boolean\n open var tabIndex: Int\n open var accessKey:
String\n open val accessKeyLabel: String\n open var draggable: Boolean\n open val dropzone:
DOMTokenList\n open var contextMenu: HTMLMenuElement?\n open var spellcheck: Boolean\n open var
innerText: String\n open val offsetParent: Element?\n open val offsetTop: Int\n open val offsetLeft: Int\n
open val offsetWidth: Int\n open val offsetHeight: Int\n fun click(): Unit\n fun focus(): Unit\n fun blur():
Unit\n fun forceSpellCheck(): Unit\n}\n\n/**\n * Exposes the JavaScript
[HTMLUnknownElement](https://developer.mozilla.org/en/docs/Web/API/HTMLUnknownElement) to Kotlin\n
*/\npublic external abstract class HTMLUnknownElement : HTMLElement {\n}\n\n/**\n * Exposes the JavaScript
[DOMStringMap](https://developer.mozilla.org/en/docs/Web/API/DOMStringMap)
to Kotlin\n */\npublic external abstract class DOMStringMap {\n}\n@kotlin.internal.InlineOnly inline operator fun
DOMStringMap.get(name: String): String? = asDynamic()[name]\n@kotlin.internal.InlineOnly inline operator fun
DOMStringMap.set(name: String, value: String): Unit { asDynamic()[name] = value; }\n\n/**\n * Exposes the
JavaScript [HTMLHtmlElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHtmlElement) to Kotlin\n
*/\npublic external abstract class HTMLHtmlElement : HTMLElement {\n open var version: String\n}\n\n/**\n *
Exposes the JavaScript [HTMLHeadElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHeadElement)
to Kotlin\n */\npublic external abstract class HTMLHeadElement : HTMLElement {\n}\n\n/**\n * Exposes the
JavaScript [HTMLTitleElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTitleElement) to Kotlin\n
*/\npublic external abstract class HTMLTitleElement : HTMLElement {\n open var text: String\n}\n\n/**\n
* Exposes the JavaScript
[HTMLBaseElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBaseElement) to Kotlin\n */\npublic
external abstract class HTMLBaseElement : HTMLElement {\n open var href: String\n open var target:
String\n}\n\n/**\n * Exposes the JavaScript
[HTMLLinkElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLinkElement) to Kotlin\n */\npublic
external abstract class HTMLLinkElement : HTMLElement, LinkStyle {\n open var scope: String\n open var
workerType: WorkerType\n open var href: String\n open var crossOrigin: String?\n open var rel: String\n
@JsName(\"as\") open var as_: RequestDestination\n open val relList: DOMTokenList\n open var media:
String\n open var nonce: String\n open var hreflang: String\n open var type: String\n open val sizes:
DOMTokenList\n open var referrerPolicy: String\n open var charset: String\n open var rev: String\n open var
target: String\n}\n\n/**\n * Exposes
the JavaScript [HTMLMetaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMetaElement) to
Kotlin\n */\npublic external abstract class HTMLMetaElement : HTMLElement {\n open var name: String\n
open var httpEquiv: String\n open var content: String\n open var scheme: String\n}\n\n/**\n * Exposes the
JavaScript [HTMLStyleElement](https://developer.mozilla.org/en/docs/Web/API/HTMLStyleElement) to Kotlin\n
*/\npublic external abstract class HTMLStyleElement : HTMLElement, LinkStyle {\n open var media: String\n
open var nonce: String\n open var type: String\n}\n\n/**\n * Exposes the JavaScript
[HTMLBodyElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBodyElement) to Kotlin\n */\npublic
external abstract class HTMLBodyElement : HTMLElement, WindowEventHandlers {\n open var text: String\n
open var link: String\n open var vLink: String\n open var aLink: String\n open var bgColor: String\n open
var background: String\n}\n\n/**\n * Exposes
the JavaScript [HTMLHeadingElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHeadingElement)
to Kotlin\n */\npublic external abstract class HTMLHeadingElement : HTMLElement {\n open var align:
String\n}\n\n/**\n * Exposes the JavaScript
[HTMLParagraphElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParagraphElement) to Kotlin\n

*/\npublic external abstract class HTMLParagraphElement : HTMLElement {\n   open var align: String\n}\n\n/**\n * Exposes the JavaScript [HTMLHRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHRElement) to Kotlin\n */\npublic external abstract class HTMLHRElement : HTMLElement {\n   open var align: String\n   open var color: String\n   open var noShade: Boolean\n   open var size: String\n   open var width: String\n}\n\n/**\n * Exposes the JavaScript [HTMLPreElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPreElement) to Kotlin\n */\npublic external abstract class HTMLPreElement : HTMLElement {\n   open var width: Int\n}\n\n/**\n * Exposes the JavaScript [HTMLQuoteElement](https://developer.mozilla.org/en/docs/Web/API/HTMLQuoteElement) to Kotlin\n */\npublic external abstract class HTMLQuoteElement : HTMLElement {\n   open var cite: String\n}\n\n/**\n * Exposes the JavaScript [HTMLOListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOListElement) to Kotlin\n */\npublic external abstract class HTMLOListElement : HTMLElement {\n   open var reversed: Boolean\n   open var start: Int\n   open var type: String\n   open var compact: Boolean\n}\n\n/**\n * Exposes the JavaScript [HTMLUListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLUListElement) to Kotlin\n */\npublic external abstract class HTMLUListElement : HTMLElement {\n   open var compact: Boolean\n   open var type: String\n}\n\n/**\n * Exposes the JavaScript [HTMLLIElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLIElement) to Kotlin\n */\npublic external abstract class HTMLLIElement : HTMLElement {\n   open var value: Int\n   open var type: String\n}\n\n/**\n * Exposes the JavaScript [HTMLDListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDListElement) to Kotlin\n */\npublic external abstract class HTMLDListElement : HTMLElement {\n   open var compact: Boolean\n}\n\n/**\n * Exposes the JavaScript [HTMLDivElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDivElement) to Kotlin\n */\npublic external abstract class HTMLDivElement : HTMLElement {\n   open var align: String\n}\n\n/**\n * Exposes the JavaScript [HTMLAnchorElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAnchorElement) to Kotlin\n */\npublic external abstract class HTMLAnchorElement : HTMLElement, HTMLHyperlinkElementUtils {\n   open var target: String\n   open var download: String\n   open var ping: String\n   open var rel: String\n   open val relList: DOMTokenList\n   open var hreflang: String\n   open var type: String\n   open var text: String\n   open var referrerPolicy: String\n   open var coords: String\n   open var charset: String\n   open var name: String\n   open var rev: String\n   open var shape: String\n}\n\n/**\n * Exposes the JavaScript [HTMLDataElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDataElement) to Kotlin\n */\npublic external abstract class HTMLDataElement : HTMLElement {\n   open var value: String\n}\n\n/**\n * Exposes the JavaScript [HTMLTimeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTimeElement) to Kotlin\n */\npublic external abstract class HTMLTimeElement : HTMLElement {\n   open var dateTime: String\n}\n\n/**\n * Exposes the JavaScript [HTMLSpanElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSpanElement) to Kotlin\n */\npublic external abstract class HTMLSpanElement : HTMLElement {\n}\n\n/**\n * Exposes the JavaScript [HTMLBRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBRElement) to Kotlin\n */\npublic external abstract class HTMLBRElement : HTMLElement {\n   open var clear: String\n}\n\n/**\n * Exposes the JavaScript [HTMLHyperlinkElementUtils](https://developer.mozilla.org/en/docs/Web/API/HTMLHyperlinkElementUtils) to Kotlin\n */\npublic external interface HTMLHyperlinkElementUtils {\n   var href: String\n   val origin: String\n   var protocol: String\n   var username: String\n   var password: String\n   var host: String\n   var hostname: String\n   var port: String\n   var pathname: String\n   var search: String\n   var hash: String\n}\n\n/**\n * Exposes the JavaScript [HTMLModElement](https://developer.mozilla.org/en/docs/Web/API/HTMLModElement) to Kotlin\n */\npublic external abstract class HTMLModElement : HTMLElement {\n   open var cite: String\n   open var dateTime: String\n}\n\n/**\n * Exposes the JavaScript

[HTMLPictureElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPictureElement) to Kotlin\n */\npublic external abstract class HTMLPictureElement : HTMLElement {\n}\n\n/**\n * Exposes the JavaScript [HTMLSourceElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSourceElement) to Kotlin\n */\npublic external abstract class HTMLSourceElement : HTMLElement {\n open var src: String\n open var type: String\n open var srcset: String\n open var sizes: String\n open var media: String\n}\n\n/**\n * Exposes the JavaScript [HTMLImageElement](https://developer.mozilla.org/en/docs/Web/API/HTMLImageElement) to Kotlin\n */\npublic external abstract class HTMLImageElement : HTMLElement, TexImageSource, HTMLOrSVGImageElement {\n open var alt: String\n open var src: String\n open var srcset: String\n open var sizes: String\n open var crossOrigin: String?\n open var useMap: String\n open var isMap: Boolean\n open var width: Int\n open var height: Int\n open val naturalWidth: Int\n open val naturalHeight: Int\n open val complete: Boolean\n open val currentSrc: String\n open var referrerPolicy: String\n open var name: String\n open var lowsrc: String\n open var align: String\n open var hspace: Int\n open var vspace: Int\n open var longDesc: String\n open var border: String\n open val x: Int\n open val y: Int\n}\n\n/**\n * Exposes the JavaScript [HTMLIFrameElement](https://developer.mozilla.org/en/docs/Web/API/HTMLIFrameElement) to Kotlin\n */\npublic external abstract class HTMLIFrameElement : HTMLElement {\n open var src: String\n open var srcdoc: String\n open var name: String\n open val sandbox: DOMTokenList\n open var allowFullscreen: Boolean\n open var allowUserMedia: Boolean\n open var width: String\n open var height: String\n open var referrerPolicy: String\n open val contentDocument: Document?\n open val contentWindow: Window?\n open var align: String\n open var scrolling: String\n open var frameBorder: String\n open var longDesc: String\n open var marginHeight: String\n open var marginWidth: String\n fun getSVGDocument(): Document?\n}\n\n/**\n * Exposes the JavaScript [HTMLEmbedElement](https://developer.mozilla.org/en/docs/Web/API/HTMLEmbedElement) to Kotlin\n */\npublic external abstract class HTMLEmbedElement : HTMLElement {\n open var src: String\n open var type: String\n open var width: String\n open var height: String\n open var align: String\n open var name: String\n fun getSVGDocument(): Document?\n}\n\n/**\n * Exposes the JavaScript [HTMLObjectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLObjectElement) to Kotlin\n */\npublic external abstract class HTMLObjectElement : HTMLElement {\n open var data: String\n open var type: String\n open var typeMustMatch: Boolean\n open var name: String\n open var useMap: String\n open val form: HTMLFormElement?\n open var width: String\n open var height: String\n open val contentDocument: Document?\n open val contentWindow: Window?\n open val willValidate: Boolean\n open val validity: ValidityState\n open val validationMessage: String\n open var align: String\n open var archive: String\n open var code: String\n open var declare: Boolean\n open var hspace: Int\n open var standby: String\n open var vspace: Int\n open var codeBase: String\n open var codeType: String\n open var border: String\n fun getSVGDocument(): Document?\n fun checkValidity(): Boolean\n fun reportValidity(): Boolean\n fun setCustomValidity(error: String): Unit\n}\n\n/**\n * Exposes the JavaScript [HTMLParamElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParamElement) to Kotlin\n */\npublic external abstract class HTMLParamElement : HTMLElement {\n open var name: String\n open var value: String\n open var type: String\n open var valueType: String\n}\n\n/**\n * Exposes the JavaScript [HTMLVideoElement](https://developer.mozilla.org/en/docs/Web/API/HTMLVideoElement) to Kotlin\n */\npublic external abstract class HTMLVideoElement : HTMLMediaElement, TexImageSource {\n open var width: Int\n open var height: Int\n open val videoWidth: Int\n open val videoHeight: Int\n open var poster: String\n open var playsInline: Boolean\n}\n\n/**\n * Exposes the JavaScript [HTMLAudioElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAudioElement) to Kotlin\n */\npublic external abstract class HTMLAudioElement : HTMLMediaElement {\n}\n\n/**\n * Exposes the JavaScript [HTMLTrackElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTrackElement) to Kotlin\n

*/\npublic external abstract class HTMLTrackElement : HTMLElement {\n   open var kind: String\n   open var src: String\n   open var srclang: String\n   open var label: String\n   open var default: Boolean\n   open val readyState: Short\n   open val track: TextTrack\n\n   companion object {\n   val NONE: Short\n   val LOADING: Short\n   val LOADED: Short\n   val ERROR: Short\n   }\n}\n\n/**\n * Exposes the JavaScript [HTMLMediaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMediaElement) to Kotlin\n */\npublic external abstract class HTMLMediaElement : HTMLElement {\n   open val error: MediaError?\n   open var src: String\n   open var srcObject: dynamic\n   open val currentSrc: String\n   open var crossOrigin: String?\n   open val networkState: Short\n   open var preload: String\n   open val buffered: TimeRanges\n   open val readyState: Short\n   open val seeking: Boolean\n   open var currentTime: Double\n   open val duration: Double\n   open val paused: Boolean\n   open var defaultPlaybackRate: Double\n   open var playbackRate: Double\n   open val played: TimeRanges\n   open val seekable: TimeRanges\n   open val ended: Boolean\n   open var autoplay: Boolean\n   open var loop: Boolean\n   open var controls: Boolean\n   open var volume: Double\n   open var muted: Boolean\n   open var defaultMuted: Boolean\n   open val audioTracks: AudioTrackList\n   open val videoTracks: VideoTrackList\n   open val textTracks: TextTrackList\n   fun load(): Unit\n   fun canPlayType(type: String): CanPlayTypeResult\n   fun fastSeek(time: Double): Unit\n   fun getStartDate(): dynamic\n   fun play(): Promise<Unit>\n   fun pause(): Unit\n   fun addTextTrack(kind: TextTrackKind, label: String = definedExternally, language: String = definedExternally): TextTrack\n\n   companion object {\n   val NETWORK_EMPTY: Short\n   val NETWORK_IDLE: Short\n   val NETWORK_LOADING: Short\n   val NETWORK_NO_SOURCE: Short\n   val HAVE_NOTHING: Short\n   val HAVE_METADATA: Short\n   val HAVE_CURRENT_DATA: Short\n   val HAVE_FUTURE_DATA: Short\n   val HAVE_ENOUGH_DATA: Short\n   }\n}\n\n/**\n * Exposes the JavaScript [MediaError](https://developer.mozilla.org/en/docs/Web/API/MediaError) to Kotlin\n */\npublic external abstract class MediaError {\n   open val code: Short\n\n   companion object {\n   val MEDIA_ERR_ABORTED: Short\n   val MEDIA_ERR_NETWORK: Short\n   val MEDIA_ERR_DECODE: Short\n   val MEDIA_ERR_SRC_NOT_SUPPORTED: Short\n   }\n}\n\npublic external abstract class AudioTrackList : EventTarget {\n   open val length: Int\n   open var onchange: ((Event) -> dynamic)?\n   open var onaddtrack: ((Event) -> dynamic)?\n   open var onremovetrack: ((Event) -> dynamic)?\n   fun getTrackById(id: String): AudioTrack?\n}\n@kotlin.internal.InlineOnly inline operator fun AudioTrackList.get(index: Int): AudioTrack? = asDynamic()[index]\n\npublic external abstract class AudioTrack : UnionAudioTrackOrTextTrackOrVideoTrack {\n   open val id: String\n   open val kind: String\n   open val label: String\n   open val language: String\n   open var enabled: Boolean\n}\n\npublic external abstract class VideoTrackList : EventTarget {\n   open val length: Int\n   open val selectedIndex: Int\n   open var onchange: ((Event) -> dynamic)?\n   open var onaddtrack: ((Event) -> dynamic)?\n   open var onremovetrack: ((Event) -> dynamic)?\n   fun getTrackById(id: String): VideoTrack?\n}\n@kotlin.internal.InlineOnly inline operator fun VideoTrackList.get(index: Int): VideoTrack? = asDynamic()[index]\n\npublic external abstract class VideoTrack : UnionAudioTrackOrTextTrackOrVideoTrack {\n   open val id: String\n   open val kind: String\n   open val label: String\n   open val language: String\n   open var selected: Boolean\n}\n\npublic external abstract class TextTrackList : EventTarget {\n   open val length: Int\n   open var onchange: ((Event) -> dynamic)?\n   open var onaddtrack: ((Event) -> dynamic)?\n   open var onremovetrack: ((Event) -> dynamic)?\n   fun getTrackById(id: String): TextTrack?\n}\n@kotlin.internal.InlineOnly inline operator fun TextTrackList.get(index: Int): TextTrack? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript [TextTrack](https://developer.mozilla.org/en/docs/Web/API/TextTrack) to Kotlin\n */\npublic external abstract class TextTrack : EventTarget, UnionAudioTrackOrTextTrackOrVideoTrack {\n   open val kind: TextTrackKind\n   open val label: String\n   open val language: String\n   open val id: String\n   open val inBandMetadataTrackDispatchType: String\n   open var mode: TextTrackMode\n   open val cues: TextTrackCueList?\n   open val activeCues: TextTrackCueList?\n   open var oncuechange: ((Event) -> dynamic)?\n   fun addCue(cue: TextTrackCue): Unit\n   fun removeCue(cue: TextTrackCue): Unit\n}\n\npublic

external abstract class TextTrackCueList {\n   open val length: Int\n   fun getCueById(id: String): TextTrackCue?\n}\n@kotlin.internal.InlineOnly inline operator fun TextTrackCueList.get(index: Int): TextTrackCue? = asDynamic()[index]\n\npublic external abstract class TextTrackCue : EventTarget {\n   open val track: TextTrack?\n   open var id: String\n   open var startTime: Double\n   open var endTime: Double\n   open var pauseOnExit: Boolean\n   open var onenter: ((Event) -> dynamic)?\n   open var onexit: ((Event) -> dynamic)?\n}\n\n/**\n * Exposes the JavaScript [TimeRanges](https://developer.mozilla.org/en/docs/Web/API/TimeRanges) to Kotlin\n */\npublic external abstract class TimeRanges {\n   open val length: Int\n   fun start(index: Int): Double\n   fun end(index: Int): Double\n}\n\npublic external open class TrackEvent(type: String, eventInitDict: TrackEventInit = definedExternally) : Event {\n   open val track: UnionAudioTrackOrTextTrackOrVideoTrack?\n}\n\npublic external interface TrackEventInit : EventInit {\n   var track: UnionAudioTrackOrTextTrackOrVideoTrack? /* = null */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun TrackEventInit(track: UnionAudioTrackOrTextTrackOrVideoTrack? = null, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): TrackEventInit {\n   val o = js(\"({})\")\n\n   o[\"track\"] = track\n   o[\"bubbles\"] = bubbles\n   o[\"cancelable\"] = cancelable\n   o[\"composed\"] = composed\n\n   return o\n}\n\n/**\n * Exposes the JavaScript [HTMLMapElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMapElement) to Kotlin\n */\npublic external abstract class HTMLMapElement : HTMLElement {\n   open var name: String\n   open val areas: HTMLCollection\n}\n\n/**\n * Exposes the JavaScript [HTMLAreaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAreaElement) to Kotlin\n */\npublic external abstract class HTMLAreaElement : HTMLElement, HTMLHyperlinkElementUtils {\n   open var alt: String\n   open var coords: String\n   open var shape: String\n   open var target: String\n   open var download: String\n   open var ping: String\n   open var rel: String\n   open val relList: DOMTokenList\n   open var referrerPolicy: String\n   open var noHref: Boolean\n}\n\n/**\n * Exposes the JavaScript [HTMLTableElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableElement) to Kotlin\n */\npublic external abstract class HTMLTableElement : HTMLElement {\n   open var caption: HTMLTableCaptionElement?\n   open var tHead: HTMLTableSectionElement?\n   open var tFoot: HTMLTableSectionElement?\n   open val tBodies: HTMLCollection\n   open val rows: HTMLCollection\n   open var align: String\n   open var border: String\n   open var frame: String\n   open var rules: String\n   open var summary: String\n   open var width: String\n   open var bgColor: String\n   open var cellPadding: String\n   open var cellSpacing: String\n   fun createCaption(): HTMLTableCaptionElement\n   fun deleteCaption(): Unit\n   fun createTHead(): HTMLTableSectionElement\n   fun deleteTHead(): Unit\n   fun createTFoot(): HTMLTableSectionElement\n   fun deleteTFoot(): Unit\n   fun createTBody(): HTMLTableSectionElement\n   fun insertRow(index: Int = definedExternally): HTMLTableRowElement\n   fun deleteRow(index: Int): Unit\n}\n\n/**\n * Exposes the JavaScript [HTMLTableCaptionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCaptionElement) to Kotlin\n */\npublic external abstract class HTMLTableCaptionElement : HTMLElement {\n   open var align: String\n}\n\n/**\n * Exposes the JavaScript [HTMLTableColElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableColElement) to Kotlin\n */\npublic external abstract class HTMLTableColElement : HTMLElement {\n   open var span: Int\n   open var align: String\n   open var ch: String\n   open var chOff: String\n   open var vAlign: String\n   open var width: String\n}\n\n/**\n * Exposes the JavaScript [HTMLTableSectionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableSectionElement) to Kotlin\n */\npublic external abstract class HTMLTableSectionElement : HTMLElement {\n   open val rows: HTMLCollection\n   open var align: String\n   open var ch: String\n   open var chOff: String\n   open var vAlign: String\n   fun insertRow(index: Int = definedExternally): HTMLElement\n   fun deleteRow(index: Int): Unit\n}\n\n/**\n * Exposes the JavaScript

[HTMLTableRowElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableRowElement) to Kotlin\n */\npublic external abstract class HTMLTableRowElement : HTMLElement {\n open val rowIndex: Int\n open val sectionRowIndex: Int\n open val cells: HTMLCollection\n open var align: String\n open var ch: String\n open var chOff: String\n open var vAlign: String\n open var bgColor: String\n fun insertCell(index: Int = definedExternally): HTMLElement\n fun deleteCell(index: Int): Unit\n}\n\n/**\n * Exposes the JavaScript [HTMLTableCellElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCellElement) to Kotlin\n */\npublic external abstract class HTMLTableCellElement : HTMLElement {\n open var colSpan: Int\n open var rowSpan: Int\n open var headers: String\n open val cellIndex: Int\n open var scope: String\n open var abbr: String\n open var align: String\n open var axis: String\n open var height: String\n open var width: String\n open var ch: String\n open var chOff: String\n open var noWrap: Boolean\n open var vAlign: String\n open var bgColor: String\n}\n\n/**\n * Exposes the JavaScript [HTMLFormElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFormElement) to Kotlin\n */\npublic external abstract class HTMLFormElement : HTMLElement {\n open var acceptCharset: String\n open var action: String\n open var autocomplete: String\n open var enctype: String\n open var encoding: String\n open var method: String\n open var name: String\n open var noValidate: Boolean\n open var target: String\n open val elements: HTMLFormControlsCollection\n open val length: Int\n fun submit(): Unit\n fun reset(): Unit\n fun checkValidity(): Boolean\n fun reportValidity(): Boolean\n}\n@kotlin.internal.InlineOnly inline operator fun HTMLFormElement.get(index: Int): Element? = asDynamic()[index]\n@kotlin.internal.InlineOnly inline operator fun HTMLFormElement.get(name: String): UnionElementOrRadioNodeList? = asDynamic()[name]\n\n/**\n * Exposes the JavaScript [HTMLLabelElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLabelElement) to Kotlin\n */\npublic external abstract class HTMLLabelElement : HTMLElement {\n open val form: HTMLFormElement?\n open var htmlFor: String\n open val control: HTMLElement?\n}\n\n/**\n * Exposes the JavaScript [HTMLInputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLInputElement) to Kotlin\n */\npublic external abstract class HTMLInputElement : HTMLElement {\n open var accept: String\n open var alt: String\n open var autocomplete: String\n open var autofocus: Boolean\n open var defaultChecked: Boolean\n open var checked: Boolean\n open var dirName: String\n open var disabled: Boolean\n open val form: HTMLFormElement?\n open val files: FileList?\n open var formAction: String\n open var formEnctype: String\n open var formMethod: String\n open var formNoValidate: Boolean\n open var formTarget: String\n open var height: Int\n open var indeterminate: Boolean\n open var inputMode: String\n open val list: HTMLElement?\n open var max: String\n open var maxLength: Int\n open var min: String\n open var minLength: Int\n open var multiple: Boolean\n open var name: String\n open var pattern: String\n open var placeholder: String\n open var readOnly: Boolean\n open var required: Boolean\n open var size: Int\n open var src: String\n open var step: String\n open var type: String\n open var defaultValue: String\n open var value: String\n open var valueAsDate: dynamic\n open var valueAsNumber: Double\n open var width: Int\n open val willValidate: Boolean\n open val validity: ValidityState\n open val validationMessage: String\n open val labels: NodeList\n open var selectionStart: Int?\n open var selectionEnd: Int?\n open var selectionDirection: String?\n open var align: String\n open var useMap: String\n fun stepUp(n: Int = definedExternally): Unit\n fun stepDown(n: Int = definedExternally): Unit\n fun checkValidity(): Boolean\n fun reportValidity(): Boolean\n fun setCustomValidity(error: String): Unit\n fun select(): Unit\n fun setRangeText(replacement: String): Unit\n fun setRangeText(replacement: String, start: Int, end: Int, selectionMode: SelectionMode = definedExternally): Unit\n fun setSelectionRange(start: Int, end: Int, direction: String = definedExternally): Unit\n}\n\n/**\n * Exposes the JavaScript [HTMLButtonElement](https://developer.mozilla.org/en/docs/Web/API/HTMLButtonElement) to Kotlin\n */\npublic external abstract class HTMLButtonElement : HTMLElement {\n open var autofocus: Boolean\n open var disabled: Boolean\n open val form: HTMLFormElement?\n open var formAction: String\n open var formEnctype: String\n open var formMethod: String\n open var formNoValidate:

Boolean\n open var formTarget: String\n open var name: String\n open var type: String\n open var value: String\n open var menu: HTMLMenuElement?\n open val willValidate: Boolean\n open val validity: ValidityState\n open val validationMessage: String\n open val labels: NodeList\n fun checkValidity(): Boolean\n fun reportValidity(): Boolean\n fun setCustomValidity(error: String): Unit\n}\n\n/**\n * Exposes the JavaScript [HTMLSelectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSelectElement) to Kotlin\n */\npublic external abstract class HTMLSelectElement : HTMLElement, ItemArrayLike<Element> {\n open var autocomplete: String\n open var autofocus: Boolean\n open var disabled: Boolean\n open val form: HTMLFormElement?\n open var multiple: Boolean\n open var name: String\n open var required: Boolean\n open var size: Int\n open val type: String\n open val options: HTMLOptionsCollection\n override var length: Int\n open val selectedOptions: HTMLCollection\n open var selectedIndex: Int\n open var value: String\n open val willValidate: Boolean\n open val validity: ValidityState\n open val validationMessage: String\n open val labels: NodeList\n override fun item(index: Int): Element?\n fun namedItem(name: String): HTMLOptionElement?\n fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally): Unit\n fun remove(index: Int): Unit\n fun checkValidity(): Boolean\n fun reportValidity(): Boolean\n fun setCustomValidity(error: String): Unit\n}\n@kotlin.internal.InlineOnly inline operator fun HTMLSelectElement.get(index: Int): Element? = asDynamic()[index]\n@kotlin.internal.InlineOnly inline operator fun HTMLSelectElement.set(index: Int, option: HTMLOptionElement?): Unit { asDynamic()[index] = option; }\n\n/**\n * Exposes the JavaScript [HTMLDataListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDataListElement) to Kotlin\n */\npublic external abstract class HTMLDataListElement : HTMLElement {\n open val options: HTMLCollection\n}\n\n/**\n * Exposes the JavaScript [HTMLOptGroupElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOptGroupElement) to Kotlin\n */\npublic external abstract class HTMLOptGroupElement : HTMLElement, UnionHTMLOptGroupElementOrHTMLOptionElement {\n open var disabled: Boolean\n open var label: String\n}\n\n/**\n * Exposes the JavaScript [HTMLOptionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOptionElement) to Kotlin\n */\npublic external abstract class HTMLOptionElement : HTMLElement, UnionHTMLOptGroupElementOrHTMLOptionElement {\n open var disabled: Boolean\n open val form: HTMLFormElement?\n open var label: String\n open var defaultSelected: Boolean\n open var selected: Boolean\n open var value: String\n open var text: String\n open val index: Int\n}\n\n/**\n * Exposes the JavaScript [HTMLTextAreaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTextAreaElement) to Kotlin\n */\npublic external abstract class HTMLTextAreaElement : HTMLElement {\n open var autocomplete: String\n open var autofocus: Boolean\n open var cols: Int\n open var dirName: String\n open var disabled: Boolean\n open val form: HTMLFormElement?\n open var inputMode: String\n open var maxLength: Int\n open var minLength: Int\n open var name: String\n open var placeholder: String\n open var readOnly: Boolean\n open var required: Boolean\n open var rows: Int\n open var wrap: String\n open val type: String\n open var defaultValue: String\n open var value: String\n open val textLength: Int\n open val willValidate: Boolean\n open val validity: ValidityState\n open val validationMessage: String\n open val labels: NodeList\n open var selectionStart: Int?\n open var selectionEnd: Int?\n open var selectionDirection: String?\n fun checkValidity(): Boolean\n fun reportValidity(): Boolean\n fun setCustomValidity(error: String): Unit\n fun select(): Unit\n fun setRangeText(replacement: String): Unit\n fun setRangeText(replacement: String, start: Int, end: Int, selectionMode: SelectionMode = definedExternally): Unit\n fun setSelectionRange(start: Int, end: Int, direction: String = definedExternally): Unit\n}\n\n/**\n * Exposes the JavaScript [HTMLKeygenElement](https://developer.mozilla.org/en/docs/Web/API/HTMLKeygenElement) to Kotlin\n */\npublic external abstract class HTMLKeygenElement : HTMLElement {\n open var autofocus: Boolean\n open var challenge: String\n open var disabled: Boolean\n open val form: HTMLFormElement?\n open var keytype: String\n open var name: String\n open val type: String\n open val willValidate: Boolean\n open val

validity: ValidityState\n   open val validationMessage: String\n   open val labels: NodeList\n   fun checkValidity(): Boolean\n   fun reportValidity():
Boolean\n   fun setCustomValidity(error: String): Unit\n}\n\n/**\n * Exposes the JavaScript [HTMLOutputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOutputElement) to Kotlin\n */\npublic external abstract class HTMLOutputElement : HTMLElement {\n   open val htmlFor: DOMTokenList\n   open val form: HTMLFormElement?\n   open var name: String\n   open val type: String\n   open var defaultValue: String\n   open var value: String\n   open val willValidate: Boolean\n   open val validity: ValidityState\n   open val validationMessage: String\n   open val labels: NodeList\n   fun checkValidity(): Boolean\n   fun reportValidity(): Boolean\n   fun setCustomValidity(error: String): Unit\n}\n\n/**\n * Exposes the JavaScript [HTMLProgressElement](https://developer.mozilla.org/en/docs/Web/API/HTMLProgressElement) to Kotlin\n */\npublic external abstract class HTMLProgressElement : HTMLElement {\n   open var value: Double\n   open var max: Double\n   open val
position: Double\n   open val labels: NodeList\n}\n\n/**\n * Exposes the JavaScript [HTMLMeterElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMeterElement) to Kotlin\n */\npublic external abstract class HTMLMeterElement : HTMLElement {\n   open var value: Double\n   open var min: Double\n   open var max: Double\n   open var low: Double\n   open var high: Double\n   open var optimum: Double\n   open val labels: NodeList\n}\n\n/**\n * Exposes the JavaScript [HTMLFieldSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFieldSetElement) to Kotlin\n */\npublic external abstract class HTMLFieldSetElement : HTMLElement {\n   open var disabled: Boolean\n   open val form: HTMLFormElement?\n   open var name: String\n   open val type: String\n   open val elements: HTMLCollection\n   open val willValidate: Boolean\n   open val validity: ValidityState\n   open val validationMessage: String\n   fun checkValidity(): Boolean\n   fun reportValidity(): Boolean\n
fun setCustomValidity(error: String): Unit\n}\n\n/**\n * Exposes the JavaScript [HTMLLegendElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLegendElement) to Kotlin\n */\npublic external abstract class HTMLLegendElement : HTMLElement {\n   open val form: HTMLFormElement?\n   open var align: String\n}\n\n/**\n * Exposes the JavaScript [ValidityState](https://developer.mozilla.org/en/docs/Web/API/ValidityState) to Kotlin\n */\npublic external abstract class ValidityState {\n   open val valueMissing: Boolean\n   open val typeMismatch: Boolean\n   open val patternMismatch: Boolean\n   open val tooLong: Boolean\n   open val tooShort: Boolean\n   open val rangeUnderflow: Boolean\n   open val rangeOverflow: Boolean\n   open val stepMismatch: Boolean\n   open val badInput: Boolean\n   open val customError: Boolean\n   open val valid: Boolean\n}\n\n/**\n * Exposes the JavaScript [HTMLDetailsElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDetailsElement) to Kotlin\n
/\npublic external abstract class HTMLDetailsElement : HTMLElement {\n   open var open: Boolean\n}\n\npublic external abstract class HTMLMenuElement : HTMLElement {\n   open var type: String\n   open var label: String\n   open var compact: Boolean\n}\n\npublic external abstract class HTMLMenuItemElement : HTMLElement {\n   open var type: String\n   open var label: String\n   open var icon: String\n   open var disabled: Boolean\n   open var checked: Boolean\n   open var radiogroup: String\n   open var default: Boolean\n}\n\npublic external open class RelatedEvent(type: String, eventInitDict: RelatedEventInit = definedExternally) : Event {\n   open val relatedTarget: EventTarget?\n}\n\npublic external interface RelatedEventInit : EventInit {\n   var relatedTarget: EventTarget? / = null */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun RelatedEventInit(relatedTarget: EventTarget? = null,
bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): RelatedEventInit {\n   val o = js(\"({})\")\n\n   o[\"relatedTarget\"] = relatedTarget\n   o[\"bubbles\"] = bubbles\n   o[\"cancelable\"] = cancelable\n   o[\"composed\"] = composed\n\n   return o\n}\n\n/**\n * Exposes the JavaScript [HTMLDialogElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDialogElement) to Kotlin\n */\npublic external abstract class HTMLDialogElement : HTMLElement {\n   open var open: Boolean\n   open var

returnValue: String\n   fun show(anchor: UnionElementOrMouseEvent = definedExternally): Unit\n   fun showModal(anchor: UnionElementOrMouseEvent = definedExternally): Unit\n   fun close(returnValue: String = definedExternally): Unit\n}\n\n/**\n * Exposes the JavaScript [HTMLScriptElement](https://developer.mozilla.org/en/docs/Web/API/HTMLScriptElement) to Kotlin\n */\npublic external abstract class HTMLScriptElement : HTMLElement, HTMLOrSVGScriptElement {\n   open var src: String\n   open var type: String\n   open var charset: String\n   open var async: Boolean\n   open var defer: Boolean\n   open var crossOrigin: String?\n   open var text: String\n   open var nonce: String\n   open var event: String\n   open var htmlFor: String\n}\n\n/**\n * Exposes the JavaScript [HTMLTemplateElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTemplateElement) to Kotlin\n */\npublic external abstract class HTMLTemplateElement : HTMLElement {\n   open val content: DocumentFragment\n}\n\n/**\n * Exposes the JavaScript [HTMLSlotElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSlotElement) to Kotlin\n */\npublic external abstract class HTMLSlotElement : HTMLElement {\n   open var name: String\n   fun assignedNodes(options: AssignedNodesOptions = definedExternally): Array<Node>\n}\n\npublic external interface AssignedNodesOptions {\n   var flatten: Boolean? /* = false */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun AssignedNodesOptions(flatten: Boolean? = false): AssignedNodesOptions {\n   val o = js(\"({})\")\n\n   o[\"flatten\"] = flatten\n\n   return o\n}\n\n/**\n * Exposes the JavaScript [HTMLCanvasElement](https://developer.mozilla.org/en/docs/Web/API/HTMLCanvasElement) to Kotlin\n */\npublic external abstract class HTMLCanvasElement : HTMLElement, TexImageSource {\n   open var width: Int\n   open var height: Int\n   fun getContext(contextId: String, vararg arguments: Any?): RenderingContext?\n   fun toDataURL(type: String = definedExternally, quality: Any? = definedExternally): String\n   fun toBlob(_callback: (Blob?) -> Unit, type: String = definedExternally, quality: Any? = definedExternally): Unit\n}\n\npublic external interface CanvasRenderingContext2DSettings {\n   var alpha: Boolean? /* = true */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun CanvasRenderingContext2DSettings(alpha: Boolean? = true): CanvasRenderingContext2DSettings {\n   val o = js(\"({})\")\n\n   o[\"alpha\"] = alpha\n\n   return o\n}\n\n/**\n * Exposes the JavaScript [CanvasRenderingContext2D](https://developer.mozilla.org/en/docs/Web/API/CanvasRenderingContext2D) to Kotlin\n */\npublic external abstract class CanvasRenderingContext2D : CanvasState, CanvasTransform, CanvasCompositing, CanvasImageSmoothing, CanvasFillStrokeStyles, CanvasShadowStyles, CanvasFilters, CanvasRect, CanvasDrawPath, CanvasUserInterface, CanvasText, CanvasDrawImage, CanvasHitRegion, CanvasImageData, CanvasPathDrawingStyles, CanvasTextDrawingStyles, CanvasPath, RenderingContext {\n   open val canvas: HTMLCanvasElement\n}\n\npublic external interface CanvasState {\n   fun save(): Unit\n   fun restore(): Unit\n}\n\npublic external interface CanvasTransform {\n   fun scale(x: Double, y: Double): Unit\n   fun rotate(angle: Double): Unit\n   fun translate(x: Double,
    y: Double): Unit\n   fun transform(a: Double, b: Double, c: Double, d: Double, e: Double, f: Double): Unit\n   fun getTransform(): DOMMatrix\n   fun setTransform(a: Double, b: Double, c: Double, d: Double, e: Double, f: Double): Unit\n   fun setTransform(transform: dynamic = definedExternally): Unit\n   fun resetTransform(): Unit\n}\n\npublic external interface CanvasCompositing {\n   var globalAlpha: Double\n   var globalCompositeOperation: String\n}\n\npublic external interface CanvasImageSmoothing {\n   var imageSmoothingEnabled: Boolean\n   var imageSmoothingQuality: ImageSmoothingQuality\n}\n\npublic external interface CanvasFillStrokeStyles {\n   var strokeStyle: dynamic\n   var fillStyle: dynamic\n   fun createLinearGradient(x0: Double, y0: Double, x1: Double, y1: Double): CanvasGradient\n   fun createRadialGradient(x0: Double, y0: Double, r0: Double, x1: Double, y1: Double, r1: Double): CanvasGradient\n   fun createPattern(image: dynamic, repetition: String):
    CanvasPattern?\n}\n\npublic external interface CanvasShadowStyles {\n   var shadowOffsetX: Double\n   var shadowOffsetY: Double\n   var shadowBlur: Double\n   var shadowColor: String\n}\n\npublic external interface CanvasFilters {\n   var filter: String\n}\n\npublic external interface CanvasRect {\n   fun clearRect(x: Double, y:

Double, w: Double, h: Double): Unit\n fun fillRect(x: Double, y: Double, w: Double, h: Double): Unit\n fun strokeRect(x: Double, y: Double, w: Double, h: Double): Unit\n}\n\npublic external interface CanvasDrawPath {\n fun beginPath(): Unit\n fun fill(fillRule: CanvasFillRule = definedExternally): Unit\n fun fill(path: Path2D, fillRule: CanvasFillRule = definedExternally): Unit\n fun stroke(): Unit\n fun stroke(path: Path2D): Unit\n fun clip(fillRule: CanvasFillRule = definedExternally): Unit\n fun clip(path: Path2D, fillRule: CanvasFillRule = definedExternally): Unit\n fun resetClip(): Unit\n fun isPointInPath(x: Double,
y: Double, fillRule: CanvasFillRule = definedExternally): Boolean\n fun isPointInPath(path: Path2D, x: Double, y: Double, fillRule: CanvasFillRule = definedExternally): Boolean\n fun isPointInStroke(x: Double, y: Double): Boolean\n fun isPointInStroke(path: Path2D, x: Double, y: Double): Boolean\n}\n\npublic external interface CanvasUserInterface {\n fun drawFocusIfNeeded(element: Element): Unit\n fun drawFocusIfNeeded(path: Path2D, element: Element): Unit\n fun scrollPathIntoView(): Unit\n fun scrollPathIntoView(path: Path2D): Unit\n}\n\npublic external interface CanvasText {\n fun fillText(text: String, x: Double, y: Double, maxWidth: Double = definedExternally): Unit\n fun strokeText(text: String, x: Double, y: Double, maxWidth: Double = definedExternally): Unit\n fun measureText(text: String): TextMetrics\n}\n\npublic external interface CanvasDrawImage {\n fun drawImage(image: dynamic, dx: Double, dy: Double): Unit\n fun drawImage(image: dynamic,
dx: Double, dy: Double, dw: Double, dh: Double): Unit\n fun drawImage(image: dynamic, sx: Double, sy: Double, sw: Double, sh: Double, dx: Double, dy: Double, dw: Double, dh: Double): Unit\n}\n\npublic external interface CanvasHitRegion {\n fun addHitRegion(options: HitRegionOptions = definedExternally): Unit\n fun removeHitRegion(id: String): Unit\n fun clearHitRegions(): Unit\n}\n\npublic external interface CanvasImageData {\n fun createImageData(sw: Double, sh: Double): ImageData\n fun createImageData(imagedata: ImageData): ImageData\n fun getImageData(sx: Double, sy: Double, sw: Double, sh: Double): ImageData\n fun putImageData(imagedata: ImageData, dx: Double, dy: Double): Unit\n fun putImageData(imagedata: ImageData, dx: Double, dy: Double, dirtyX: Double, dirtyY: Double, dirtyWidth: Double, dirtyHeight: Double): Unit\n}\n\npublic external interface CanvasPathDrawingStyles {\n var lineWidth: Double\n var lineCap: CanvasLineCap\n var lineJoin:
CanvasLineJoin\n var miterLimit: Double\n var lineDashOffset: Double\n fun setLineDash(segments: Array<Double>): Unit\n fun getLineDash(): Array<Double>\n}\n\npublic external interface CanvasTextDrawingStyles {\n var font: String\n var textAlign: CanvasTextAlign\n var textBaseline: CanvasTextBaseline\n var direction: CanvasDirection\n}\n\npublic external interface CanvasPath {\n fun closePath(): Unit\n fun moveTo(x: Double, y: Double): Unit\n fun lineTo(x: Double, y: Double): Unit\n fun quadraticCurveTo(cpx: Double, cpy: Double, x: Double, y: Double): Unit\n fun bezierCurveTo(cp1x: Double, cp1y: Double, cp2x: Double, cp2y: Double, x: Double, y: Double): Unit\n fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radius: Double): Unit\n fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radiusX: Double, radiusY: Double, rotation: Double): Unit\n fun rect(x: Double, y: Double, w: Double, h: Double): Unit\n fun arc(x: Double,
y: Double, radius: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean = definedExternally): Unit\n fun ellipse(x: Double, y: Double, radiusX: Double, radiusY: Double, rotation: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean = definedExternally): Unit\n}\n\n/**\n * Exposes the JavaScript [CanvasGradient](https://developer.mozilla.org/en/docs/Web/API/CanvasGradient) to Kotlin\n */\npublic external abstract class CanvasGradient {\n fun addColorStop(offset: Double, color: String): Unit\n}\n\n/**\n * Exposes the JavaScript [CanvasPattern](https://developer.mozilla.org/en/docs/Web/API/CanvasPattern) to Kotlin\n */\npublic external abstract class CanvasPattern {\n fun setTransform(transform: dynamic = definedExternally): Unit\n}\n\n/**\n * Exposes the JavaScript [TextMetrics](https://developer.mozilla.org/en/docs/Web/API/TextMetrics) to Kotlin\n */\npublic external abstract class TextMetrics {\n open val width: Double\n open val actualBoundingBoxLeft:
Double\n open val actualBoundingBoxRight: Double\n open val fontBoundingBoxAscent: Double\n open val fontBoundingBoxDescent: Double\n open val actualBoundingBoxAscent: Double\n open val

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actualBoundingBoxDescent: Double\n    open val emHeightAscent: Double\n    open val emHeightDescent:
Double\n    open val hangingBaseline: Double\n    open val alphabeticBaseline: Double\n    open val
ideographicBaseline: Double\n}\n\npublic external interface HitRegionOptions {\n    var path: Path2D? /* = null
*/\n        get() = definedExternally\n        set(value) = definedExternally\n    var fillRule: CanvasFillRule? /* =
CanvasFillRule.NONZERO */\n        get() = definedExternally\n        set(value) = definedExternally\n    var id:
String? /* = \"\" */\n        get() = definedExternally\n        set(value) = definedExternally\n    var parentID: String? /*
= null */\n        get() = definedExternally\n        set(value) = definedExternally\n    var cursor: String? /* =
 \"inherit\" */\n        get() = definedExternally\n        set(value) = definedExternally\n    var control: Element? /* =
null */\n        get() = definedExternally\n        set(value) = definedExternally\n    var label: String? /* = null */\n
get() = definedExternally\n        set(value) = definedExternally\n    var role: String? /* = null */\n        get() =
definedExternally\n        set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun
HitRegionOptions(path: Path2D? = null, fillRule: CanvasFillRule? = CanvasFillRule.NONZERO, id: String? = \"\",
parentID: String? = null, cursor: String? = \"inherit\", control: Element? = null, label: String? = null, role: String? =
null): HitRegionOptions {\n    val o = js(\"({})\")\n\n    o[\"path\"] = path\n    o[\"fillRule\"] = fillRule\n    o[\"id\"] =
id\n    o[\"parentID\"] = parentID\n    o[\"cursor\"] = cursor\n    o[\"control\"] = control\n    o[\"label\"] = label\n
o[\"role\"] = role\n\n    return o\n}\n\n/**\n
 * Exposes the JavaScript [ImageData](https://developer.mozilla.org/en/docs/Web/API/ImageData) to Kotlin\n
*/\npublic external open class ImageData : TexImageSource {\n    constructor(sw: Int, sh: Int)\n    constructor(data:
Uint8ClampedArray, sw: Int, sh: Int = definedExternally)\n    open val width: Int\n    open val height: Int\n    open
val data: Uint8ClampedArray\n}\n\n/**\n * Exposes the JavaScript
[Path2D](https://developer.mozilla.org/en/docs/Web/API/Path2D) to Kotlin\n */\npublic external open class
Path2D() : CanvasPath {\n    constructor(path: Path2D)\n    constructor(paths: Array<Path2D>, fillRule:
CanvasFillRule = definedExternally)\n    constructor(d: String)\n    fun addPath(path: Path2D, transform: dynamic =
definedExternally): Unit\n    override fun closePath(): Unit\n    override fun moveTo(x: Double, y: Double): Unit\n
override fun lineTo(x: Double, y: Double): Unit\n    override fun quadraticCurveTo(cpx: Double, cpy: Double, x:
Double, y: Double): Unit\n
    override fun bezierCurveTo(cp1x: Double, cp1y: Double, cp2x: Double, cp2y: Double, x: Double, y: Double):
Unit\n    override fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radius: Double): Unit\n    override fun
arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radiusX: Double, radiusY: Double, rotation: Double):
Unit\n    override fun rect(x: Double, y: Double, w: Double, h: Double): Unit\n    override fun arc(x: Double, y:
Double, radius: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean /* = definedExternally */):
Unit\n    override fun ellipse(x: Double, y: Double, radiusX: Double, radiusY: Double, rotation: Double, startAngle:
Double, endAngle: Double, anticlockwise: Boolean /* = definedExternally */): Unit\n}\n\n/**\n * Exposes the
JavaScript [Touch](https://developer.mozilla.org/en/docs/Web/API/Touch) to Kotlin\n */\npublic external abstract
class Touch {\n    open val region: String?\n}\n\n/**\n * Exposes the JavaScript
[ImageBitmapRenderingContext](https://developer.mozilla.org/en/docs/Web/API/ImageBitmapRenderingContext)
 to Kotlin\n */\npublic external abstract class ImageBitmapRenderingContext {\n    open val canvas:
HTMLCanvasElement\n    fun transferFromImageBitmap(bitmap: ImageBitmap?): Unit\n}\n\npublic external
interface ImageBitmapRenderingContextSettings {\n    var alpha: Boolean? /* = true */\n        get() =
definedExternally\n        set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun
ImageBitmapRenderingContextSettings(alpha: Boolean? = true): ImageBitmapRenderingContextSettings {\n    val o
= js(\"({})\")\n\n    o[\"alpha\"] = alpha\n\n    return o\n}\n\n/**\n * Exposes the JavaScript
[CustomElementRegistry](https://developer.mozilla.org/en/docs/Web/API/CustomElementRegistry) to Kotlin\n
*/\npublic external abstract class CustomElementRegistry {\n    fun define(name: String, constructor: () -> dynamic,
options: ElementDefinitionOptions = definedExternally): Unit\n    fun
 get(name: String): Any?\n    fun whenDefined(name: String): Promise<Unit>\n}\n\npublic external interface
ElementDefinitionOptions {\n    var extends: String?\n        get() = definedExternally\n        set(value) =
definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun ElementDefinitionOptions(extends: String?
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= null): ElementDefinitionOptions {\n   val o = js(\"({})\")\n\n   o[\"extends\"] = extends\n\n   return o\n}\n\npublic external interface ElementContentEditable {\n   var contentEditable: String\n   val isContentEditable: Boolean\n}\n\n/**\n * Exposes the JavaScript [DataTransfer](https://developer.mozilla.org/en/docs/Web/API/DataTransfer) to Kotlin\n */\npublic external abstract class DataTransfer {\n   open var dropEffect: String\n   open var effectAllowed: String\n   open val items: DataTransferItemList\n   open val types: Array<out String>\n   open val files: FileList\n   fun setDragImage(image: Element, x: Int, y: Int): Unit\n   fun getData(format: String): String\n   fun setData(format: String, data: String): Unit\n   fun clearData(format: String = definedExternally): Unit\n}\n\n/**\n * Exposes the JavaScript [DataTransferItemList](https://developer.mozilla.org/en/docs/Web/API/DataTransferItemList) to Kotlin\n */\npublic external abstract class DataTransferItemList {\n   open val length: Int\n   fun add(data: String, type: String): DataTransferItem?\n   fun add(data: File): DataTransferItem?\n   fun remove(index: Int): Unit\n   fun clear(): Unit\n}\n@kotlin.internal.InlineOnly inline operator fun DataTransferItemList.get(index: Int): DataTransferItem? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript [DataTransferItem](https://developer.mozilla.org/en/docs/Web/API/DataTransferItem) to Kotlin\n */\npublic external abstract class DataTransferItem {\n   open val kind: String\n   open val type: String\n   fun getAsString(_callback: ((String) -> Unit)?): Unit\n   fun getAsFile(): File?\n}\n\n/**\n * Exposes the JavaScript [DragEvent](https://developer.mozilla.org/en/docs/Web/API/DragEvent) to Kotlin\n */\npublic external open class DragEvent(type: String, eventInitDict: DragEventInit = definedExternally) : MouseEvent {\n   open val dataTransfer: DataTransfer?\n}\n\npublic external interface DragEventInit : MouseEventInit {\n   var dataTransfer: DataTransfer? /* = null */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun DragEventInit(dataTransfer: DataTransfer? = null, screenX: Int? = 0, screenY: Int? = 0, clientX: Int? = 0, clientY: Int? = 0, button: Short? = 0, buttons: Short? = 0, relatedTarget: EventTarget? = null, ctrlKey: Boolean? = false, shiftKey: Boolean? = false, altKey: Boolean? = false, metaKey: Boolean? = false, modifierAltGraph: Boolean? = false, modifierCapsLock: Boolean? = false, modifierFn: Boolean? = false, modifierFnLock: Boolean? = false, modifierHyper: Boolean? = false, modifierNumLock: Boolean? = false, modifierScrollLock: Boolean? = false, modifierSuper: Boolean? = false, modifierSymbol: Boolean? = false, modifierSymbolLock: Boolean? = false, view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): DragEventInit {\n   val o = js(\"({})\")\n\n   o[\"dataTransfer\"] = dataTransfer\n   o[\"screenX\"] = screenX\n   o[\"screenY\"] = screenY\n   o[\"clientX\"] = clientX\n   o[\"clientY\"] = clientY\n   o[\"button\"] = button\n   o[\"buttons\"] = buttons\n   o[\"relatedTarget\"] = relatedTarget\n   o[\"ctrlKey\"] = ctrlKey\n   o[\"shiftKey\"] = shiftKey\n   o[\"altKey\"] = altKey\n   o[\"metaKey\"] = metaKey\n   o[\"modifierAltGraph\"] = modifierAltGraph\n   o[\"modifierCapsLock\"] = modifierCapsLock\n   o[\"modifierFn\"] = modifierFn\n   o[\"modifierFnLock\"] = modifierFnLock\n   o[\"modifierHyper\"] = modifierHyper\n   o[\"modifierNumLock\"] = modifierNumLock\n   o[\"modifierScrollLock\"] = modifierScrollLock\n   o[\"modifierSuper\"] = modifierSuper\n   o[\"modifierSymbol\"] = modifierSymbol\n   o[\"modifierSymbolLock\"] = modifierSymbolLock\n   o[\"view\"] = view\n   o[\"detail\"] = detail\n   o[\"bubbles\"] = bubbles\n   o[\"cancelable\"] = cancelable\n   o[\"composed\"] = composed\n\n   return o\n}\n\npublic external abstract class BarProp {\n   open val visible: Boolean\n}\n\n/**\n * Exposes the JavaScript [History](https://developer.mozilla.org/en/docs/Web/API/History) to Kotlin\n */\npublic external abstract class History {\n   open val length: Int\n   open var scrollRestoration: ScrollRestoration\n   open val state: Any?\n   fun go(delta: Int = definedExternally): Unit\n   fun back(): Unit\n   fun forward(): Unit\n   fun pushState(data: Any?, title: String, url: String? = definedExternally): Unit\n   fun replaceState(data: Any?, title: String, url: String? = definedExternally): Unit\n}\n\n/**\n * Exposes the JavaScript [Location](https://developer.mozilla.org/en/docs/Web/API/Location)

to Kotlin\n */\npublic external abstract class Location {\n open var href: String\n open val origin: String\n open var protocol: String\n open var host: String\n open var hostname: String\n open var port: String\n open var pathname: String\n open var search: String\n open var hash: String\n open val ancestorOrigins: Array<out String>\n fun assign(url: String): Unit\n fun replace(url: String): Unit\n fun reload(): Unit\n}\n\n/**\n * Exposes the JavaScript [PopStateEvent](https://developer.mozilla.org/en/docs/Web/API/PopStateEvent) to Kotlin\n */\npublic external open class PopStateEvent(type: String, eventInitDict: PopStateEventInit = definedExternally) : Event {\n open val state: Any?\n}\n\npublic external interface PopStateEventInit : EventInit {\n var state: Any? /* = null */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun PopStateEventInit(state: Any? = null, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): PopStateEventInit {\n val o = js(\"({})\")\n\n o[\"state\"] = state\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n\n return o\n}\n\n/**\n * Exposes the JavaScript [HashChangeEvent](https://developer.mozilla.org/en/docs/Web/API/HashChangeEvent) to Kotlin\n */\npublic external open class HashChangeEvent(type: String, eventInitDict: HashChangeEventInit = definedExternally) : Event {\n open val oldURL: String\n open val newURL: String\n}\n\npublic external interface HashChangeEventInit : EventInit {\n var oldURL: String? /* = \"\" */\n get() = definedExternally\n set(value) = definedExternally\n var newURL: String? /* = \"\" */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun HashChangeEventInit(oldURL: String? = \"\", newURL: String? = \"\", bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): HashChangeEventInit {\n val o = js(\"({})\")\n\n o[\"oldURL\"] = oldURL\n o[\"newURL\"] = newURL\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n\n return o\n}\n\n/**\n * Exposes the JavaScript [PageTransitionEvent](https://developer.mozilla.org/en/docs/Web/API/PageTransitionEvent) to Kotlin\n */\npublic external open class PageTransitionEvent(type: String, eventInitDict: PageTransitionEventInit = definedExternally) : Event {\n open val persisted: Boolean\n}\n\npublic external interface PageTransitionEventInit : EventInit {\n var persisted: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun PageTransitionEventInit(persisted: Boolean? = false, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): PageTransitionEventInit {\n val o = js(\"({})\")\n\n o[\"persisted\"] = persisted\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n\n return o\n}\n\n/**\n * Exposes the JavaScript [BeforeUnloadEvent](https://developer.mozilla.org/en/docs/Web/API/BeforeUnloadEvent) to Kotlin\n */\npublic external open class BeforeUnloadEvent : Event {\n var returnValue: String\n}\n\npublic external abstract class ApplicationCache : EventTarget {\n open val status: Short\n open var onchecking: ((Event) -> dynamic)?\n open var onerror: ((Event) -> dynamic)?\n open var onnoupdate: ((Event) -> dynamic)?\n open var ondownloading: ((Event) -> dynamic)?\n open var onprogress: ((Event) -> dynamic)?\n open var onupdateready: ((Event) -> dynamic)?\n open var oncached: ((Event) -> dynamic)?\n open var onobsolete: ((Event) -> dynamic)?\n fun update(): Unit\n fun abort(): Unit\n fun swapCache(): Unit\n\n companion object {\n val UNCACHED: Short\n val IDLE: Short\n val CHECKING: Short\n val DOWNLOADING: Short\n val UPDATEREADY: Short\n val OBSOLETE: Short\n }\n}\n\n/**\n * Exposes the JavaScript [NavigatorOnLine](https://developer.mozilla.org/en/docs/Web/API/NavigatorOnLine) to Kotlin\n */\npublic external interface NavigatorOnLine {\n val onLine: Boolean\n}\n\n/**\n * Exposes the JavaScript [ErrorEvent](https://developer.mozilla.org/en/docs/Web/API/ErrorEvent) to Kotlin\n */\npublic external open class ErrorEvent(type: String, eventInitDict: ErrorEventInit = definedExternally) : Event {\n open val message: String\n open val filename: String\n open val lineno: Int\n open val colno: Int\n open val error: Any?\n}\n\npublic external interface ErrorEventInit : EventInit {\n var message: String? /* = \"\" */\n get() = definedExternally\n set(value) = definedExternally\n var filename: String?

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 /* = \"\" */\n        get() = definedExternally\n        set(value) = definedExternally\n    var lineno: Int? /* = 0 */\n
get() = definedExternally\n        set(value) = definedExternally\n    var colno: Int? /* = 0 */\n        get() =
definedExternally\n        set(value) = definedExternally\n    var error: Any? /* = null */\n        get() =
definedExternally\n        set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun
ErrorEventInit(message: String? = \"\", filename: String? = \"\", lineno: Int? = 0, colno: Int? = 0, error: Any? = null,
bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): ErrorEventInit {\n    val o =
js(\"({})\")\n\n    o[\"message\"] = message\n    o[\"filename\"] = filename\n    o[\"lineno\"] = lineno\n    o[\"colno\"]
= colno\n    o[\"error\"] = error\n    o[\"bubbles\"] = bubbles\n    o[\"cancelable\"] = cancelable\n    o[\"composed\"]
= composed\n\n    return o\n}\n\n/**\n * Exposes the
 JavaScript [PromiseRejectionEvent](https://developer.mozilla.org/en/docs/Web/API/PromiseRejectionEvent) to
Kotlin\n */\npublic external open class PromiseRejectionEvent(type: String, eventInitDict:
PromiseRejectionEventInit) : Event {\n    open val promise: Promise<Any?>\n    open val reason:
Any?\n}\n\npublic external interface PromiseRejectionEventInit : EventInit {\n    var promise: Promise<Any?>?\n
  get() = definedExternally\n        set(value) = definedExternally\n    var reason: Any?\n        get() =
definedExternally\n        set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun
PromiseRejectionEventInit(promise: Promise<Any?>?, reason: Any? = null, bubbles: Boolean? = false, cancelable:
Boolean? = false, composed: Boolean? = false): PromiseRejectionEventInit {\n    val o = js(\"({})\")\n\n
o[\"promise\"] = promise\n    o[\"reason\"] = reason\n    o[\"bubbles\"] = bubbles\n    o[\"cancelable\"] =
cancelable\n    o[\"composed\"] = composed\n\n
    return o\n}\n\n/**\n * Exposes the JavaScript
[GlobalEventHandlers](https://developer.mozilla.org/en/docs/Web/API/GlobalEventHandlers) to Kotlin\n
*/\npublic external interface GlobalEventHandlers {\n    var onabort: ((Event) -> dynamic)?\n    var onblur: ((Event)
-> dynamic)?\n    var oncancel: ((Event) -> dynamic)?\n    var oncanplay: ((Event) -> dynamic)?\n    var
oncanplaythrough: ((Event) -> dynamic)?\n    var onchange: ((Event) -> dynamic)?\n    var onclick: ((Event) ->
dynamic)?\n    var onclose: ((Event) -> dynamic)?\n    var oncontextmenu: ((Event) -> dynamic)?\n    var
oncuechange: ((Event) -> dynamic)?\n    var ondblclick: ((Event) -> dynamic)?\n    var ondrag: ((Event) ->
dynamic)?\n    var ondragend: ((Event) -> dynamic)?\n    var ondragenter: ((Event) -> dynamic)?\n    var ondragexit:
((Event) -> dynamic)?\n    var ondragleave: ((Event) -> dynamic)?\n    var ondragover: ((Event) -> dynamic)?\n
var ondragstart: ((Event) -> dynamic)?\n    var ondrop: ((Event) -> dynamic)?\n
    var ondurationchange: ((Event) -> dynamic)?\n    var onemptied: ((Event) -> dynamic)?\n    var onended: ((Event)
-> dynamic)?\n    var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?\n    var onfocus: ((Event) ->
dynamic)?\n    var oninput: ((Event) -> dynamic)?\n    var oninvalid: ((Event) -> dynamic)?\n    var onkeydown:
((Event) -> dynamic)?\n    var onkeypress: ((Event) -> dynamic)?\n    var onkeyup: ((Event) -> dynamic)?\n    var
onload: ((Event) -> dynamic)?\n    var onloadeddata: ((Event) -> dynamic)?\n    var onloadedmetadata: ((Event) ->
dynamic)?\n    var onloadend: ((Event) -> dynamic)?\n    var onloadstart: ((Event) -> dynamic)?\n    var
onmousedown: ((Event) -> dynamic)?\n    var onmouseenter: ((Event) -> dynamic)?\n    var onmouseleave: ((Event)
-> dynamic)?\n    var onmousemove: ((Event) -> dynamic)?\n    var onmouseout: ((Event) -> dynamic)?\n    var
onmouseover: ((Event) -> dynamic)?\n    var onmouseup: ((Event) -> dynamic)?\n    var onwheel: ((Event)
 -> dynamic)?\n    var onpause: ((Event) -> dynamic)?\n    var onplay: ((Event) -> dynamic)?\n    var onplaying:
((Event) -> dynamic)?\n    var onprogress: ((Event) -> dynamic)?\n    var onratechange: ((Event) -> dynamic)?\n
var onreset: ((Event) -> dynamic)?\n    var onresize: ((Event) -> dynamic)?\n    var onscroll: ((Event) -> dynamic)?\n
  var onseeked: ((Event) -> dynamic)?\n    var onseeking: ((Event) -> dynamic)?\n    var onselect: ((Event) ->
dynamic)?\n    var onshow: ((Event) -> dynamic)?\n    var onstalled: ((Event) -> dynamic)?\n    var onsubmit:
((Event) -> dynamic)?\n    var onsuspend: ((Event) -> dynamic)?\n    var ontimeupdate: ((Event) -> dynamic)?\n
var ontoggle: ((Event) -> dynamic)?\n    var onvolumechange: ((Event) -> dynamic)?\n    var onwaiting: ((Event) ->
dynamic)?\n}\n\n/**\n * Exposes the JavaScript
[WindowEventHandlers](https://developer.mozilla.org/en/docs/Web/API/WindowEventHandlers) to Kotlin\n
*/\npublic external interface WindowEventHandlers
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{\n   var onafterprint: ((Event) -> dynamic)?\n   var onbeforeprint: ((Event) -> dynamic)?\n   var onbeforeunload: ((Event) -> String?)?\n   var onhashchange: ((Event) -> dynamic)?\n   var onlanguagechange: ((Event) -> dynamic)?\n   var onmessage: ((Event) -> dynamic)?\n   var onoffline: ((Event) -> dynamic)?\n   var ononline: ((Event) -> dynamic)?\n   var onpagehide: ((Event) -> dynamic)?\n   var onpageshow: ((Event) -> dynamic)?\n   var onpopstate: ((Event) -> dynamic)?\n   var onrejectionhandled: ((Event) -> dynamic)?\n   var onstorage: ((Event) -> dynamic)?\n   var onunhandledrejection: ((Event) -> dynamic)?\n   var onunload: ((Event) -> dynamic)?\n}\n\npublic external interface DocumentAndElementEventHandlers {\n   var oncopy: ((Event) -> dynamic)?\n   var oncut: ((Event) -> dynamic)?\n   var onpaste: ((Event) -> dynamic)?\n}\n\n/**\n * Exposes the JavaScript
[WindowOrWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WindowOrWorkerGlobalScope) to Kotlin\n
 */\npublic external interface WindowOrWorkerGlobalScope {\n   val caches: CacheStorage\n   val origin: String\n   fun fetch(input: dynamic, init: RequestInit = definedExternally): Promise<Response>\n   fun btoa(data: String): String\n   fun atob(data: String): String\n   fun setTimeout(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int\n   fun clearTimeout(handle: Int = definedExternally): Unit\n   fun setInterval(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int\n   fun clearInterval(handle: Int = definedExternally): Unit\n   fun createImageBitmap(image: dynamic, options: ImageBitmapOptions = definedExternally): Promise<ImageBitmap>\n   fun createImageBitmap(image: dynamic, sx: Int, sy: Int, sw: Int, sh: Int, options: ImageBitmapOptions = definedExternally): Promise<ImageBitmap>\n}\n\n/**\n * Exposes the JavaScript
[Navigator](https://developer.mozilla.org/en/docs/Web/API/Navigator) to Kotlin\n */\npublic
 external abstract class Navigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorContentUtils, NavigatorCookies, NavigatorPlugins, NavigatorConcurrentHardware {\n   open val serviceWorker: ServiceWorkerContainer\n   fun vibrate(pattern: dynamic): Boolean\n}\n\n/**\n * Exposes the JavaScript
[NavigatorID](https://developer.mozilla.org/en/docs/Web/API/NavigatorID) to Kotlin\n */\npublic external interface NavigatorID {\n   val appCodeName: String\n   val appName: String\n   val appVersion: String\n   val platform: String\n   val product: String\n   val productSub: String\n   val userAgent: String\n   val vendor: String\n   val vendorSub: String\n   val oscpu: String\n   fun taintEnabled(): Boolean\n}\n\n/**\n * Exposes the JavaScript
[NavigatorLanguage](https://developer.mozilla.org/en/docs/Web/API/NavigatorLanguage) to Kotlin\n */\npublic external interface NavigatorLanguage {\n   val language: String\n   val languages: Array<out String>\n}\n\npublic external
 interface NavigatorContentUtils {\n   fun registerProtocolHandler(scheme: String, url: String, title: String): Unit\n   fun registerContentHandler(mimeType: String, url: String, title: String): Unit\n   fun isProtocolHandlerRegistered(scheme: String, url: String): String\n   fun isContentHandlerRegistered(mimeType: String, url: String): String\n   fun unregisterProtocolHandler(scheme: String, url: String): Unit\n   fun unregisterContentHandler(mimeType: String, url: String): Unit\n}\n\npublic external interface NavigatorCookies {\n   val cookieEnabled: Boolean\n}\n\n/**\n * Exposes the JavaScript
[NavigatorPlugins](https://developer.mozilla.org/en/docs/Web/API/NavigatorPlugins) to Kotlin\n */\npublic external interface NavigatorPlugins {\n   val plugins: PluginArray\n   val mimeTypes: MimeTypeArray\n   fun javaEnabled(): Boolean\n}\n\n/**\n * Exposes the JavaScript
[PluginArray](https://developer.mozilla.org/en/docs/Web/API/PluginArray) to Kotlin\n */\npublic external abstract
 class PluginArray : ItemArrayLike<Plugin> {\n   override val length: Int\n   fun refresh(reload: Boolean = definedExternally): Unit\n   override fun item(index: Int): Plugin?\n   fun namedItem(name: String): Plugin?\n}\n@kotlin.internal.InlineOnly inline operator fun PluginArray.get(index: Int): Plugin? = asDynamic()[index]\n@kotlin.internal.InlineOnly inline operator fun PluginArray.get(name: String): Plugin? = asDynamic()[name]\n\n/**\n * Exposes the JavaScript
[MimeTypeArray](https://developer.mozilla.org/en/docs/Web/API/MimeTypeArray) to Kotlin\n */\npublic external abstract class MimeTypeArray : ItemArrayLike<MimeType> {\n   override val length: Int\n   override fun

item(index: Int): MimeType?\n   fun namedItem(name: String): MimeType?\n}\n@kotlin.internal.InlineOnly inline operator fun MimeTypeArray.get(index: Int): MimeType? = asDynamic()[index]\n@kotlin.internal.InlineOnly inline operator fun MimeTypeArray.get(name: String): MimeType? = asDynamic()[name]\n\n/**\n * Exposes the JavaScript [Plugin](https://developer.mozilla.org/en/docs/Web/API/Plugin) to Kotlin\n */\npublic external abstract class Plugin : ItemArrayLike<MimeType> {\n   open val name: String\n   open val description: String\n   open val filename: String\n   override val length: Int\n   override fun item(index: Int): MimeType?\n   fun namedItem(name: String): MimeType?\n}\n@kotlin.internal.InlineOnly inline operator fun Plugin.get(index: Int): MimeType? = asDynamic()[index]\n@kotlin.internal.InlineOnly inline operator fun Plugin.get(name: String): MimeType? = asDynamic()[name]\n\n/**\n * Exposes the JavaScript [MimeType](https://developer.mozilla.org/en/docs/Web/API/MimeType) to Kotlin\n */\npublic external abstract class MimeType {\n   open val type: String\n   open val description: String\n   open val suffixes: String\n   open val enabledPlugin: Plugin\n}\n\n/**\n * Exposes the JavaScript [ImageBitmap](https://developer.mozilla.org/en/docs/Web/API/ImageBitmap) to Kotlin\n */\npublic external abstract class ImageBitmap : TexImageSource {\n   open val width: Int\n   open val height: Int\n   fun close(): Unit\n}\n\npublic external interface ImageBitmapOptions {\n   var imageOrientation: ImageOrientation? /* = ImageOrientation.NONE */\n   get() = definedExternally\n   set(value) = definedExternally\n   var premultiplyAlpha: PremultiplyAlpha? /* = PremultiplyAlpha.DEFAULT */\n   get() = definedExternally\n   set(value) = definedExternally\n   var colorSpaceConversion: ColorSpaceConversion? /* = ColorSpaceConversion.DEFAULT */\n   get() = definedExternally\n   set(value) = definedExternally\n   var resizeWidth: Int?\n   get() = definedExternally\n   set(value) = definedExternally\n   var resizeHeight: Int?\n   get() = definedExternally\n   set(value) = definedExternally\n   var resizeQuality: ResizeQuality? /* = ResizeQuality.LOW */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun ImageBitmapOptions(imageOrientation: ImageOrientation? = ImageOrientation.NONE, premultiplyAlpha: PremultiplyAlpha? = PremultiplyAlpha.DEFAULT, colorSpaceConversion: ColorSpaceConversion? = ColorSpaceConversion.DEFAULT, resizeWidth: Int? = null, resizeHeight: Int? = null, resizeQuality: ResizeQuality? = ResizeQuality.LOW): ImageBitmapOptions {\n   val o = js(\"({})\")\n\n   o[\"imageOrientation\"] = imageOrientation\n   o[\"premultiplyAlpha\"] = premultiplyAlpha\n   o[\"colorSpaceConversion\"] = colorSpaceConversion\n   o[\"resizeWidth\"] = resizeWidth\n   o[\"resizeHeight\"] = resizeHeight\n   o[\"resizeQuality\"] = resizeQuality\n\n   return o\n}\n\n/**\n * Exposes the JavaScript [MessageEvent](https://developer.mozilla.org/en/docs/Web/API/MessageEvent) to Kotlin\n */\npublic external open class MessageEvent(type: String, eventInitDict: MessageEventInit = definedExternally) : Event {\n   open val data: Any?\n   open val origin: String\n   open val lastEventId: String\n   open val source: UnionMessagePortOrWindow?\n   open val ports: Array<out MessagePort>\n   fun initMessageEvent(type: String, bubbles: Boolean, cancelable: Boolean, data: Any?, origin: String, lastEventId: String, source: UnionMessagePortOrWindow?, ports: Array<MessagePort>): Unit\n}\n\npublic external interface MessageEventInit : EventInit {\n   var data: Any? /* = null */\n   get() = definedExternally\n   set(value) = definedExternally\n   var origin: String? /* = \"\" */\n   get() = definedExternally\n   set(value) = definedExternally\n   var lastEventId: String? /* = \"\" */\n   get() = definedExternally\n   set(value) = definedExternally\n   var source: UnionMessagePortOrWindow? /* = null */\n   get() = definedExternally\n   set(value) = definedExternally\n   var ports: Array<MessagePort>? /* = arrayOf() */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun MessageEventInit(data: Any? = null, origin: String? = \"\", lastEventId: String? = \"\", source: UnionMessagePortOrWindow? = null, ports: Array<MessagePort>? = arrayOf(), bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): MessageEventInit {\n   val o = js(\"({})\")\n\n   o[\"data\"] = data\n   o[\"origin\"] = origin\n   o[\"lastEventId\"] = lastEventId\n   o[\"source\"] = source\n   o[\"ports\"] = ports\n   o[\"bubbles\"] = bubbles\n   o[\"cancelable\"] = cancelable\n   o[\"composed\"] =

composed\n\n   return o\n}\n\n/**\n * Exposes the JavaScript [EventSource](https://developer.mozilla.org/en/docs/Web/API/EventSource) to Kotlin\n */\npublic external open class EventSource(url: String, eventSourceInitDict: EventSourceInit = definedExternally) : EventTarget {\n   open val url: String\n   open val withCredentials: Boolean\n   open val readyState: Short\n   var onopen: ((Event) -> dynamic)?\n
    var onmessage: ((Event) -> dynamic)?\n   var onerror: ((Event) -> dynamic)?\n   fun close(): Unit\n\n   companion object {\n   val CONNECTING: Short\n   val OPEN: Short\n   val CLOSED: Short\n   }\n}\n\npublic external interface EventSourceInit {\n   var withCredentials: Boolean? /* = false */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun EventSourceInit(withCredentials: Boolean? = false): EventSourceInit {\n   val o = js(\"({})\")\n\n   o[\"withCredentials\"] = withCredentials\n\n   return o\n}\n\n/**\n * Exposes the JavaScript [WebSocket](https://developer.mozilla.org/en/docs/Web/API/WebSocket) to Kotlin\n */\npublic external open class WebSocket(url: String, protocols: dynamic = definedExternally) : EventTarget {\n   open val url: String\n   open val readyState: Short\n   open val bufferedAmount: Int\n   var onopen: ((Event) -> dynamic)?\n   var onerror: ((Event)
 -> dynamic)?\n   var onclose: ((Event) -> dynamic)?\n   open val extensions: String\n   open val protocol: String\n
    var onmessage: ((Event) -> dynamic)?\n   var binaryType: BinaryType\n   fun close(code: Short = definedExternally, reason: String = definedExternally): Unit\n   fun send(data: String): Unit\n   fun send(data: Blob): Unit\n   fun send(data: ArrayBuffer): Unit\n   fun send(data: ArrayBufferView): Unit\n\n   companion object {\n   val CONNECTING: Short\n   val OPEN: Short\n   val CLOSING: Short\n   val CLOSED: Short\n   }\n}\n\n/**\n * Exposes the JavaScript [CloseEvent](https://developer.mozilla.org/en/docs/Web/API/CloseEvent) to Kotlin\n */\npublic external open class CloseEvent(type: String, eventInitDict: CloseEventInit = definedExternally) : Event {\n   open val wasClean: Boolean\n   open val code: Short\n   open val reason: String\n}\n\npublic external interface CloseEventInit : EventInit {\n   var wasClean: Boolean? /* = false */\n
        get() = definedExternally\n   set(value) = definedExternally\n   var code: Short? /* = 0 */\n   get() = definedExternally\n   set(value) = definedExternally\n   var reason: String? /* = \"\" */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun CloseEventInit(wasClean: Boolean? = false, code: Short? = 0, reason: String? = \"\", bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): CloseEventInit {\n   val o = js(\"({})\")\n\n   o[\"wasClean\"] = wasClean\n   o[\"code\"] = code\n   o[\"reason\"] = reason\n   o[\"bubbles\"] = bubbles\n   o[\"cancelable\"] = cancelable\n   o[\"composed\"] = composed\n\n   return o\n}\n\n/**\n * Exposes the JavaScript [MessageChannel](https://developer.mozilla.org/en/docs/Web/API/MessageChannel) to Kotlin\n */\npublic external open class MessageChannel {\n   open val port1: MessagePort\n   open val port2: MessagePort\n}\n\n/**\n
 * Exposes the JavaScript [MessagePort](https://developer.mozilla.org/en/docs/Web/API/MessagePort) to Kotlin\n */\npublic external abstract class MessagePort : EventTarget, UnionMessagePortOrWindow, UnionMessagePortOrServiceWorker, UnionClientOrMessagePortOrServiceWorker {\n   open var onmessage: ((Event) -> dynamic)?\n   fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally): Unit\n
 fun start(): Unit\n   fun close(): Unit\n}\n\n/**\n * Exposes the JavaScript [BroadcastChannel](https://developer.mozilla.org/en/docs/Web/API/BroadcastChannel) to Kotlin\n */\npublic external open class BroadcastChannel(name: String) : EventTarget {\n   open val name: String\n   var onmessage: ((Event) -> dynamic)?\n   fun postMessage(message: Any?): Unit\n   fun close(): Unit\n}\n\n/**\n * Exposes the JavaScript [WorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WorkerGlobalScope) to Kotlin\n */\npublic external abstract class WorkerGlobalScope
 : EventTarget, WindowOrWorkerGlobalScope, GlobalPerformance {\n   open val self: WorkerGlobalScope\n   open val location: WorkerLocation\n   open val navigator: WorkerNavigator\n   open var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?\n   open var onlanguagechange: ((Event) -> dynamic)?\n   open var onoffline: ((Event) -> dynamic)?\n   open var ononline: ((Event) -> dynamic)?\n   open var onrejectionhandled: ((Event) ->

dynamic)?\n   open var onunhandledrejection: ((Event) -> dynamic)?\n   fun importScripts(vararg urls: String): Unit\n}\n\n/**\n * Exposes the JavaScript [DedicatedWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/DedicatedWorkerGlobalScope) to Kotlin\n */\npublic external abstract class DedicatedWorkerGlobalScope : WorkerGlobalScope {\n   open var onmessage: ((Event) -> dynamic)?\n   fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally): Unit\n   fun close(): Unit\n}\n\n/**\n * Exposes the JavaScript [SharedWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/SharedWorkerGlobalScope) to Kotlin\n */\npublic external abstract class SharedWorkerGlobalScope : WorkerGlobalScope {\n   open val name: String\n   open val applicationCache: ApplicationCache\n   open var onconnect: ((Event) -> dynamic)?\n   fun close(): Unit\n}\n\n/**\n * Exposes the JavaScript [AbstractWorker](https://developer.mozilla.org/en/docs/Web/API/AbstractWorker) to Kotlin\n */\npublic external interface AbstractWorker {\n   var onerror: ((Event) -> dynamic)?\n}\n\n/**\n * Exposes the JavaScript [Worker](https://developer.mozilla.org/en/docs/Web/API/Worker) to Kotlin\n */\npublic external open class Worker(scriptURL: String, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {\n   var onmessage: ((Event) -> dynamic)?\n   override var onerror: ((Event) -> dynamic)?\n   fun terminate(): Unit\n   fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally): Unit\n}\n\npublic external interface WorkerOptions {\n   var type: WorkerType? /* = WorkerType.CLASSIC */\n   get() = definedExternally\n   set(value) = definedExternally\n   var credentials: RequestCredentials? /* = RequestCredentials.OMIT */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun WorkerOptions(type: WorkerType? = WorkerType.CLASSIC, credentials: RequestCredentials? = RequestCredentials.OMIT): WorkerOptions {\n   val o = js(\"({})\")\n\n   o[\"type\"] = type\n   o[\"credentials\"] = credentials\n\n   return o\n}\n\n/**\n * Exposes the JavaScript [SharedWorker](https://developer.mozilla.org/en/docs/Web/API/SharedWorker) to Kotlin\n */\npublic external open class SharedWorker(scriptURL: String, name: String = definedExternally, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {\n   open val port: MessagePort\n   override var onerror: ((Event) -> dynamic)?\n}\n\n/**\n * Exposes the JavaScript [NavigatorConcurrentHardware](https://developer.mozilla.org/en/docs/Web/API/NavigatorConcurrentHardware) to Kotlin\n */\npublic external interface NavigatorConcurrentHardware {\n   val hardwareConcurrency: Int\n}\n\n/**\n * Exposes the JavaScript [WorkerNavigator](https://developer.mozilla.org/en/docs/Web/API/WorkerNavigator) to Kotlin\n */\npublic external abstract class WorkerNavigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorConcurrentHardware {\n   open val serviceWorker: ServiceWorkerContainer\n}\n\n/**\n * Exposes the JavaScript [WorkerLocation](https://developer.mozilla.org/en/docs/Web/API/WorkerLocation) to Kotlin\n */\npublic external abstract class WorkerLocation {\n   open var href: String\n   open val origin: String\n   open val protocol: String\n   open val host: String\n   open val hostname: String\n   open val port: String\n   open val pathname: String\n   open val search: String\n   open val hash: String\n}\n\n/**\n * Exposes the JavaScript [Storage](https://developer.mozilla.org/en/docs/Web/API/Storage) to Kotlin\n */\npublic external abstract class Storage {\n   open val length: Int\n   fun key(index: Int): String?\n   fun getItem(key: String): String?\n   fun setItem(key: String, value: String): Unit\n   fun removeItem(key: String): Unit\n   fun clear(): Unit\n}\n@kotlin.internal.InlineOnly inline operator fun Storage.get(key: String): String? = asDynamic()[key]\n@kotlin.internal.InlineOnly inline operator fun Storage.set(key: String, value: String): Unit { asDynamic()[key] = value; }\n\n/**\n * Exposes the JavaScript [WindowSessionStorage](https://developer.mozilla.org/en/docs/Web/API/WindowSessionStorage) to Kotlin\n */\npublic external interface WindowSessionStorage {\n   val sessionStorage: Storage\n}\n\n/**\n * Exposes the JavaScript [WindowLocalStorage](https://developer.mozilla.org/en/docs/Web/API/WindowLocalStorage) to Kotlin\n */\npublic external interface WindowLocalStorage

{\n   val localStorage: Storage\n}\n\n/**\n * Exposes the JavaScript [StorageEvent](https://developer.mozilla.org/en/docs/Web/API/StorageEvent) to Kotlin\n */\npublic external open class StorageEvent(type: String, eventInitDict: StorageEventInit = definedExternally) : Event {\n   open val key: String?\n   open val oldValue: String?\n   open val newValue: String?\n   open val url: String\n   open val storageArea: Storage?\n}\n\npublic external interface StorageEventInit : EventInit {\n   var key: String? /* = null */\n   get() = definedExternally\n   set(value) = definedExternally\n   var oldValue: String? /* = null */\n   get() = definedExternally\n   set(value) = definedExternally\n   var newValue: String? /* = null */\n   get() = definedExternally\n   set(value) = definedExternally\n   var url: String? /* = \"\" */\n   get() = definedExternally\n   set(value) = definedExternally\n   var storageArea: Storage? /* = null */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun StorageEventInit(key: String? = null, oldValue: String? = null, newValue: String? = null, url: String? = \"\", storageArea: Storage? = null, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): StorageEventInit {\n   val o = js(\"({})\")\n\n   o[\"key\"] = key\n   o[\"oldValue\"] = oldValue\n   o[\"newValue\"] = newValue\n   o[\"url\"] = url\n   o[\"storageArea\"] = storageArea\n   o[\"bubbles\"] = bubbles\n   o[\"cancelable\"] = cancelable\n   o[\"composed\"] = composed\n\n   return o\n}\n\npublic external abstract class HTMLAppletElement : HTMLElement {\n   open var align: String\n   open var alt: String\n   open var archive: String\n   open var code: String\n   open var codeBase: String\n   open var height: String\n   open var hspace: Int\n   open var name: String\n   open var _object: String\n   open var vspace: Int\n   open var width: String\n}\n\npublic external abstract class HTMLMarqueeElement : HTMLElement {\n   open var behavior: String\n   open var bgColor: String\n   open var direction: String\n   open var height: String\n   open var hspace: Int\n   open var loop: Int\n   open var scrollAmount: Int\n   open var scrollDelay: Int\n   open var trueSpeed: Boolean\n   open var vspace: Int\n   open var width: String\n   open var onbounce: ((Event) -> dynamic)?\n   open var onfinish: ((Event) -> dynamic)?\n   open var onstart: ((Event) -> dynamic)?\n   fun start(): Unit\n   fun stop(): Unit\n}\n\n/**\n * Exposes the JavaScript [HTMLFrameSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFrameSetElement) to Kotlin\n */\npublic external abstract class HTMLFrameSetElement : HTMLElement, WindowEventHandlers {\n   open var cols: String\n   open var rows: String\n}\n\npublic external abstract class HTMLFrameElement : HTMLElement {\n   open var name: String\n   open var scrolling: String\n   open var src: String\n   open var frameBorder: String\n   open var longDesc: String\n   open var noResize: Boolean\n   open val contentDocument: Document?\n   open val contentWindow: Window?\n   open var marginHeight: String\n   open var marginWidth: String\n}\n\npublic external abstract class HTMLDirectoryElement : HTMLElement {\n   open var compact: Boolean\n}\n\n/**\n * Exposes the JavaScript [HTMLFontElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFontElement) to Kotlin\n */\npublic external abstract class HTMLFontElement : HTMLElement {\n   open var color: String\n   open var face: String\n   open var size: String\n}\n\npublic external interface External {\n   fun AddSearchProvider(): Unit\n   fun IsSearchProviderInstalled(): Unit\n}\n\npublic external interface EventInit {\n   var bubbles: Boolean? /* = false */\n   get() = definedExternally\n   set(value) = definedExternally\n   var cancelable: Boolean? /* = false */\n   get() = definedExternally\n   set(value) = definedExternally\n   var composed: Boolean? /* = false */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun EventInit(bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): EventInit {\n   val o = js(\"({})\")\n\n   o[\"bubbles\"] = bubbles\n   o[\"cancelable\"] = cancelable\n   o[\"composed\"] = composed\n\n   return o\n}\n\n/**\n * Exposes the JavaScript [CustomEvent](https://developer.mozilla.org/en/docs/Web/API/CustomEvent) to Kotlin\n */\npublic external open class CustomEvent(type: String, eventInitDict: CustomEventInit = definedExternally) : Event {\n   open val detail: Any?\n   fun initCustomEvent(type: String, bubbles: Boolean, cancelable: Boolean, detail: Any?): Unit\n}\n\npublic external interface CustomEventInit : EventInit {\n   var detail: Any? /* = null */\n   get() = definedExternally\n   set(value)

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 = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun CustomEventInit(detail: Any? = null, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): CustomEventInit {\n    val o = js(\"({})\")\n\n    o[\"detail\"] = detail\n    o[\"bubbles\"] = bubbles\n    o[\"cancelable\"] = cancelable\n    o[\"composed\"] = composed\n\n    return o\n}\n\npublic external interface EventListenerOptions {\n    var capture: Boolean? /* = false */\n        get() = definedExternally\n        set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun EventListenerOptions(capture: Boolean? = false): EventListenerOptions {\n    val o = js(\"({})\")\n\n    o[\"capture\"] = capture\n\n    return o\n}\n\npublic external interface AddEventListenerOptions : EventListenerOptions {\n    var passive: Boolean? /* = false */\n        get() = definedExternally\n        set(value) = definedExternally\n    var once: Boolean? /* = false */\n        get() = definedExternally\n        set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun AddEventListenerOptions(passive: Boolean? = false, once: Boolean? = false, capture: Boolean? = false): AddEventListenerOptions {\n    val o = js(\"({})\")\n\n    o[\"passive\"] = passive\n    o[\"once\"] = once\n    o[\"capture\"] = capture\n\n    return o\n}\n\npublic external interface NonElementParentNode {\n    fun getElementById(elementId: String): Element?\n}\n\n/**\n * Exposes the JavaScript [DocumentOrShadowRoot](https://developer.mozilla.org/en/docs/Web/API/DocumentOrShadowRoot) to Kotlin\n */\npublic external interface DocumentOrShadowRoot {\n    val fullscreenElement: Element?\n}\n\n/**\n * Exposes the JavaScript [ParentNode](https://developer.mozilla.org/en/docs/Web/API/ParentNode) to Kotlin\n */\npublic external interface ParentNode {\n    val children: HTMLCollection\n    val firstElementChild: Element?\n    val lastElementChild: Element?\n    val
 childElementCount: Int\n    fun prepend(vararg nodes: dynamic): Unit\n    fun append(vararg nodes: dynamic): Unit\n    fun querySelector(selectors: String): Element?\n    fun querySelectorAll(selectors: String): NodeList\n}\n\n/**\n * Exposes the JavaScript [NonDocumentTypeChildNode](https://developer.mozilla.org/en/docs/Web/API/NonDocumentTypeChildNode) to Kotlin\n */\npublic external interface NonDocumentTypeChildNode {\n    val previousElementSibling: Element?\n    val nextElementSibling: Element?\n}\n\n/**\n * Exposes the JavaScript [ChildNode](https://developer.mozilla.org/en/docs/Web/API/ChildNode) to Kotlin\n */\npublic external interface ChildNode {\n    fun before(vararg nodes: dynamic): Unit\n    fun after(vararg nodes: dynamic): Unit\n    fun replaceWith(vararg nodes: dynamic): Unit\n    fun remove(): Unit\n}\n\n/**\n * Exposes the JavaScript [Slotable](https://developer.mozilla.org/en/docs/Web/API/Slotable) to Kotlin\n */\npublic external interface Slotable {\n    val assignedSlot:
 HTMLSlotElement?\n}\n\n/**\n * Exposes the JavaScript [NodeList](https://developer.mozilla.org/en/docs/Web/API/NodeList) to Kotlin\n */\npublic external abstract class NodeList : ItemArrayLike<Node> {\n    override val length: Int\n    override fun item(index: Int): Node?\n}\n\n@kotlin.internal.InlineOnly inline operator fun NodeList.get(index: Int): Node? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript [HTMLCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLCollection) to Kotlin\n */\npublic external abstract class HTMLCollection : UnionElementOrHTMLCollection, ItemArrayLike<Element> {\n    override val length: Int\n    override fun item(index: Int): Element?\n    fun namedItem(name: String): Element?\n}\n\n@kotlin.internal.InlineOnly inline operator fun HTMLCollection.get(index: Int): Element? = asDynamic()[index]\n\n@kotlin.internal.InlineOnly inline operator fun HTMLCollection.get(name: String): Element? = asDynamic()[name]\n\n/**\n * Exposes the JavaScript [MutationObserver](https://developer.mozilla.org/en/docs/Web/API/MutationObserver)
 to Kotlin\n */\npublic external open class MutationObserver(callback: (Array<MutationRecord>, MutationObserver) -> Unit) {\n    fun observe(target: Node, options: MutationObserverInit = definedExternally): Unit\n    fun disconnect(): Unit\n    fun takeRecords(): Array<MutationRecord>\n}\n\npublic external interface MutationObserverInit {\n    var childList: Boolean? /* = false */\n        get() = definedExternally\n        set(value) = definedExternally\n    var attributes: Boolean?\n        get() = definedExternally\n        set(value) = definedExternally\n    var characterData: Boolean?\n        get() = definedExternally\n        set(value) =
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definedExternally\n   var subtree: Boolean? /* = false */\n   get() = definedExternally\n   set(value) = definedExternally\n   var attributeOldValue: Boolean?\n   get() = definedExternally\n   set(value) = definedExternally\n   var characterDataOldValue:
Boolean?\n   get() = definedExternally\n   set(value) = definedExternally\n   var attributeFilter:
Array<String>?\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun MutationObserverInit(childList: Boolean? = false, attributes: Boolean? = null, characterData: Boolean? = null, subtree: Boolean? = false, attributeOldValue: Boolean? = null, characterDataOldValue: Boolean? = null, attributeFilter: Array<String>? = null): MutationObserverInit {\n   val o = js(\"({})\")\n\n   o[\"childList\"] = childList\n   o[\"attributes\"] = attributes\n   o[\"characterData\"] = characterData\n   o[\"subtree\"] = subtree\n   o[\"attributeOldValue\"] = attributeOldValue\n   o[\"characterDataOldValue\"] = characterDataOldValue\n   o[\"attributeFilter\"] = attributeFilter\n\n   return o\n}\n\n/**\n * Exposes the JavaScript [MutationRecord](https://developer.mozilla.org/en/docs/Web/API/MutationRecord) to Kotlin\n */\npublic external abstract class MutationRecord {\n   open val type: String\n   open val target: Node\n   open val addedNodes: NodeList\n   open val removedNodes: NodeList\n   open val previousSibling: Node?\n   open val nextSibling: Node?\n   open val attributeName: String?\n   open val attributeNamespace: String?\n   open val oldValue: String?\n}\n\n/**\n * Exposes the JavaScript [Node](https://developer.mozilla.org/en/docs/Web/API/Node) to Kotlin\n */\npublic external abstract class Node : EventTarget {\n   open val nodeType: Short\n   open val nodeName: String\n   open val baseURI: String\n   open val isConnected: Boolean\n   open val ownerDocument: Document?\n   open val parentNode: Node?\n   open val parentElement: Element?\n   open val childNodes: NodeList\n   open val firstChild: Node?\n   open val lastChild: Node?\n   open val previousSibling: Node?\n   open val nextSibling: Node?\n   open var nodeValue: String?\n   open var textContent: String?\n
    fun getRootNode(options: GetRootNodeOptions = definedExternally): Node\n   fun hasChildNodes(): Boolean\n   fun normalize(): Unit\n   fun cloneNode(deep: Boolean = definedExternally): Node\n   fun isEqualNode(otherNode: Node?): Boolean\n   fun isSameNode(otherNode: Node?): Boolean\n   fun compareDocumentPosition(other: Node): Short\n   fun contains(other: Node?): Boolean\n   fun lookupPrefix(namespace: String?): String?\n   fun lookupNamespaceURI(prefix: String?): String?\n   fun isDefaultNamespace(namespace: String?): Boolean\n   fun insertBefore(node: Node, child: Node?): Node\n   fun appendChild(node: Node): Node\n   fun replaceChild(node: Node, child: Node): Node\n   fun removeChild(child: Node): Node\n\n   companion object {\n   val ELEMENT_NODE: Short\n   val ATTRIBUTE_NODE: Short\n   val TEXT_NODE: Short\n   val CDATA_SECTION_NODE: Short\n   val ENTITY_REFERENCE_NODE: Short\n   val ENTITY_NODE: Short\n   val PROCESSING_INSTRUCTION_NODE:
Short\n   val COMMENT_NODE: Short\n   val DOCUMENT_NODE: Short\n   val DOCUMENT_TYPE_NODE: Short\n   val DOCUMENT_FRAGMENT_NODE: Short\n   val NOTATION_NODE: Short\n   val DOCUMENT_POSITION_DISCONNECTED: Short\n   val DOCUMENT_POSITION_PRECEDING: Short\n   val DOCUMENT_POSITION_FOLLOWING: Short\n   val DOCUMENT_POSITION_CONTAINS: Short\n   val DOCUMENT_POSITION_CONTAINED_BY: Short\n   val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n   }\n}\n\npublic external interface GetRootNodeOptions {\n   var composed: Boolean? /* = false */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun GetRootNodeOptions(composed: Boolean? = false): GetRootNodeOptions {\n   val o = js(\"({})\")\n\n   o[\"composed\"] = composed\n\n   return o\n}\n\n/**\n * Exposes the JavaScript [XMLDocument](https://developer.mozilla.org/en/docs/Web/API/XMLDocument) to Kotlin\n */\npublic external open class XMLDocument : Document {\n   override fun getElementById(elementId: String): Element?\n   override fun prepend(vararg nodes: dynamic): Unit\n   override fun append(vararg nodes: dynamic): Unit\n   override fun querySelector(selectors: String): Element?\n   override fun

querySelectorAll(selectors: String): NodeList\n   override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>\n   override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n   override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n   override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint\n}\n\npublic external interface ElementCreationOptions {\n   @JsName(\"is\") var is_: String?\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun ElementCreationOptions(is_: String? = null): ElementCreationOptions {\n   val o = js(\"({})\")\n\n   o[\"is\"] = is_\n\n   return o\n}\n\n/**\n * Exposes the JavaScript [DOMImplementation](https://developer.mozilla.org/en/docs/Web/API/DOMImplementation) to Kotlin\n */\npublic external abstract class DOMImplementation {\n   fun createDocumentType(qualifiedName: String, publicId: String, systemId: String): DocumentType\n   fun createDocument(namespace: String?, qualifiedName: String, doctype: DocumentType? = definedExternally): XMLDocument\n   fun createHTMLDocument(title: String = definedExternally): Document\n   fun hasFeature(): Boolean\n}\n\n/**\n * Exposes the JavaScript [DocumentType](https://developer.mozilla.org/en/docs/Web/API/DocumentType) to Kotlin\n */\npublic external abstract class DocumentType : Node, ChildNode {\n   open val name: String\n   open val publicId: String\n   open val systemId: String\n}\n\n/**\n * Exposes the JavaScript [DocumentFragment](https://developer.mozilla.org/en/docs/Web/API/DocumentFragment) to Kotlin\n */\npublic external open class DocumentFragment : Node, NonElementParentNode, ParentNode {\n   override val children: HTMLCollection\n   override val firstElementChild: Element?\n   override val lastElementChild: Element?\n   override val childElementCount: Int\n   override fun getElementById(elementId: String): Element?\n   override fun prepend(vararg nodes: dynamic): Unit\n   override fun append(vararg nodes: dynamic): Unit\n   override fun querySelector(selectors: String): Element?\n   override fun querySelectorAll(selectors: String): NodeList\n}\n\n/**\n * Exposes the JavaScript [ShadowRoot](https://developer.mozilla.org/en/docs/Web/API/ShadowRoot) to Kotlin\n */\npublic external open class ShadowRoot : DocumentFragment, DocumentOrShadowRoot {\n   open val mode: ShadowRootMode\n   open val host: Element\n   override val fullscreenElement: Element?\n   override fun getElementById(elementId: String): Element?\n   override fun prepend(vararg nodes: dynamic): Unit\n   override fun append(vararg nodes: dynamic): Unit\n   override fun querySelector(selectors: String): Element?\n   override fun querySelectorAll(selectors: String): NodeList\n}\n\n/**\n * Exposes the JavaScript [Element](https://developer.mozilla.org/en/docs/Web/API/Element) to Kotlin\n */\npublic external abstract class Element : Node, ParentNode, NonDocumentTypeChildNode, ChildNode, Slotable, GeometryUtils, UnionElementOrProcessingInstruction, UnionElementOrHTMLCollection, UnionElementOrRadioNodeList, UnionElementOrMouseEvent {\n   open var innerHTML: String\n   open var outerHTML: String\n   open val namespaceURI: String?\n   open val prefix: String?\n   open val localName: String\n   open val tagName: String\n   open var id: String\n   open var className: String\n   open val classList: DOMTokenList\n   open var slot: String\n   open val attributes: NamedNodeMap\n   open val shadowRoot: ShadowRoot?\n   open var scrollTop: Double\n   open var scrollLeft: Double\n   open val scrollWidth: Int\n   open val scrollHeight: Int\n   open val clientTop: Int\n   open val clientLeft: Int\n   open val clientWidth: Int\n   open val clientHeight: Int\n   fun requestFullscreen(): Promise<Unit>\n   fun insertAdjacentHTML(position: String, text: String): Unit\n   fun hasAttributes(): Boolean\n   fun getAttributeNames(): Array<String>\n   fun getAttribute(qualifiedName: String): String?\n   fun getAttributeNS(namespace: String?, localName: String): String?\n   fun setAttribute(qualifiedName: String, value: String): Unit\n   fun setAttributeNS(namespace: String?, qualifiedName: String, value: String): Unit\n   fun removeAttribute(qualifiedName: String): Unit\n   fun removeAttributeNS(namespace: String?, localName: String): Unit\n   fun hasAttribute(qualifiedName: String): Boolean\n

fun hasAttributeNS(namespace: String?, localName: String): Boolean\n fun getAttributeNode(qualifiedName: String): Attr?\n fun getAttributeNodeNS(namespace: String?, localName: String): Attr?\n fun setAttributeNode(attr: Attr): Attr?\n fun setAttributeNodeNS(attr: Attr): Attr?\n fun removeAttributeNode(attr: Attr): Attr\n fun attachShadow(init: ShadowRootInit): ShadowRoot\n fun closest(selectors: String): Element?\n fun matches(selectors: String): Boolean\n fun webkitMatchesSelector(selectors: String): Boolean\n fun getElementsByTagName(qualifiedName: String): HTMLCollection\n fun getElementsByTagNameNS(namespace: String?, localName: String): HTMLCollection\n fun getElementsByClassName(classNames: String): HTMLCollection\n fun insertAdjacentElement(where: String, element: Element): Element?\n fun insertAdjacentText(where: String, data: String): Unit\n fun getClientRects(): Array<DOMRect>\n fun getBoundingClientRect(): DOMRect\n fun scrollIntoView(): Unit\n fun scrollIntoView(arg: dynamic): Unit\n fun scroll(options: ScrollToOptions = definedExternally): Unit\n fun scroll(x: Double, y: Double): Unit\n fun scrollTo(options: ScrollToOptions = definedExternally): Unit\n fun scrollTo(x: Double, y: Double): Unit\n fun scrollBy(options: ScrollToOptions = definedExternally): Unit\n fun scrollBy(x: Double, y: Double): Unit\n}\n\npublic external interface ShadowRootInit {\n var mode: ShadowRootMode?\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun ShadowRootInit(mode: ShadowRootMode?): ShadowRootInit {\n val o = js(\"({})\")\n\n o[\"mode\"] = mode\n\n return o\n}\n\n/**\n * Exposes the JavaScript [NamedNodeMap](https://developer.mozilla.org/en/docs/Web/API/NamedNodeMap) to Kotlin\n */\npublic external abstract class NamedNodeMap : ItemArrayLike<Attr> {\n override val length: Int\n override fun item(index: Int): Attr?\n fun getNamedItem(qualifiedName: String): Attr?\n fun getNamedItemNS(namespace: String?, localName: String): Attr?\n fun setNamedItem(attr: Attr): Attr?\n fun setNamedItemNS(attr: Attr): Attr?\n fun removeNamedItem(qualifiedName: String): Attr\n fun removeNamedItemNS(namespace: String?, localName: String): Attr\n}\n@kotlin.internal.InlineOnly inline operator fun NamedNodeMap.get(index: Int): Attr? = asDynamic()[index]\n@kotlin.internal.InlineOnly inline operator fun NamedNodeMap.get(qualifiedName: String): Attr? = asDynamic()[qualifiedName]\n\n/**\n * Exposes the JavaScript [Attr](https://developer.mozilla.org/en/docs/Web/API/Attr) to Kotlin\n */\npublic external abstract class Attr : Node {\n open val namespaceURI: String?\n open val prefix: String?\n open val localName: String\n open val name: String\n open var value: String\n open val ownerElement: Element?\n open val specified: Boolean\n}\n\n/**\n * Exposes the JavaScript [CharacterData](https://developer.mozilla.org/en/docs/Web/API/CharacterData) to Kotlin\n */\npublic external abstract class CharacterData : Node, NonDocumentTypeChildNode, ChildNode {\n open var data: String\n open val length: Int\n fun substringData(offset: Int, count: Int): String\n fun appendData(data: String): Unit\n fun insertData(offset: Int, data: String): Unit\n fun deleteData(offset: Int, count: Int): Unit\n fun replaceData(offset: Int, count: Int, data: String): Unit\n}\n\n/**\n * Exposes the JavaScript [Text](https://developer.mozilla.org/en/docs/Web/API/Text) to Kotlin\n */\npublic external open class Text(data: String = definedExternally) : CharacterData, Slotable, GeometryUtils {\n open val wholeText: String\n override val previousElementSibling: Element?\n override val nextElementSibling: Element?\n override val assignedSlot: HTMLSlotElement?\n fun splitText(offset: Int): Text\n override fun before(vararg nodes: dynamic): Unit\n override fun after(vararg nodes: dynamic): Unit\n override fun replaceWith(vararg nodes: dynamic): Unit\n override fun remove(): Unit\n override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>\n override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint\n}\n\n/**\n * Exposes the JavaScript [CDATASection](https://developer.mozilla.org/en/docs/Web/API/CDATASection) to Kotlin\n */\npublic external

open class CDATASection : Text {\n   override fun before(vararg nodes: dynamic): Unit\n   override fun after(vararg nodes: dynamic): Unit\n   override fun replaceWith(vararg nodes: dynamic): Unit\n   override fun remove(): Unit\n   override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>\n   override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n   override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n   override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint\n}\n\n/**\n * Exposes the JavaScript [ProcessingInstruction](https://developer.mozilla.org/en/docs/Web/API/ProcessingInstruction) to Kotlin\n */\npublic external abstract class ProcessingInstruction : CharacterData, LinkStyle, UnionElementOrProcessingInstruction {\n   open val target: String\n}\n\n/**\n * Exposes the JavaScript [Comment](https://developer.mozilla.org/en/docs/Web/API/Comment) to Kotlin\n */\npublic external open class Comment(data: String = definedExternally) : CharacterData {\n   override val previousElementSibling: Element?\n   override val nextElementSibling: Element?\n   override fun before(vararg nodes: dynamic): Unit\n   override fun after(vararg nodes: dynamic): Unit\n   override fun replaceWith(vararg nodes: dynamic): Unit\n   override fun remove(): Unit\n}\n\n/**\n * Exposes the JavaScript [Range](https://developer.mozilla.org/en/docs/Web/API/Range) to Kotlin\n */\npublic external open class Range {\n   open val startContainer: Node\n   open val startOffset: Int\n   open val endContainer: Node\n   open val endOffset: Int\n   open val collapsed: Boolean\n   open val commonAncestorContainer: Node\n   fun createContextualFragment(fragment: String): DocumentFragment\n   fun setStart(node: Node, offset: Int): Unit\n   fun setEnd(node: Node, offset: Int): Unit\n   fun setStartBefore(node: Node): Unit\n   fun setStartAfter(node: Node): Unit\n   fun setEndBefore(node: Node): Unit\n   fun setEndAfter(node: Node): Unit\n   fun collapse(toStart: Boolean = definedExternally): Unit\n   fun selectNode(node: Node): Unit\n   fun selectNodeContents(node: Node): Unit\n   fun compareBoundaryPoints(how: Short, sourceRange: Range): Short\n   fun deleteContents(): Unit\n   fun extractContents(): DocumentFragment\n   fun cloneContents(): DocumentFragment\n   fun insertNode(node: Node): Unit\n   fun surroundContents(newParent: Node): Unit\n   fun cloneRange(): Range\n   fun detach(): Unit\n   fun isPointInRange(node: Node, offset: Int): Boolean\n   fun comparePoint(node: Node, offset: Int): Short\n   fun intersectsNode(node: Node): Boolean\n   fun getClientRects(): Array<DOMRect>\n   fun getBoundingClientRect(): DOMRect\n\n   companion object {\n   val START_TO_START: Short\n   val START_TO_END: Short\n   val END_TO_END: Short\n   val END_TO_START: Short\n   }\n}\n\n/**\n * Exposes the JavaScript [NodeIterator](https://developer.mozilla.org/en/docs/Web/API/NodeIterator) to Kotlin\n */\npublic external abstract class NodeIterator {\n   open val root: Node\n   open val referenceNode: Node\n   open val pointerBeforeReferenceNode: Boolean\n   open val whatToShow: Int\n   open val filter: NodeFilter?\n   fun nextNode(): Node?\n   fun previousNode(): Node?\n   fun detach(): Unit\n}\n\n/**\n * Exposes the JavaScript [TreeWalker](https://developer.mozilla.org/en/docs/Web/API/TreeWalker) to Kotlin\n */\npublic external abstract class TreeWalker {\n   open val root: Node\n   open val whatToShow: Int\n   open val filter: NodeFilter?\n   open var currentNode: Node\n   fun parentNode(): Node?\n   fun firstChild(): Node?\n   fun lastChild(): Node?\n   fun previousSibling(): Node?\n   fun nextSibling(): Node?\n   fun previousNode(): Node?\n   fun nextNode(): Node?\n}\n\n/**\n * Exposes the JavaScript [NodeFilter](https://developer.mozilla.org/en/docs/Web/API/NodeFilter) to Kotlin\n */\npublic external interface NodeFilter {\n   fun acceptNode(node: Node): Short\n\n   companion object {\n   val FILTER_ACCEPT: Short\n   val FILTER_REJECT: Short\n   val FILTER_SKIP: Short\n   val SHOW_ALL: Int\n   val SHOW_ELEMENT: Int\n   val SHOW_ATTRIBUTE: Int\n   val SHOW_TEXT: Int\n   val SHOW_CDATA_SECTION: Int\n   val SHOW_ENTITY_REFERENCE: Int\n   val SHOW_ENTITY: Int\n   val SHOW_PROCESSING_INSTRUCTION: Int\n   val SHOW_COMMENT: Int\n   val SHOW_DOCUMENT: Int\n   val SHOW_DOCUMENT_TYPE: Int\n   val SHOW_DOCUMENT_FRAGMENT: Int\n   val SHOW_NOTATION: Int\n   }\n}\n\n/**\n * Exposes the

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JavaScript [DOMTokenList](https://developer.mozilla.org/en/docs/Web/API/DOMTokenList) to Kotlin\n */\npublic external abstract class DOMTokenList : ItemArrayLike<String> {\n    override val length: Int\n    open var value: String\n    override fun item(index: Int): String?\n    fun contains(token: String): Boolean\n    fun add(vararg tokens: String): Unit\n    fun remove(vararg tokens: String): Unit\n    fun toggle(token: String, force: Boolean = definedExternally): Boolean\n    fun replace(token: String, newToken: String): Unit\n    fun supports(token: String): Boolean\n}\n@kotlin.internal.InlineOnly inline operator fun DOMTokenList.get(index: Int): String? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript [DOMPointReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMPointReadOnly) to Kotlin\n */\npublic external open class DOMPointReadOnly(x: Double, y: Double, z: Double, w: Double) {\n    open val x: Double\n    open val y: Double\n    open val z: Double\n    open val w: Double\n    fun matrixTransform(matrix: DOMMatrixReadOnly): DOMPoint\n}\n\n/**\n * Exposes the JavaScript [DOMPoint](https://developer.mozilla.org/en/docs/Web/API/DOMPoint) to Kotlin\n */\npublic external open class DOMPoint : DOMPointReadOnly {\n    constructor(point: DOMPointInit)\n    constructor(x: Double = definedExternally, y: Double = definedExternally, z: Double = definedExternally, w: Double = definedExternally)\n    override var x: Double\n    override var y: Double\n    override var z: Double\n    override var w: Double\n}\n\npublic external interface DOMPointInit {\n    var x: Double? /* = 0.0 */\n        get() = definedExternally\n        set(value) = definedExternally\n    var y: Double? /* = 0.0 */\n        get() = definedExternally\n        set(value) = definedExternally\n    var z: Double? /* = 0.0 */\n        get() = definedExternally\n        set(value) = definedExternally\n    var w: Double? /* = 1.0 */\n        get() = definedExternally\n        set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun DOMPointInit(x: Double? = 0.0, y: Double? = 0.0, z: Double? = 0.0, w: Double? = 1.0): DOMPointInit {\n    val o = js(\"({})\")\n\n    o[\"x\"] = x\n    o[\"y\"] = y\n    o[\"z\"] = z\n    o[\"w\"] = w\n\n    return o\n}\n\n/**\n * Exposes the JavaScript [DOMRect](https://developer.mozilla.org/en/docs/Web/API/DOMRect) to Kotlin\n */\npublic external open class DOMRect(x: Double = definedExternally, y: Double = definedExternally, width: Double = definedExternally, height: Double = definedExternally) : DOMRectReadOnly {\n    override var x: Double\n    override var y: Double\n    override var width: Double\n    override var height: Double\n}\n\n/**\n * Exposes the JavaScript [DOMRectReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMRectReadOnly) to Kotlin\n */\npublic external open class DOMRectReadOnly(x: Double, y: Double, width: Double, height: Double) {\n    open val x: Double\n    open val y: Double\n    open val width: Double\n    open val height: Double\n    open val top: Double\n    open val right: Double\n    open val bottom: Double\n    open val left: Double\n}\n\npublic external interface DOMRectInit {\n    var x: Double? /* = 0.0 */\n        get() = definedExternally\n        set(value) = definedExternally\n    var y: Double? /* = 0.0 */\n        get() = definedExternally\n        set(value) = definedExternally\n    var width: Double? /* = 0.0 */\n        get() = definedExternally\n        set(value) = definedExternally\n    var height: Double? /* = 0.0 */\n        get() = definedExternally\n        set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun DOMRectInit(x: Double? = 0.0, y: Double? = 0.0, width: Double? = 0.0, height: Double? = 0.0): DOMRectInit {\n    val o = js(\"({})\")\n\n    o[\"x\"] = x\n    o[\"y\"] = y\n    o[\"width\"] = width\n    o[\"height\"] = height\n\n    return o\n}\n\npublic external interface DOMRectList : ItemArrayLike<DOMRect> {\n    override fun item(index: Int): DOMRect?\n}\n@kotlin.internal.InlineOnly inline operator fun DOMRectList.get(index: Int): DOMRect? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript [DOMQuad](https://developer.mozilla.org/en/docs/Web/API/DOMQuad) to Kotlin\n */\npublic external open class DOMQuad {\n    constructor(p1: DOMPointInit = definedExternally, p2: DOMPointInit = definedExternally, p3: DOMPointInit = definedExternally, p4: DOMPointInit = definedExternally)\n    constructor(rect: DOMRectInit)\n    open val p1: DOMPoint\n    open val p2: DOMPoint\n    open val p3: DOMPoint\n    open val p4: DOMPoint\n    open val bounds: DOMRectReadOnly\n}\n\n/**\n * Exposes the JavaScript [DOMMatrixReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMMatrixReadOnly) to Kotlin\n
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*/\npublic external open class DOMMatrixReadOnly(numberSequence: Array<Double>) {\n   open val a: Double\n   open val b: Double\n   open val c: Double\n   open val d: Double\n   open val e: Double\n   open val f: Double\n   open val m11: Double\n   open val m12: Double\n   open val m13: Double\n   open val m14: Double\n   open val m21: Double\n   open val m22: Double\n   open val m23: Double\n   open val m24: Double\n   open val m31: Double\n   open val m32: Double\n   open val m33: Double\n   open val m34: Double\n   open val m41: Double\n   open val m42: Double\n   open val m43: Double\n   open val m44: Double\n   open val is2D: Boolean\n   open val isIdentity: Boolean\n   fun translate(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix\n   fun scale(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix\n   fun scale3d(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix\n   fun scaleNonUniform(scaleX: Double, scaleY: Double = definedExternally, scaleZ: Double = definedExternally, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix\n   fun rotate(angle: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix\n   fun rotateFromVector(x: Double, y: Double): DOMMatrix\n   fun rotateAxisAngle(x: Double, y: Double, z: Double, angle: Double): DOMMatrix\n   fun skewX(sx: Double): DOMMatrix\n   fun skewY(sy: Double): DOMMatrix\n   fun multiply(other: DOMMatrix): DOMMatrix\n   fun flipX(): DOMMatrix\n   fun flipY(): DOMMatrix\n   fun inverse(): DOMMatrix\n   fun transformPoint(point: DOMPointInit = definedExternally): DOMPoint\n   fun toFloat32Array(): Float32Array\n   fun toFloat64Array(): Float64Array\n}\n\n/**\n * Exposes the JavaScript [DOMMatrix](https://developer.mozilla.org/en/docs/Web/API/DOMMatrix) to Kotlin\n */\npublic external open class DOMMatrix() : DOMMatrixReadOnly {\n   constructor(transformList: String)\n   constructor(other: DOMMatrixReadOnly)\n   constructor(array32: Float32Array)\n   constructor(array64: Float64Array)\n   constructor(numberSequence: Array<Double>)\n   override var a: Double\n   override var b: Double\n   override var c: Double\n   override var d: Double\n   override var e: Double\n   override var f: Double\n   override var m11: Double\n   override var m12: Double\n   override var m13: Double\n   override var m14: Double\n   override var m21: Double\n   override var m22: Double\n   override var m23: Double\n   override var m24: Double\n   override var m31: Double\n   override var m32: Double\n   override var m33: Double\n   override var m34: Double\n   override var m41: Double\n   override var m42: Double\n   override var m43: Double\n   override var m44: Double\n   fun multiplySelf(other: DOMMatrix): DOMMatrix\n   fun preMultiplySelf(other: DOMMatrix): DOMMatrix\n   fun translateSelf(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix\n   fun scaleSelf(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix\n   fun scale3dSelf(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix\n   fun scaleNonUniformSelf(scaleX: Double, scaleY: Double = definedExternally, scaleZ: Double = definedExternally, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix\n   fun rotateSelf(angle: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix\n   fun rotateFromVectorSelf(x: Double, y: Double): DOMMatrix\n   fun rotateAxisAngleSelf(x: Double, y: Double, z: Double, angle: Double): DOMMatrix\n   fun skewXSelf(sx: Double): DOMMatrix\n   fun skewYSelf(sy: Double): DOMMatrix\n   fun invertSelf(): DOMMatrix\n   fun setMatrixValue(transformList: String): DOMMatrix\n}\n\npublic external interface ScrollOptions {\n   var behavior: ScrollBehavior? /* = ScrollBehavior.AUTO */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun ScrollOptions(behavior: ScrollBehavior? = ScrollBehavior.AUTO): ScrollOptions {\n   val o = js(\"({})\")\n\n   o[\"behavior\"] = behavior\n\n   return o\n}\n\npublic external interface ScrollToOptions : ScrollOptions {\n   var left: Double?\n   get() = definedExternally\n   set(value) = definedExternally\n   var top: Double?\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun ScrollToOptions(left: Double? = null, top: Double? = null, behavior: ScrollBehavior? = ScrollBehavior.AUTO): ScrollToOptions {\n   val o = js(\"({})\")\n\n

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o[\"left\"] = left\n    o[\"top\"] = top\n    o[\"behavior\"] = behavior\n\n    return o\n}\n\n/**\n * Exposes the JavaScript [MediaQueryList](https://developer.mozilla.org/en/docs/Web/API/MediaQueryList) to Kotlin\n */\npublic external abstract class MediaQueryList : EventTarget {\n    open val media: String\n    open val matches: Boolean\n    open var onchange: ((Event) -> dynamic)?\n    fun addListener(listener: EventListener?): Unit\n    fun addListener(listener: ((Event) -> Unit)?): Unit\n    fun removeListener(listener: EventListener?): Unit\n    fun removeListener(listener: ((Event) -> Unit)?): Unit\n}\n\n/**\n * Exposes the JavaScript [MediaQueryListEvent](https://developer.mozilla.org/en/docs/Web/API/MediaQueryListEvent) to Kotlin\n */\npublic external open class MediaQueryListEvent(type: String, eventInitDict: MediaQueryListEventInit = definedExternally) : Event {\n    open val media: String\n    open val matches: Boolean\n}\n\npublic external interface MediaQueryListEventInit : EventInit {\n    var media: String? /* = \"\" */\n        get() = definedExternally\n        set(value) = definedExternally\n    var matches: Boolean? /* = false */\n        get() = definedExternally\n        set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun MediaQueryListEventInit(media: String? = \"\", matches: Boolean? = false, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): MediaQueryListEventInit {\n    val o = js(\"({})\")\n\n    o[\"media\"] = media\n    o[\"matches\"] = matches\n    o[\"bubbles\"] = bubbles\n    o[\"cancelable\"] = cancelable\n    o[\"composed\"] = composed\n\n    return o\n}\n\n/**\n * Exposes the JavaScript [Screen](https://developer.mozilla.org/en/docs/Web/API/Screen) to Kotlin\n */\npublic external abstract class Screen {\n    open val availWidth: Int\n    open val availHeight: Int\n    open val width: Int\n    open val height: Int\n    open val colorDepth: Int\n    open val pixelDepth: Int\n}\n\n/**\n * Exposes the JavaScript [CaretPosition](https://developer.mozilla.org/en/docs/Web/API/CaretPosition) to Kotlin\n */\npublic external abstract class CaretPosition {\n    open val offsetNode: Node\n    open val offset: Int\n    fun getClientRect(): DOMRect?\n}\n\npublic external interface ScrollIntoViewOptions : ScrollOptions {\n    var block: ScrollLogicalPosition? /* = ScrollLogicalPosition.CENTER */\n        get() = definedExternally\n        set(value) = definedExternally\n    var inline: ScrollLogicalPosition? /* = ScrollLogicalPosition.CENTER */\n        get() = definedExternally\n        set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun ScrollIntoViewOptions(block: ScrollLogicalPosition? = ScrollLogicalPosition.CENTER, inline: ScrollLogicalPosition? = ScrollLogicalPosition.CENTER, behavior: ScrollBehavior? = ScrollBehavior.AUTO): ScrollIntoViewOptions {\n    val o = js(\"({})\")\n\n    o[\"block\"] = block\n    o[\"inline\"] = inline\n    o[\"behavior\"] = behavior\n\n    return o\n}\n\npublic external interface BoxQuadOptions {\n    var box: CSSBoxType? /* = CSSBoxType.BORDER */\n        get() = definedExternally\n        set(value) = definedExternally\n    var relativeTo: dynamic\n        get() = definedExternally\n        set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun BoxQuadOptions(box: CSSBoxType? = CSSBoxType.BORDER, relativeTo: dynamic = null): BoxQuadOptions {\n    val o = js(\"({})\")\n\n    o[\"box\"] = box\n    o[\"relativeTo\"] = relativeTo\n\n    return o\n}\n\npublic external interface ConvertCoordinateOptions {\n    var fromBox: CSSBoxType? /* = CSSBoxType.BORDER */\n        get() = definedExternally\n        set(value) = definedExternally\n    var toBox: CSSBoxType? /* = CSSBoxType.BORDER */\n        get() = definedExternally\n        set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun ConvertCoordinateOptions(fromBox: CSSBoxType? = CSSBoxType.BORDER, toBox: CSSBoxType? = CSSBoxType.BORDER): ConvertCoordinateOptions {\n    val o = js(\"({})\")\n\n    o[\"fromBox\"] = fromBox\n    o[\"toBox\"] = toBox\n\n    return o\n}\n\n/**\n * Exposes the JavaScript [GeometryUtils](https://developer.mozilla.org/en/docs/Web/API/GeometryUtils) to Kotlin\n */\npublic external interface GeometryUtils {\n    fun getBoxQuads(options: BoxQuadOptions = definedExternally): Array<DOMQuad>\n    fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions = definedExternally): DOMQuad\n    fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions = definedExternally): DOMQuad\n    fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions = definedExternally): DOMPoint\n}\n\npublic external
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@marker interface UnionElementOrProcessingInstruction {\n}\n\npublic external @marker interface UnionElementOrHTMLCollection {\n}\n\npublic external @marker interface UnionElementOrRadioNodeList {\n}\n\npublic external @marker interface UnionHTMLOptGroupElementOrHTMLOptionElement {\n}\n\npublic external @marker interface UnionAudioTrackOrTextTrackOrVideoTrack {\n}\n\npublic external @marker interface UnionElementOrMouseEvent {\n}\n\npublic external @marker interface UnionMessagePortOrWindow {\n}\n\npublic external @marker interface UnionMessagePortOrServiceWorker {\n}\n\npublic external @marker interface HTMLOrSVGScriptElement {\n}\n\npublic external @marker interface RenderingContext {\n}\n\npublic external @marker interface HTMLOrSVGImageElement {\n}\n\n/* please, don't implement this interface! */\npublic external interface DocumentReadyState {\n   companion object\n}\npublic inline val DocumentReadyState.Companion.LOADING: DocumentReadyState get() = \"loading\".asDynamic().unsafeCast<DocumentReadyState>()\npublic inline val DocumentReadyState.Companion.INTERACTIVE: DocumentReadyState get() = \"interactive\".asDynamic().unsafeCast<DocumentReadyState>()\npublic inline val DocumentReadyState.Companion.COMPLETE: DocumentReadyState get() = \"complete\".asDynamic().unsafeCast<DocumentReadyState>()\n\n/* please, don't implement this interface! */\npublic external interface CanPlayTypeResult {\n   companion object\n}\npublic inline val CanPlayTypeResult.Companion.EMPTY: CanPlayTypeResult get() = \"\".asDynamic().unsafeCast<CanPlayTypeResult>()\npublic inline val CanPlayTypeResult.Companion.MAYBE: CanPlayTypeResult get() = \"maybe\".asDynamic().unsafeCast<CanPlayTypeResult>()\npublic inline val CanPlayTypeResult.Companion.PROBABLY: CanPlayTypeResult get() = \"probably\".asDynamic().unsafeCast<CanPlayTypeResult>()\n\n/* please, don't implement this interface! */\npublic external interface TextTrackMode {\n   companion object\n}\npublic inline val TextTrackMode.Companion.DISABLED: TextTrackMode get() = \"disabled\".asDynamic().unsafeCast<TextTrackMode>()\npublic inline val TextTrackMode.Companion.HIDDEN: TextTrackMode get() = \"hidden\".asDynamic().unsafeCast<TextTrackMode>()\npublic inline val TextTrackMode.Companion.SHOWING: TextTrackMode get() = \"showing\".asDynamic().unsafeCast<TextTrackMode>()\n\n/* please, don't implement this interface! */\npublic external interface TextTrackKind {\n   companion object\n}\npublic inline val TextTrackKind.Companion.SUBTITLES: TextTrackKind get() = \"subtitles\".asDynamic().unsafeCast<TextTrackKind>()\npublic inline val TextTrackKind.Companion.CAPTIONS: TextTrackKind get() = \"captions\".asDynamic().unsafeCast<TextTrackKind>()\npublic inline val TextTrackKind.Companion.DESCRIPTIONS: TextTrackKind get() = \"descriptions\".asDynamic().unsafeCast<TextTrackKind>()\npublic inline val TextTrackKind.Companion.CHAPTERS: TextTrackKind get() = \"chapters\".asDynamic().unsafeCast<TextTrackKind>()\npublic inline val TextTrackKind.Companion.METADATA: TextTrackKind get() = \"metadata\".asDynamic().unsafeCast<TextTrackKind>()\n\n/* please, don't implement this interface! */\npublic external interface SelectionMode {\n   companion object\n}\npublic inline val SelectionMode.Companion.SELECT: SelectionMode get() = \"select\".asDynamic().unsafeCast<SelectionMode>()\npublic inline val SelectionMode.Companion.START: SelectionMode get() = \"start\".asDynamic().unsafeCast<SelectionMode>()\npublic inline val SelectionMode.Companion.END: SelectionMode get() = \"end\".asDynamic().unsafeCast<SelectionMode>()\npublic inline val SelectionMode.Companion.PRESERVE: SelectionMode get() = \"preserve\".asDynamic().unsafeCast<SelectionMode>()\n\n/* please, don't implement this interface! */\npublic external interface CanvasFillRule {\n   companion object\n}\npublic inline val CanvasFillRule.Companion.NONZERO: CanvasFillRule get() = \"nonzero\".asDynamic().unsafeCast<CanvasFillRule>()\npublic inline val CanvasFillRule.Companion.EVENODD: CanvasFillRule get() = \"evenodd\".asDynamic().unsafeCast<CanvasFillRule>()\n\n/* please, don't implement this

interface! */\npublic external interface ImageSmoothingQuality {\n   companion object\n}\npublic inline val ImageSmoothingQuality.Companion.LOW: ImageSmoothingQuality get() = \"low\".asDynamic().unsafeCast<ImageSmoothingQuality>()\npublic inline val ImageSmoothingQuality.Companion.MEDIUM: ImageSmoothingQuality get() = \"medium\".asDynamic().unsafeCast<ImageSmoothingQuality>()\npublic inline val ImageSmoothingQuality.Companion.HIGH: ImageSmoothingQuality get() = \"high\".asDynamic().unsafeCast<ImageSmoothingQuality>()\n\n/* please, don't implement this interface! */\npublic
 external interface CanvasLineCap {\n   companion object\n}\npublic inline val CanvasLineCap.Companion.BUTT: CanvasLineCap get() = \"butt\".asDynamic().unsafeCast<CanvasLineCap>()\npublic inline val CanvasLineCap.Companion.ROUND: CanvasLineCap get() = \"round\".asDynamic().unsafeCast<CanvasLineCap>()\npublic inline val CanvasLineCap.Companion.SQUARE: CanvasLineCap get() = \"square\".asDynamic().unsafeCast<CanvasLineCap>()\n\n/* please, don't implement this interface! */\npublic external interface CanvasLineJoin {\n   companion object\n}\npublic inline val CanvasLineJoin.Companion.ROUND: CanvasLineJoin get() = \"round\".asDynamic().unsafeCast<CanvasLineJoin>()\npublic inline val CanvasLineJoin.Companion.BEVEL: CanvasLineJoin get() = \"bevel\".asDynamic().unsafeCast<CanvasLineJoin>()\npublic inline val CanvasLineJoin.Companion.MITER: CanvasLineJoin get() = \"miter\".asDynamic().unsafeCast<CanvasLineJoin>()\n\n/* please, don't implement this interface! */\npublic external interface CanvasTextAlign
 {\n   companion object\n}\npublic inline val CanvasTextAlign.Companion.START: CanvasTextAlign get() = \"start\".asDynamic().unsafeCast<CanvasTextAlign>()\npublic inline val CanvasTextAlign.Companion.END: CanvasTextAlign get() = \"end\".asDynamic().unsafeCast<CanvasTextAlign>()\npublic inline val CanvasTextAlign.Companion.LEFT: CanvasTextAlign get() = \"left\".asDynamic().unsafeCast<CanvasTextAlign>()\npublic inline val CanvasTextAlign.Companion.RIGHT: CanvasTextAlign get() = \"right\".asDynamic().unsafeCast<CanvasTextAlign>()\npublic inline val CanvasTextAlign.Companion.CENTER: CanvasTextAlign get() = \"center\".asDynamic().unsafeCast<CanvasTextAlign>()\n\n/* please, don't implement this interface! */\npublic external interface CanvasTextBaseline {\n   companion object\n}\npublic inline val CanvasTextBaseline.Companion.TOP: CanvasTextBaseline get() = \"top\".asDynamic().unsafeCast<CanvasTextBaseline>()\npublic inline val CanvasTextBaseline.Companion.HANGING: CanvasTextBaseline
 get() = \"hanging\".asDynamic().unsafeCast<CanvasTextBaseline>()\npublic inline val CanvasTextBaseline.Companion.MIDDLE: CanvasTextBaseline get() = \"middle\".asDynamic().unsafeCast<CanvasTextBaseline>()\npublic inline val CanvasTextBaseline.Companion.ALPHABETIC: CanvasTextBaseline get() = \"alphabetic\".asDynamic().unsafeCast<CanvasTextBaseline>()\npublic inline val CanvasTextBaseline.Companion.IDEOGRAPHIC: CanvasTextBaseline get() = \"ideographic\".asDynamic().unsafeCast<CanvasTextBaseline>()\npublic inline val CanvasTextBaseline.Companion.BOTTOM: CanvasTextBaseline get() = \"bottom\".asDynamic().unsafeCast<CanvasTextBaseline>()\n\n/* please, don't implement this interface! */\npublic external interface CanvasDirection {\n   companion object\n}\npublic inline val CanvasDirection.Companion.LTR: CanvasDirection get() = \"ltr\".asDynamic().unsafeCast<CanvasDirection>()\npublic inline val CanvasDirection.Companion.RTL: CanvasDirection get() = \"rtl\".asDynamic().unsafeCast<CanvasDirection>()\npublic
 inline val CanvasDirection.Companion.INHERIT: CanvasDirection get() = \"inherit\".asDynamic().unsafeCast<CanvasDirection>()\n\n/* please, don't implement this interface! */\npublic external interface ScrollRestoration {\n   companion object\n}\npublic inline val

ScrollRestoration.Companion.AUTO: ScrollRestoration get() =
\"auto\".asDynamic().unsafeCast<ScrollRestoration>()\npublic inline val ScrollRestoration.Companion.MANUAL:
ScrollRestoration get() = \"manual\".asDynamic().unsafeCast<ScrollRestoration>()\n\n/* please, don't implement
this interface! */\npublic external interface ImageOrientation {\n   companion object\n}\npublic inline val
ImageOrientation.Companion.NONE: ImageOrientation get() =
\"none\".asDynamic().unsafeCast<ImageOrientation>()\npublic inline val ImageOrientation.Companion.FLIPY:
ImageOrientation get() = \"flipY\".asDynamic().unsafeCast<ImageOrientation>()\n\n/* please, don't implement this
interface! */\npublic external interface PremultiplyAlpha
{\n   companion object\n}\npublic inline val PremultiplyAlpha.Companion.NONE: PremultiplyAlpha get() =
\"none\".asDynamic().unsafeCast<PremultiplyAlpha>()\npublic inline val
PremultiplyAlpha.Companion.PREMULTIPLY: PremultiplyAlpha get() =
\"premultiply\".asDynamic().unsafeCast<PremultiplyAlpha>()\npublic inline val
PremultiplyAlpha.Companion.DEFAULT: PremultiplyAlpha get() =
\"default\".asDynamic().unsafeCast<PremultiplyAlpha>()\n\n/* please, don't implement this interface! */\npublic
external interface ColorSpaceConversion {\n   companion object\n}\npublic inline val
ColorSpaceConversion.Companion.NONE: ColorSpaceConversion get() =
\"none\".asDynamic().unsafeCast<ColorSpaceConversion>()\npublic inline val
ColorSpaceConversion.Companion.DEFAULT: ColorSpaceConversion get() =
\"default\".asDynamic().unsafeCast<ColorSpaceConversion>()\n\n/* please, don't implement this interface!
*/\npublic external interface ResizeQuality {\n   companion object\n}\npublic inline val
ResizeQuality.Companion.PIXELATED:
ResizeQuality get() = \"pixelated\".asDynamic().unsafeCast<ResizeQuality>()\npublic inline val
ResizeQuality.Companion.LOW: ResizeQuality get() = \"low\".asDynamic().unsafeCast<ResizeQuality>()\npublic
inline val ResizeQuality.Companion.MEDIUM: ResizeQuality get() =
\"medium\".asDynamic().unsafeCast<ResizeQuality>()\npublic inline val ResizeQuality.Companion.HIGH:
ResizeQuality get() = \"high\".asDynamic().unsafeCast<ResizeQuality>()\n\n/* please, don't implement this
interface! */\npublic external interface BinaryType {\n   companion object\n}\npublic inline val
BinaryType.Companion.BLOB: BinaryType get() = \"blob\".asDynamic().unsafeCast<BinaryType>()\npublic inline
val BinaryType.Companion.ARRAYBUFFER: BinaryType get() =
\"arraybuffer\".asDynamic().unsafeCast<BinaryType>()\n\n/* please, don't implement this interface! */\npublic
external interface WorkerType {\n   companion object\n}\npublic inline val WorkerType.Companion.CLASSIC:
WorkerType get() = \"classic\".asDynamic().unsafeCast<WorkerType>()\npublic
inline val WorkerType.Companion.MODULE: WorkerType get() =
\"module\".asDynamic().unsafeCast<WorkerType>()\n\n/* please, don't implement this interface! */\npublic
external interface ShadowRootMode {\n   companion object\n}\npublic inline val
ShadowRootMode.Companion.OPEN: ShadowRootMode get() =
\"open\".asDynamic().unsafeCast<ShadowRootMode>()\npublic inline val
ShadowRootMode.Companion.CLOSED: ShadowRootMode get() =
\"closed\".asDynamic().unsafeCast<ShadowRootMode>()\n\n/* please, don't implement this interface! */\npublic
external interface ScrollBehavior {\n   companion object\n}\npublic inline val ScrollBehavior.Companion.AUTO:
ScrollBehavior get() = \"auto\".asDynamic().unsafeCast<ScrollBehavior>()\npublic inline val
ScrollBehavior.Companion.INSTANT: ScrollBehavior get() =
\"instant\".asDynamic().unsafeCast<ScrollBehavior>()\npublic inline val ScrollBehavior.Companion.SMOOTH:
ScrollBehavior get() = \"smooth\".asDynamic().unsafeCast<ScrollBehavior>()\n\n/*
please, don't implement this interface! */\npublic external interface ScrollLogicalPosition {\n   companion
object\n}\npublic inline val ScrollLogicalPosition.Companion.START: ScrollLogicalPosition get() =
\"start\".asDynamic().unsafeCast<ScrollLogicalPosition>()\npublic inline val
ScrollLogicalPosition.Companion.CENTER: ScrollLogicalPosition get() =

\"center\".asDynamic().unsafeCast<ScrollLogicalPosition>()\npublic inline val ScrollLogicalPosition.Companion.END: ScrollLogicalPosition get() = \"end\".asDynamic().unsafeCast<ScrollLogicalPosition>()\npublic inline val ScrollLogicalPosition.Companion.NEAREST: ScrollLogicalPosition get() = \"nearest\".asDynamic().unsafeCast<ScrollLogicalPosition>()\n\n/* please, don't implement this interface! */\npublic external interface CSSBoxType {\n companion object\n}\npublic inline val CSSBoxType.Companion.MARGIN: CSSBoxType get() = \"margin\".asDynamic().unsafeCast<CSSBoxType>()\npublic inline val CSSBoxType.Companion.BORDER: CSSBoxType get() = \"border\".asDynamic().unsafeCast<CSSBoxType>()\npublic inline val CSSBoxType.Companion.PADDING: CSSBoxType get() = \"padding\".asDynamic().unsafeCast<CSSBoxType>()\npublic inline val CSSBoxType.Companion.CONTENT: CSSBoxType get() = \"content\".asDynamic().unsafeCast<CSSBoxType>()\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license \n * that can be found in the license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See libraries/tools/idl2k for details\n\n@file:Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npackage org.w3c.fetch\n\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.*\nimport org.w3c.dom.css.*\nimport org.w3c.dom.events.*\nimport org.w3c.dom.parsing.*\nimport org.w3c.dom.svg.*\nimport org.w3c.dom.url.*\nimport org.w3c.files.*\nimport org.w3c.notifications.*\nimport org.w3c.performance.*\nimport org.w3c.workers.*\nimport org.w3c.xhr.*\n\n/**\n * Exposes the JavaScript [Headers](https://developer.mozilla.org/en/docs/Web/API/Headers) to Kotlin\n */\npublic external open class Headers(init: dynamic = definedExternally) {\n fun append(name: String, value: String): Unit\n fun delete(name: String): Unit\n fun get(name: String): String?\n fun has(name: String): Boolean\n fun set(name: String, value: String): Unit\n}\n\n/**\n * Exposes the JavaScript [Body](https://developer.mozilla.org/en/docs/Web/API/Body) to Kotlin\n */\npublic external interface Body {\n val bodyUsed: Boolean\n fun arrayBuffer(): Promise<ArrayBuffer>\n fun blob(): Promise<Blob>\n fun formData(): Promise<FormData>\n fun json(): Promise<Any?>\n fun text(): Promise<String>\n}\n\n/**\n * Exposes the JavaScript [Request](https://developer.mozilla.org/en/docs/Web/API/Request) to Kotlin\n */\npublic external open class Request(input: dynamic, init: RequestInit = definedExternally) : Body {\n open val method: String\n open val url: String\n open val headers: Headers\n open val type: RequestType\n open val destination: RequestDestination\n open val referrer: String\n open val referrerPolicy: dynamic\n open val mode: RequestMode\n open val credentials: RequestCredentials\n open val cache: RequestCache\n open val redirect: RequestRedirect\n open val integrity: String\n open val keepalive: Boolean\n override val bodyUsed: Boolean\n fun clone(): Request\n override fun arrayBuffer(): Promise<ArrayBuffer>\n override fun blob(): Promise<Blob>\n override fun formData(): Promise<FormData>\n override fun json(): Promise<Any?>\n override fun text(): Promise<String>\n}\n\npublic external interface RequestInit {\n var method: String?\n get() = definedExternally\n set(value) = definedExternally\n var headers: dynamic\n get() = definedExternally\n set(value) = definedExternally\n var body: dynamic\n get() = definedExternally\n set(value) = definedExternally\n var referrer: String?\n get() = definedExternally\n set(value) = definedExternally\n var referrerPolicy: dynamic\n get() = definedExternally\n set(value) = definedExternally\n var mode: RequestMode?\n get() = definedExternally\n set(value) = definedExternally\n var credentials: RequestCredentials?\n get() = definedExternally\n set(value) = definedExternally\n var cache: RequestCache?\n get() = definedExternally\n set(value) = definedExternally\n var redirect: RequestRedirect?\n get() = definedExternally\n set(value) = definedExternally\n var integrity: String?\n get() = definedExternally\n set(value) = definedExternally\n var keepalive: Boolean?\n get() = definedExternally\n set(value) = definedExternally\n var window: Any?\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic

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 inline fun RequestInit(method: String? = null, headers: dynamic = null, body: dynamic = null, referrer: String? = null, referrerPolicy: dynamic = null, mode: RequestMode? = null, credentials: RequestCredentials? = null, cache: RequestCache? = null, redirect: RequestRedirect? = null, integrity: String? = null, keepalive: Boolean? = null, window: Any? = null): RequestInit {\n    val o = js(\"({})\")\n\n    o[\"method\"] = method\n    o[\"headers\"] = headers\n    o[\"body\"] = body\n    o[\"referrer\"] = referrer\n    o[\"referrerPolicy\"] = referrerPolicy\n    o[\"mode\"] = mode\n    o[\"credentials\"] = credentials\n    o[\"cache\"] = cache\n    o[\"redirect\"] = redirect\n    o[\"integrity\"] = integrity\n    o[\"keepalive\"] = keepalive\n    o[\"window\"] = window\n\n    return o\n}\n\n/**\n * Exposes the JavaScript [Response](https://developer.mozilla.org/en/docs/Web/API/Response) to Kotlin\n */\npublic external open class Response(body: dynamic
 = definedExternally, init: ResponseInit = definedExternally) : Body {\n    open val type: ResponseType\n    open val url: String\n    open val redirected: Boolean\n    open val status: Short\n    open val ok: Boolean\n    open val statusText: String\n    open val headers: Headers\n    open val body: dynamic\n    open val trailer: Promise<Headers>\n    override val bodyUsed: Boolean\n    fun clone(): Response\n    override fun arrayBuffer(): Promise<ArrayBuffer>\n    override fun blob(): Promise<Blob>\n    override fun formData(): Promise<FormData>\n    override fun json(): Promise<Any?>\n    override fun text(): Promise<String>\n\n    companion object {\n        fun error(): Response\n        fun redirect(url: String, status: Short = definedExternally): Response\n    }\n}\n\npublic external interface ResponseInit {\n    var status: Short? /* = 200 */\n        get() = definedExternally\n        set(value) = definedExternally\n    var statusText: String? /* = \"OK\" */\n        get() = definedExternally\n        set(value) = definedExternally\n    var headers: dynamic\n        get() = definedExternally\n        set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun ResponseInit(status: Short? = 200, statusText: String? = \"OK\", headers: dynamic = null): ResponseInit {\n    val o = js(\"({})\")\n\n    o[\"status\"] = status\n    o[\"statusText\"] = statusText\n    o[\"headers\"] = headers\n\n    return o\n}\n\n/* please, don't implement this interface! */\npublic external interface RequestType {\n    companion object\n}\npublic inline val RequestType.Companion.EMPTY: RequestType get() = \"\".asDynamic().unsafeCast<RequestType>()\npublic inline val RequestType.Companion.AUDIO: RequestType get() = \"audio\".asDynamic().unsafeCast<RequestType>()\npublic inline val RequestType.Companion.FONT: RequestType get() = \"font\".asDynamic().unsafeCast<RequestType>()\npublic inline val RequestType.Companion.IMAGE: RequestType get() = \"image\".asDynamic().unsafeCast<RequestType>()\npublic
 inline val RequestType.Companion.SCRIPT: RequestType get() = \"script\".asDynamic().unsafeCast<RequestType>()\npublic inline val RequestType.Companion.STYLE: RequestType get() = \"style\".asDynamic().unsafeCast<RequestType>()\npublic inline val RequestType.Companion.TRACK: RequestType get() = \"track\".asDynamic().unsafeCast<RequestType>()\npublic inline val RequestType.Companion.VIDEO: RequestType get() = \"video\".asDynamic().unsafeCast<RequestType>()\n\n/* please, don't implement this interface! */\npublic external interface RequestDestination {\n    companion object\n}\npublic inline val RequestDestination.Companion.EMPTY: RequestDestination get() = \"\".asDynamic().unsafeCast<RequestDestination>()\npublic inline val RequestDestination.Companion.DOCUMENT: RequestDestination get() = \"document\".asDynamic().unsafeCast<RequestDestination>()\npublic inline val RequestDestination.Companion.EMBED: RequestDestination get() = \"embed\".asDynamic().unsafeCast<RequestDestination>()\npublic
 inline val RequestDestination.Companion.FONT: RequestDestination get() = \"font\".asDynamic().unsafeCast<RequestDestination>()\npublic inline val RequestDestination.Companion.IMAGE: RequestDestination get() = \"image\".asDynamic().unsafeCast<RequestDestination>()\npublic inline val RequestDestination.Companion.MANIFEST: RequestDestination get() = \"manifest\".asDynamic().unsafeCast<RequestDestination>()\npublic inline val RequestDestination.Companion.MEDIA: RequestDestination get() = \"media\".asDynamic().unsafeCast<RequestDestination>()\npublic inline val
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RequestDestination.Companion.OBJECT: RequestDestination get() =
\"object\".asDynamic().unsafeCast<RequestDestination>()\npublic inline val
RequestDestination.Companion.REPORT: RequestDestination get() =
\"report\".asDynamic().unsafeCast<RequestDestination>()\npublic inline val
RequestDestination.Companion.SCRIPT: RequestDestination get() =
\"script\".asDynamic().unsafeCast<RequestDestination>()\npublic
inline val RequestDestination.Companion.SERVICEWORKER: RequestDestination get() =
\"serviceworker\".asDynamic().unsafeCast<RequestDestination>()\npublic inline val
RequestDestination.Companion.SHAREDWORKER: RequestDestination get() =
\"sharedworker\".asDynamic().unsafeCast<RequestDestination>()\npublic inline val
RequestDestination.Companion.STYLE: RequestDestination get() =
\"style\".asDynamic().unsafeCast<RequestDestination>()\npublic inline val
RequestDestination.Companion.WORKER: RequestDestination get() =
\"worker\".asDynamic().unsafeCast<RequestDestination>()\npublic inline val
RequestDestination.Companion.XSLT: RequestDestination get() =
\"xslt\".asDynamic().unsafeCast<RequestDestination>()\n\n/* please, don't implement this interface! */\npublic
external interface RequestMode {\n   companion object\n}\npublic inline val
RequestMode.Companion.NAVIGATE: RequestMode get() =
\"navigate\".asDynamic().unsafeCast<RequestMode>()\npublic inline val
RequestMode.Companion.SAME_ORIGIN:
RequestMode get() = \"same-origin\".asDynamic().unsafeCast<RequestMode>()\npublic inline val
RequestMode.Companion.NO_CORS: RequestMode get() = \"no-
cors\".asDynamic().unsafeCast<RequestMode>()\npublic inline val RequestMode.Companion.CORS: RequestMode
get() = \"cors\".asDynamic().unsafeCast<RequestMode>()\n\n/* please, don't implement this interface! */\npublic
external interface RequestCredentials {\n   companion object\n}\npublic inline val
RequestCredentials.Companion.OMIT: RequestCredentials get() =
\"omit\".asDynamic().unsafeCast<RequestCredentials>()\npublic inline val
RequestCredentials.Companion.SAME_ORIGIN: RequestCredentials get() = \"same-
origin\".asDynamic().unsafeCast<RequestCredentials>()\npublic inline val
RequestCredentials.Companion.INCLUDE: RequestCredentials get() =
\"include\".asDynamic().unsafeCast<RequestCredentials>()\n\n/* please, don't implement this interface! */\npublic
external interface RequestCache {\n   companion object\n}\npublic inline val
RequestCache.Companion.DEFAULT:
RequestCache get() = \"default\".asDynamic().unsafeCast<RequestCache>()\npublic inline val
RequestCache.Companion.NO_STORE: RequestCache get() = \"no-
store\".asDynamic().unsafeCast<RequestCache>()\npublic inline val RequestCache.Companion.RELOAD:
RequestCache get() = \"reload\".asDynamic().unsafeCast<RequestCache>()\npublic inline val
RequestCache.Companion.NO_CACHE: RequestCache get() = \"no-
cache\".asDynamic().unsafeCast<RequestCache>()\npublic inline val RequestCache.Companion.FORCE_CACHE:
RequestCache get() = \"force-cache\".asDynamic().unsafeCast<RequestCache>()\npublic inline val
RequestCache.Companion.ONLY_IF_CACHED: RequestCache get() = \"only-if-
cached\".asDynamic().unsafeCast<RequestCache>()\n\n/* please, don't implement this interface! */\npublic external
interface RequestRedirect {\n   companion object\n}\npublic inline val RequestRedirect.Companion.FOLLOW:
RequestRedirect get() = \"follow\".asDynamic().unsafeCast<RequestRedirect>()\npublic inline
val RequestRedirect.Companion.ERROR: RequestRedirect get() =
\"error\".asDynamic().unsafeCast<RequestRedirect>()\npublic inline val RequestRedirect.Companion.MANUAL:
RequestRedirect get() = \"manual\".asDynamic().unsafeCast<RequestRedirect>()\n\n/* please, don't implement this
interface! */\npublic external interface ResponseType {\n   companion object\n}\npublic inline val

ResponseType.Companion.BASIC: ResponseType get() = \"basic\".asDynamic().unsafeCast<ResponseType>()\npublic inline val ResponseType.Companion.CORS: ResponseType get() = \"cors\".asDynamic().unsafeCast<ResponseType>()\npublic inline val ResponseType.Companion.DEFAULT: ResponseType get() = \"default\".asDynamic().unsafeCast<ResponseType>()\npublic inline val ResponseType.Companion.ERROR: ResponseType get() = \"error\".asDynamic().unsafeCast<ResponseType>()\npublic inline val ResponseType.Companion.OPAQUE: ResponseType get() = \"opaque\".asDynamic().unsafeCast<ResponseType>()\npublic inline val ResponseType.Companion.OPAQUEREDIRECT: ResponseType get() = \"opaqueredirect\".asDynamic().unsafeCast<ResponseType>()\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license \n * that can be found in the license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See libraries/tools/idl2k for details\n\n@file:Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npackage org.w3c.dom.svg\n\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.*\nimport org.w3c.dom.css.*\nimport org.w3c.dom.events.*\nimport org.w3c.dom.parsing.*\nimport org.w3c.dom.url.*\nimport org.w3c.fetch.*\nimport org.w3c.files.*\nimport org.w3c.notifications.*\nimport org.w3c.performance.*\nimport org.w3c.workers.*\nimport org.w3c.xhr.*\n\n/**\n * Exposes the JavaScript [SVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGElement) to Kotlin\n */\npublic external abstract class SVGElement : Element, ElementCSSInlineStyle, GlobalEventHandlers, SVGElementInstance {\n   open val dataset: DOMStringMap\n   open val ownerSVGElement: SVGSVGElement?\n   open val viewportElement: SVGElement?\n   open var tabIndex: Int\n   fun focus(): Unit\n   fun blur(): Unit\n}\n\npublic external interface SVGBoundingBoxOptions {\n   var fill: Boolean? /* = true */\n   get() = definedExternally\n   set(value) = definedExternally\n   var stroke: Boolean? /* = false */\n   get() = definedExternally\n   set(value) = definedExternally\n   var markers: Boolean? /* = false */\n   get() = definedExternally\n   set(value) = definedExternally\n   var clipped: Boolean? /* = false */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun SVGBoundingBoxOptions(fill: Boolean? = true, stroke: Boolean? = false, markers: Boolean? = false, clipped: Boolean? = false): SVGBoundingBoxOptions {\n   val o = js(\"({})\")\n\n   o[\"fill\"] = fill\n   o[\"stroke\"] = stroke\n   o[\"markers\"] = markers\n   o[\"clipped\"] = clipped\n\n   return o\n}\n\n/**\n * Exposes the JavaScript [SVGGraphicsElement](https://developer.mozilla.org/en/docs/Web/API/SVGGraphicsElement) to Kotlin\n */\npublic external abstract class SVGGraphicsElement : SVGElement, SVGTests {\n   open val transform: SVGAnimatedTransformList\n   fun getBBox(options: SVGBoundingBoxOptions = definedExternally): DOMRect\n   fun getCTM(): DOMMatrix?\n   fun getScreenCTM(): DOMMatrix?\n}\n\n/**\n * Exposes the JavaScript [SVGGeometryElement](https://developer.mozilla.org/en/docs/Web/API/SVGGeometryElement) to Kotlin\n */\npublic external abstract class SVGGeometryElement : SVGGraphicsElement {\n   open val pathLength: SVGAnimatedNumber\n   fun isPointInFill(point: DOMPoint): Boolean\n   fun isPointInStroke(point: DOMPoint): Boolean\n   fun getTotalLength(): Float\n   fun getPointAtLength(distance: Float): DOMPoint\n}\n\n/**\n * Exposes the JavaScript [SVGNumber](https://developer.mozilla.org/en/docs/Web/API/SVGNumber) to Kotlin\n */\npublic external abstract class SVGNumber {\n   open var value: Float\n}\n\n/**\n * Exposes the JavaScript [SVGLength](https://developer.mozilla.org/en/docs/Web/API/SVGLength) to Kotlin\n */\npublic external abstract class SVGLength {\n   open val unitType: Short\n   open var value: Float\n   open var valueInSpecifiedUnits: Float\n   open var valueAsString: String\n   fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float): Unit\n   fun convertToSpecifiedUnits(unitType: Short): Unit\n\n   companion object {\n   val SVG_LENGTHTYPE_UNKNOWN: Short\n   val SVG_LENGTHTYPE_NUMBER: Short\n   val SVG_LENGTHTYPE_PERCENTAGE: Short\n   val SVG_LENGTHTYPE_EMS: Short\n   val SVG_LENGTHTYPE_EXS: Short\n   val SVG_LENGTHTYPE_PX: Short\n   val

SVG_LENGTHTYPE_CM: Short\n val SVG_LENGTHTYPE_MM: Short\n val SVG_LENGTHTYPE_IN: Short\n val SVG_LENGTHTYPE_PT: Short\n val SVG_LENGTHTYPE_PC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAngle) to Kotlin\n */\npublic external abstract class SVGAngle {\n open val unitType: Short\n open var value: Float\n open var valueInSpecifiedUnits: Float\n open var valueAsString: String\n fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float): Unit\n fun convertToSpecifiedUnits(unitType: Short): Unit\n\n companion object {\n val SVG_ANGLETYPE_UNKNOWN: Short\n val SVG_ANGLETYPE_UNSPECIFIED: Short\n val SVG_ANGLETYPE_DEG: Short\n val SVG_ANGLETYPE_RAD: Short\n val SVG_ANGLETYPE_GRAD: Short\n }\n}\n\npublic external abstract class SVGNameList {\n open val length: Int\n open val numberOfItems: Int\n fun clear(): Unit\n fun initialize(newItem: dynamic): dynamic\n fun getItem(index: Int): dynamic\n fun insertItemBefore(newItem: dynamic, index: Int): dynamic\n fun replaceItem(newItem: dynamic, index: Int): dynamic\n fun removeItem(index: Int): dynamic\n fun appendItem(newItem: dynamic): dynamic\n}\n@kotlin.internal.InlineOnly inline operator fun SVGNameList.get(index: Int): dynamic = asDynamic()[index]\n@kotlin.internal.InlineOnly inline operator fun SVGNameList.set(index: Int, newItem: dynamic): Unit { asDynamic()[index] = newItem; }\n\n/**\n * Exposes the JavaScript [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGNumberList) to Kotlin\n */\npublic external abstract class SVGNumberList {\n open val length: Int\n open val numberOfItems: Int\n fun clear(): Unit\n fun initialize(newItem: SVGNumber): SVGNumber\n fun getItem(index: Int): SVGNumber\n fun insertItemBefore(newItem: SVGNumber, index: Int): SVGNumber\n fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber\n fun removeItem(index: Int): SVGNumber\n fun appendItem(newItem: SVGNumber): SVGNumber\n}\n@kotlin.internal.InlineOnly inline operator fun SVGNumberList.get(index: Int): SVGNumber? = asDynamic()[index]\n@kotlin.internal.InlineOnly inline operator fun SVGNumberList.set(index: Int, newItem: SVGNumber): Unit { asDynamic()[index] = newItem; }\n\n/**\n * Exposes the JavaScript [SVGLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin\n */\npublic external abstract class SVGLengthList {\n open val length: Int\n open val numberOfItems: Int\n fun clear(): Unit\n fun initialize(newItem: SVGLength): SVGLength\n fun getItem(index: Int): SVGLength\n fun insertItemBefore(newItem: SVGLength, index: Int): SVGLength\n fun replaceItem(newItem: SVGLength, index: Int): SVGLength\n fun removeItem(index: Int): SVGLength\n fun appendItem(newItem: SVGLength): SVGLength\n}\n@kotlin.internal.InlineOnly inline operator fun SVGLengthList.get(index: Int): SVGLength? = asDynamic()[index]\n@kotlin.internal.InlineOnly inline operator fun SVGLengthList.set(index: Int, newItem: SVGLength): Unit { asDynamic()[index] = newItem; }\n\n/**\n * Exposes the JavaScript [SVGAnimatedBoolean](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedBoolean) to Kotlin\n */\npublic external abstract class SVGAnimatedBoolean {\n open var baseVal: Boolean\n open val animVal: Boolean\n}\n\n/**\n * Exposes the JavaScript [SVGAnimatedEnumeration](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedEnumeration) to Kotlin\n */\npublic external abstract class SVGAnimatedEnumeration {\n open var baseVal: Short\n open val animVal: Short\n}\n\n/**\n * Exposes the JavaScript [SVGAnimatedInteger](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedInteger) to Kotlin\n */\npublic external abstract class SVGAnimatedInteger {\n open var baseVal: Int\n open val animVal: Int\n}\n\n/**\n * Exposes the JavaScript [SVGAnimatedNumber](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumber) to Kotlin\n */\npublic external abstract class SVGAnimatedNumber {\n open var baseVal: Float\n open val animVal: Float\n}\n\n/**\n * Exposes the JavaScript [SVGAnimatedLength](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLength) to Kotlin\n */\npublic external abstract class SVGAnimatedLength {\n open val baseVal: SVGLength\n open val animVal: SVGLength\n}\n\n/**\n * Exposes the JavaScript

[SVGAnimatedAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedAngle) to Kotlin\n */\npublic external abstract class SVGAnimatedAngle {\n   open val baseVal: SVGAngle\n   open val animVal: SVGAngle\n}\n\n/**\n * Exposes the JavaScript [SVGAnimatedString](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedString) to Kotlin\n */\npublic external abstract class SVGAnimatedString {\n   open var baseVal: String\n   open val animVal: String\n}\n\n/**\n * Exposes the JavaScript [SVGAnimatedRect](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedRect) to Kotlin\n */\npublic external abstract class SVGAnimatedRect {\n   open val baseVal: DOMRect\n   open val animVal: DOMRectReadOnly\n}\n\n/**\n * Exposes the JavaScript [SVGAnimatedNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumberList) to Kotlin\n */\npublic external abstract class SVGAnimatedNumberList {\n   open val baseVal: SVGNumberList\n   open val animVal: SVGNumberList\n}\n\n/**\n * Exposes the JavaScript [SVGAnimatedLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLengthList) to Kotlin\n */\npublic external abstract class SVGAnimatedLengthList {\n   open val baseVal: SVGLengthList\n   open val animVal: SVGLengthList\n}\n\n/**\n * Exposes the JavaScript [SVGStringList](https://developer.mozilla.org/en/docs/Web/API/SVGStringList) to Kotlin\n */\npublic external abstract class SVGStringList {\n   open val length: Int\n   open val numberOfItems: Int\n   fun clear(): Unit\n   fun initialize(newItem: String): String\n   fun getItem(index: Int): String\n   fun insertItemBefore(newItem: String, index: Int): String\n   fun replaceItem(newItem: String, index: Int): String\n   fun removeItem(index: Int): String\n   fun appendItem(newItem: String): String\n}\n@kotlin.internal.InlineOnly inline operator fun SVGStringList.get(index: Int): String? = asDynamic()[index]\n@kotlin.internal.InlineOnly inline operator fun SVGStringList.set(index: Int, newItem: String): Unit { asDynamic()[index] = newItem; }\n\n/**\n * Exposes the JavaScript [SVGUnitTypes](https://developer.mozilla.org/en/docs/Web/API/SVGUnitTypes) to Kotlin\n */\npublic external interface SVGUnitTypes {\n\n   companion object {\n   val SVG_UNIT_TYPE_UNKNOWN: Short\n   val SVG_UNIT_TYPE_USERSPACEONUSE: Short\n   val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short\n   }\n}\n\n/**\n * Exposes the JavaScript [SVGTests](https://developer.mozilla.org/en/docs/Web/API/SVGTests) to Kotlin\n */\npublic external interface SVGTests {\n   val requiredExtensions: SVGStringList\n   val systemLanguage: SVGStringList\n}\n\npublic external interface SVGFitToViewBox {\n   val viewBox: SVGAnimatedRect\n   val preserveAspectRatio: SVGAnimatedPreserveAspectRatio\n}\n\n/**\n * Exposes the JavaScript [SVGZoomAndPan](https://developer.mozilla.org/en/docs/Web/API/SVGZoomAndPan) to Kotlin\n */\npublic external interface SVGZoomAndPan {\n   var zoomAndPan: Short\n\n   companion object {\n   val SVG_ZOOMANDPAN_UNKNOWN: Short\n   val SVG_ZOOMANDPAN_DISABLE: Short\n   val SVG_ZOOMANDPAN_MAGNIFY: Short\n   }\n}\n\n/**\n * Exposes the JavaScript [SVGURIReference](https://developer.mozilla.org/en/docs/Web/API/SVGURIReference) to Kotlin\n */\npublic external interface SVGURIReference {\n   val href: SVGAnimatedString\n}\n\n/**\n * Exposes the JavaScript [SVGSVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGSVGElement) to Kotlin\n */\npublic external abstract class SVGSVGElement : SVGGraphicsElement, SVGFitToViewBox, SVGZoomAndPan, WindowEventHandlers {\n   open val x: SVGAnimatedLength\n   open val y: SVGAnimatedLength\n   open val width: SVGAnimatedLength\n   open val height: SVGAnimatedLength\n   open var currentScale: Float\n   open val currentTranslate: DOMPointReadOnly\n   fun getIntersectionList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList\n   fun getEnclosureList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList\n   fun checkIntersection(element: SVGElement, rect: DOMRectReadOnly): Boolean\n   fun checkEnclosure(element: SVGElement, rect: DOMRectReadOnly): Boolean\n   fun deselectAll(): Unit\n   fun createSVGNumber(): SVGNumber\n   fun createSVGLength(): SVGLength\n   fun createSVGAngle(): SVGAngle\n   fun createSVGPoint(): DOMPoint\n   fun createSVGMatrix(): DOMMatrix\n   fun createSVGRect(): DOMRect\n   fun createSVGTransform(): SVGTransform\n   fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform\n   fun getElementById(elementId: String): Element\n   fun

suspendRedraw(maxWaitMilliseconds:
Int): Int\n fun unsuspendRedraw(suspendHandleID: Int): Unit\n fun unsuspendRedrawAll(): Unit\n fun forceRedraw(): Unit\n\n companion object {\n val SVG_ZOOMANDPAN_UNKNOWN: Short\n val SVG_ZOOMANDPAN_DISABLE: Short\n val SVG_ZOOMANDPAN_MAGNIFY: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGGElement](https://developer.mozilla.org/en/docs/Web/API/SVGGElement) to Kotlin\n */\npublic external abstract class SVGGElement : SVGGraphicsElement {\n}\n\npublic external abstract class SVGUnknownElement : SVGGraphicsElement {\n}\n\n/**\n * Exposes the JavaScript [SVGDefsElement](https://developer.mozilla.org/en/docs/Web/API/SVGDefsElement) to Kotlin\n */\npublic external abstract class SVGDefsElement : SVGGraphicsElement {\n}\n\n/**\n * Exposes the JavaScript [SVGDescElement](https://developer.mozilla.org/en/docs/Web/API/SVGDescElement) to Kotlin\n */\npublic external abstract class SVGDescElement : SVGElement {\n}\n\n/**\n * Exposes the JavaScript [SVGMetadataElement](https://developer.mozilla.org/en/docs/Web/API/SVGMetadataElement) to Kotlin\n */\npublic external abstract class SVGMetadataElement : SVGElement {\n}\n\n/**\n * Exposes the JavaScript [SVGTitleElement](https://developer.mozilla.org/en/docs/Web/API/SVGTitleElement) to Kotlin\n */\npublic external abstract class SVGTitleElement : SVGElement {\n}\n\n/**\n * Exposes the JavaScript [SVGSymbolElement](https://developer.mozilla.org/en/docs/Web/API/SVGSymbolElement) to Kotlin\n */\npublic external abstract class SVGSymbolElement : SVGGraphicsElement, SVGFitToViewBox {\n}\n\n/**\n * Exposes the JavaScript [SVGUseElement](https://developer.mozilla.org/en/docs/Web/API/SVGUseElement) to Kotlin\n */\npublic external abstract class SVGUseElement : SVGGraphicsElement, SVGURIReference {\n open val x: SVGAnimatedLength\n open val y: SVGAnimatedLength\n open val width: SVGAnimatedLength\n open val height: SVGAnimatedLength\n open val instanceRoot: SVGElement?\n
open val animatedInstanceRoot: SVGElement?\n}\n\npublic external open class SVGUseElementShadowRoot : ShadowRoot {\n override fun getElementById(elementId: String): Element?\n override fun prepend(vararg nodes: dynamic): Unit\n override fun append(vararg nodes: dynamic): Unit\n override fun querySelector(selectors: String): Element?\n override fun querySelectorAll(selectors: String): NodeList\n}\n\npublic external interface SVGElementInstance {\n val correspondingElement: SVGElement?\n val correspondingUseElement: SVGUseElement?\n}\n\npublic external open class ShadowAnimation(source: dynamic, newTarget: dynamic) {\n open val sourceAnimation: dynamic\n}\n\n/**\n * Exposes the JavaScript [SVGSwitchElement](https://developer.mozilla.org/en/docs/Web/API/SVGSwitchElement) to Kotlin\n */\npublic external abstract class SVGSwitchElement : SVGGraphicsElement {\n}\n\npublic external interface GetSVGDocument {\n fun getSVGDocument(): Document\n}\n\n/**\n * Exposes
the JavaScript [SVGStyleElement](https://developer.mozilla.org/en/docs/Web/API/SVGStyleElement) to Kotlin\n */\npublic external abstract class SVGStyleElement : SVGElement, LinkStyle {\n open var type: String\n open var media: String\n open var title: String\n}\n\n/**\n * Exposes the JavaScript [SVGTransform](https://developer.mozilla.org/en/docs/Web/API/SVGTransform) to Kotlin\n */\npublic external abstract class SVGTransform {\n open val type: Short\n open val matrix: DOMMatrix\n open val angle: Float\n fun setMatrix(matrix: DOMMatrixReadOnly): Unit\n fun setTranslate(tx: Float, ty: Float): Unit\n fun setScale(sx: Float, sy: Float): Unit\n fun setRotate(angle: Float, cx: Float, cy: Float): Unit\n fun setSkewX(angle: Float): Unit\n fun setSkewY(angle: Float): Unit\n\n companion object {\n val SVG_TRANSFORM_UNKNOWN: Short\n val SVG_TRANSFORM_MATRIX: Short\n val SVG_TRANSFORM_TRANSLATE: Short\n val SVG_TRANSFORM_SCALE: Short\n
val SVG_TRANSFORM_ROTATE: Short\n val SVG_TRANSFORM_SKEWX: Short\n val SVG_TRANSFORM_SKEWY: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGTransformList) to Kotlin\n */\npublic external abstract class SVGTransformList {\n open val length: Int\n open val numberOfItems: Int\n fun clear(): Unit\n fun initialize(newItem: SVGTransform): SVGTransform\n fun getItem(index: Int): SVGTransform\n fun insertItemBefore(newItem: SVGTransform, index: Int): SVGTransform\n fun replaceItem(newItem: SVGTransform, index: Int): SVGTransform\n fun removeItem(index: Int): SVGTransform\n fun

appendItem(newItem: SVGTransform): SVGTransform\n   fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform\n   fun consolidate(): SVGTransform?\n}\n@kotlin.internal.InlineOnly inline operator fun SVGTransformList.get(index: Int): SVGTransform? = asDynamic()[index]\n@kotlin.internal.InlineOnly
inline operator fun SVGTransformList.set(index: Int, newItem: SVGTransform): Unit { asDynamic()[index] = newItem; }\n\n/**\n * Exposes the JavaScript [SVGAnimatedTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedTransformList) to Kotlin\n */\npublic external abstract class SVGAnimatedTransformList {\n   open val baseVal: SVGTransformList\n   open val animVal: SVGTransformList\n}\n\n/**\n * Exposes the JavaScript [SVGPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGPreserveAspectRatio) to Kotlin\n */\npublic external abstract class SVGPreserveAspectRatio {\n   open var align: Short\n   open var meetOrSlice: Short\n\n   companion object {\n   val SVG_PRESERVEASPECTRATIO_UNKNOWN: Short\n   val SVG_PRESERVEASPECTRATIO_NONE: Short\n   val SVG_PRESERVEASPECTRATIO_XMINYMIN: Short\n   val SVG_PRESERVEASPECTRATIO_XMIDYMIN: Short\n   val SVG_PRESERVEASPECTRATIO_XMAXYMIN: Short\n   val SVG_PRESERVEASPECTRATIO_XMINYMID:
Short\n   val SVG_PRESERVEASPECTRATIO_XMIDYMID: Short\n   val SVG_PRESERVEASPECTRATIO_XMAXYMID: Short\n   val SVG_PRESERVEASPECTRATIO_XMINYMAX: Short\n   val SVG_PRESERVEASPECTRATIO_XMIDYMAX: Short\n   val SVG_PRESERVEASPECTRATIO_XMAXYMAX: Short\n   val SVG_MEETORSLICE_UNKNOWN: Short\n   val SVG_MEETORSLICE_MEET: Short\n   val SVG_MEETORSLICE_SLICE: Short\n   }\n}\n\n/**\n * Exposes the JavaScript [SVGAnimatedPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPreserveAspectRatio) to Kotlin\n */\npublic external abstract class SVGAnimatedPreserveAspectRatio {\n   open val baseVal: SVGPreserveAspectRatio\n   open val animVal: SVGPreserveAspectRatio\n}\n\n/**\n * Exposes the JavaScript [SVGPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGPathElement) to Kotlin\n */\npublic external abstract class SVGPathElement : SVGGeometryElement {\n}\n\n/**\n * Exposes the JavaScript [SVGRectElement](https://developer.mozilla.org/en/docs/Web/API/SVGRectElement)
to Kotlin\n */\npublic external abstract class SVGRectElement : SVGGeometryElement {\n   open val x: SVGAnimatedLength\n   open val y: SVGAnimatedLength\n   open val width: SVGAnimatedLength\n   open val height: SVGAnimatedLength\n   open val rx: SVGAnimatedLength\n   open val ry: SVGAnimatedLength\n}\n\n/**\n * Exposes the JavaScript [SVGCircleElement](https://developer.mozilla.org/en/docs/Web/API/SVGCircleElement) to Kotlin\n */\npublic external abstract class SVGCircleElement : SVGGeometryElement {\n   open val cx: SVGAnimatedLength\n   open val cy: SVGAnimatedLength\n   open val r: SVGAnimatedLength\n}\n\n/**\n * Exposes the JavaScript [SVGEllipseElement](https://developer.mozilla.org/en/docs/Web/API/SVGEllipseElement) to Kotlin\n */\npublic external abstract class SVGEllipseElement : SVGGeometryElement {\n   open val cx: SVGAnimatedLength\n   open val cy: SVGAnimatedLength\n   open val rx: SVGAnimatedLength\n   open val ry: SVGAnimatedLength\n}\n\n/**\n * Exposes the JavaScript [SVGLineElement](https://developer.mozilla.org/en/docs/Web/API/SVGLineElement) to Kotlin\n */\npublic external abstract class SVGLineElement : SVGGeometryElement {\n   open val x1: SVGAnimatedLength\n   open val y1: SVGAnimatedLength\n   open val x2: SVGAnimatedLength\n   open val y2: SVGAnimatedLength\n}\n\n/**\n * Exposes the JavaScript [SVGMeshElement](https://developer.mozilla.org/en/docs/Web/API/SVGMeshElement) to Kotlin\n */\npublic external abstract class SVGMeshElement : SVGGeometryElement, SVGURIReference {\n}\n\n/**\n * Exposes the JavaScript [SVGAnimatedPoints](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPoints) to Kotlin\n */\npublic external interface SVGAnimatedPoints {\n   val points: SVGPointList\n   val animatedPoints:

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SVGPointList\n}\n\npublic external abstract class SVGPointList {\n    open val length: Int\n    open val
numberOfItems: Int\n    fun clear(): Unit\n    fun initialize(newItem:
 DOMPoint): DOMPoint\n    fun getItem(index: Int): DOMPoint\n    fun insertItemBefore(newItem: DOMPoint,
index: Int): DOMPoint\n    fun replaceItem(newItem: DOMPoint, index: Int): DOMPoint\n    fun removeItem(index:
Int): DOMPoint\n    fun appendItem(newItem: DOMPoint): DOMPoint\n}\n@kotlin.internal.InlineOnly inline
operator fun SVGPointList.get(index: Int): DOMPoint? = asDynamic()[index]\n@kotlin.internal.InlineOnly inline
operator fun SVGPointList.set(index: Int, newItem: DOMPoint): Unit { asDynamic()[index] = newItem; }\n\n/**\n
* Exposes the JavaScript
[SVGPolylineElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolylineElement) to Kotlin\n
*/\npublic external abstract class SVGPolylineElement : SVGGeometryElement, SVGAnimatedPoints {\n}\n\n/**\n
* Exposes the JavaScript
[SVGPolygonElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolygonElement) to Kotlin\n
*/\npublic external abstract class SVGPolygonElement : SVGGeometryElement, SVGAnimatedPoints {\n}\n\n/**\n
 * Exposes the JavaScript
[SVGTextContentElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextContentElement) to Kotlin\n
*/\npublic external abstract class SVGTextContentElement : SVGGraphicsElement {\n    open val textLength:
SVGAnimatedLength\n    open val lengthAdjust: SVGAnimatedEnumeration\n    fun getNumberOfChars(): Int\n
fun getComputedTextLength(): Float\n    fun getSubStringLength(charnum: Int, nchars: Int): Float\n    fun
getStartPositionOfChar(charnum: Int): DOMPoint\n    fun getEndPositionOfChar(charnum: Int): DOMPoint\n    fun
getExtentOfChar(charnum: Int): DOMRect\n    fun getRotationOfChar(charnum: Int): Float\n    fun
getCharNumAtPosition(point: DOMPoint): Int\n    fun selectSubString(charnum: Int, nchars: Int): Unit\n\n
companion object {\n        val LENGTHADJUST_UNKNOWN: Short\n        val LENGTHADJUST_SPACING:
Short\n        val LENGTHADJUST_SPACINGANDGLYPHS: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[SVGTextPositioningElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPositioningElement)
 to Kotlin\n */\npublic external abstract class SVGTextPositioningElement : SVGTextContentElement {\n    open
val x: SVGAnimatedLengthList\n    open val y: SVGAnimatedLengthList\n    open val dx:
SVGAnimatedLengthList\n    open val dy: SVGAnimatedLengthList\n    open val rotate:
SVGAnimatedNumberList\n}\n\n/**\n * Exposes the JavaScript
[SVGTextElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextElement) to Kotlin\n */\npublic
external abstract class SVGTextElement : SVGTextPositioningElement {\n}\n\n/**\n * Exposes the JavaScript
[SVGTSpanElement](https://developer.mozilla.org/en/docs/Web/API/SVGTSpanElement) to Kotlin\n */\npublic
external abstract class SVGTSpanElement : SVGTextPositioningElement {\n}\n\n/**\n * Exposes the JavaScript
[SVGTextPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPathElement) to Kotlin\n
*/\npublic external abstract class SVGTextPathElement : SVGTextContentElement,
 SVGURIReference {\n    open val startOffset: SVGAnimatedLength\n    open val method:
SVGAnimatedEnumeration\n    open val spacing: SVGAnimatedEnumeration\n\n    companion object {\n        val
TEXTPATH_METHODTYPE_UNKNOWN: Short\n        val TEXTPATH_METHODTYPE_ALIGN: Short\n
val TEXTPATH_METHODTYPE_STRETCH: Short\n        val TEXTPATH_SPACINGTYPE_UNKNOWN:
Short\n        val TEXTPATH_SPACINGTYPE_AUTO: Short\n        val TEXTPATH_SPACINGTYPE_EXACT:
Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[SVGImageElement](https://developer.mozilla.org/en/docs/Web/API/SVGImageElement) to Kotlin\n */\npublic
external abstract class SVGImageElement : SVGGraphicsElement, SVGURIReference,
HTMLOrSVGImageElement {\n    open val x: SVGAnimatedLength\n    open val y: SVGAnimatedLength\n    open
val width: SVGAnimatedLength\n    open val height: SVGAnimatedLength\n    open val preserveAspectRatio:
SVGAnimatedPreserveAspectRatio\n    open var crossOrigin: String?\n}\n\n/**\n * Exposes the JavaScript
 [SVGForeignObjectElement](https://developer.mozilla.org/en/docs/Web/API/SVGForeignObjectElement) to
Kotlin\n */\npublic external abstract class SVGForeignObjectElement : SVGGraphicsElement {\n    open val x:
SVGAnimatedLength\n    open val y: SVGAnimatedLength\n    open val width: SVGAnimatedLength\n    open val
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height: SVGAnimatedLength\n}\n\npublic external abstract class SVGMarkerElement : SVGElement, SVGFitToViewBox {\n open val refX: SVGAnimatedLength\n open val refY: SVGAnimatedLength\n open val markerUnits: SVGAnimatedEnumeration\n open val markerWidth: SVGAnimatedLength\n open val markerHeight: SVGAnimatedLength\n open val orientType: SVGAnimatedEnumeration\n open val orientAngle: SVGAnimatedAngle\n open var orient: String\n fun setOrientToAuto(): Unit\n fun setOrientToAngle(angle: SVGAngle): Unit\n\n companion object {\n val SVG_MARKERUNITS_UNKNOWN: Short\n val SVG_MARKERUNITS_USERSPACEONUSE: Short\n val SVG_MARKERUNITS_STROKEWIDTH:
Short\n val SVG_MARKER_ORIENT_UNKNOWN: Short\n val SVG_MARKER_ORIENT_AUTO: Short\n val SVG_MARKER_ORIENT_ANGLE: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGSolidcolorElement](https://developer.mozilla.org/en/docs/Web/API/SVGSolidcolorElement) to Kotlin\n */\npublic external abstract class SVGSolidcolorElement : SVGElement {\n}\n\n/**\n * Exposes the JavaScript [SVGGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGGradientElement) to Kotlin\n */\npublic external abstract class SVGGradientElement : SVGElement, SVGURIReference, SVGUnitTypes {\n open val gradientUnits: SVGAnimatedEnumeration\n open val gradientTransform: SVGAnimatedTransformList\n open val spreadMethod: SVGAnimatedEnumeration\n\n companion object {\n val SVG_SPREADMETHOD_UNKNOWN: Short\n val SVG_SPREADMETHOD_PAD: Short\n val SVG_SPREADMETHOD_REFLECT: Short\n val SVG_SPREADMETHOD_REPEAT: Short\n val SVG_UNIT_TYPE_UNKNOWN:
Short\n val SVG_UNIT_TYPE_USERSPACEONUSE: Short\n val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGLinearGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGLinearGradientElement) to Kotlin\n */\npublic external abstract class SVGLinearGradientElement : SVGGradientElement {\n open val x1: SVGAnimatedLength\n open val y1: SVGAnimatedLength\n open val x2: SVGAnimatedLength\n open val y2: SVGAnimatedLength\n}\n\n/**\n * Exposes the JavaScript [SVGRadialGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGRadialGradientElement) to Kotlin\n */\npublic external abstract class SVGRadialGradientElement : SVGGradientElement {\n open val cx: SVGAnimatedLength\n open val cy: SVGAnimatedLength\n open val r: SVGAnimatedLength\n open val fx: SVGAnimatedLength\n open val fy: SVGAnimatedLength\n open val fr: SVGAnimatedLength\n}\n\npublic external abstract class SVGMeshGradientElement
: SVGGradientElement {\n}\n\npublic external abstract class SVGMeshrowElement : SVGElement {\n}\n\npublic external abstract class SVGMeshpatchElement : SVGElement {\n}\n\n/**\n * Exposes the JavaScript [SVGStopElement](https://developer.mozilla.org/en/docs/Web/API/SVGStopElement) to Kotlin\n */\npublic external abstract class SVGStopElement : SVGElement {\n open val offset: SVGAnimatedNumber\n}\n\n/**\n * Exposes the JavaScript [SVGPatternElement](https://developer.mozilla.org/en/docs/Web/API/SVGPatternElement) to Kotlin\n */\npublic external abstract class SVGPatternElement : SVGElement, SVGFitToViewBox, SVGURIReference, SVGUnitTypes {\n open val patternUnits: SVGAnimatedEnumeration\n open val patternContentUnits: SVGAnimatedEnumeration\n open val patternTransform: SVGAnimatedTransformList\n open val x: SVGAnimatedLength\n open val y: SVGAnimatedLength\n open val width: SVGAnimatedLength\n open val height: SVGAnimatedLength\n\n companion object {\n val SVG_UNIT_TYPE_UNKNOWN: Short\n val SVG_UNIT_TYPE_USERSPACEONUSE: Short\n val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short\n }\n}\n\npublic external abstract class SVGHatchElement : SVGElement {\n}\n\npublic external abstract class SVGHatchpathElement : SVGElement {\n}\n\n/**\n * Exposes the JavaScript [SVGCursorElement](https://developer.mozilla.org/en/docs/Web/API/SVGCursorElement) to Kotlin\n */\npublic external abstract class SVGCursorElement : SVGElement, SVGURIReference {\n open val x: SVGAnimatedLength\n open val y: SVGAnimatedLength\n}\n\n/**\n * Exposes the JavaScript [SVGScriptElement](https://developer.mozilla.org/en/docs/Web/API/SVGScriptElement) to Kotlin\n */\npublic external abstract class SVGScriptElement : SVGElement, SVGURIReference, HTMLOrSVGScriptElement {\n

open var type: String\n   open var crossOrigin: String?\n}\n\n/**\n * Exposes the JavaScript [SVGAElement](https://developer.mozilla.org/en/docs/Web/API/SVGAElement) to Kotlin\n */\npublic external abstract class SVGAElement : SVGGraphicsElement, SVGURIReference {\n   open val target: SVGAnimatedString\n   open val download: SVGAnimatedString\n   open val rel: SVGAnimatedString\n   open val relList: SVGAnimatedString\n   open val hreflang: SVGAnimatedString\n   open val type: SVGAnimatedString\n}\n\n/**\n * Exposes the JavaScript [SVGViewElement](https://developer.mozilla.org/en/docs/Web/API/SVGViewElement) to Kotlin\n */\npublic external abstract class SVGViewElement : SVGElement, SVGFitToViewBox, SVGZoomAndPan {\n\n   companion object {\n   val SVG_ZOOMANDPAN_UNKNOWN: Short\n   val SVG_ZOOMANDPAN_DISABLE: Short\n   val SVG_ZOOMANDPAN_MAGNIFY: Short\n   }\n}\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license \n * that can be found in the license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See libraries/tools/idl2k for details\n\n@file:Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npackage org.w3c.files\n\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.*\nimport org.w3c.dom.css.*\nimport org.w3c.dom.events.*\nimport org.w3c.dom.parsing.*\nimport org.w3c.dom.svg.*\nimport org.w3c.dom.url.*\nimport org.w3c.fetch.*\nimport org.w3c.notifications.*\nimport org.w3c.performance.*\nimport org.w3c.workers.*\nimport org.w3c.xhr.*\n\n/**\n * Exposes the JavaScript [Blob](https://developer.mozilla.org/en/docs/Web/API/Blob) to Kotlin\n */\npublic external open class Blob(blobParts: Array<dynamic> = definedExternally, options: BlobPropertyBag = definedExternally) {\n   open val size: Int\n   open val type: String\n   open val isClosed: Boolean\n   fun slice(start: Int = definedExternally, end: Int = definedExternally, contentType: String = definedExternally): Blob\n   fun close(): Unit\n}\n\npublic external interface BlobPropertyBag {\n   var type: String? /* = \"\" */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun BlobPropertyBag(type: String? = \"\"): BlobPropertyBag {\n   val o = js(\"({})\")\n\n   o[\"type\"] = type\n\n   return o\n}\n\n/**\n * Exposes the JavaScript [File](https://developer.mozilla.org/en/docs/Web/API/File) to Kotlin\n */\npublic external open class File(fileBits: Array<dynamic>, fileName: String, options: FilePropertyBag = definedExternally) : Blob {\n   open val name: String\n   open val lastModified: Int\n}\n\npublic external interface FilePropertyBag : BlobPropertyBag {\n   var lastModified: Int?\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun FilePropertyBag(lastModified: Int? = null, type: String? = \"\"): FilePropertyBag {\n   val o = js(\"({})\")\n\n   o[\"lastModified\"] = lastModified\n   o[\"type\"] = type\n\n   return o\n}\n\n/**\n * Exposes the JavaScript [FileList](https://developer.mozilla.org/en/docs/Web/API/FileList) to Kotlin\n */\npublic external abstract class FileList : ItemArrayLike<File> {\n   override val length: Int\n   override fun item(index: Int): File?\n}\n\n@kotlin.internal.InlineOnly inline operator fun FileList.get(index: Int): File? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript [FileReader](https://developer.mozilla.org/en/docs/Web/API/FileReader) to Kotlin\n */\npublic external open class FileReader : EventTarget {\n   open val readyState: Short\n   open val result: dynamic\n   open val error: dynamic\n   var onloadstart: ((Event) -> dynamic)?\n   var onprogress: ((Event) -> dynamic)?\n   var onload: ((Event) -> dynamic)?\n   var onabort: ((Event) -> dynamic)?\n   var onerror: ((Event) -> dynamic)?\n   var onloadend: ((Event) -> dynamic)?\n   fun readAsArrayBuffer(blob: Blob): Unit\n   fun readAsBinaryString(blob: Blob): Unit\n   fun readAsText(blob: Blob, label: String = definedExternally): Unit\n   fun readAsDataURL(blob: Blob): Unit\n   fun abort(): Unit\n\n   companion object {\n   val EMPTY: Short\n   val LOADING: Short\n   val DONE: Short\n   }\n}\n\n/**\n * Exposes the JavaScript [FileReaderSync](https://developer.mozilla.org/en/docs/Web/API/FileReaderSync) to Kotlin\n */\npublic external open class FileReaderSync {\n   fun readAsArrayBuffer(blob: Blob): ArrayBuffer\n   fun readAsBinaryString(blob:

Blob): String\n   fun readAsText(blob: Blob, label: String = definedExternally): String\n   fun readAsDataURL(blob: Blob): String\n}\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license \n * that can be found in the license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See libraries/tools/idl2k for details\n\n@file:Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npackage org.w3c.notifications\n\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.*\nimport org.w3c.dom.css.*\nimport org.w3c.dom.events.*\nimport org.w3c.dom.parsing.*\nimport org.w3c.dom.svg.*\nimport org.w3c.dom.url.*\nimport org.w3c.fetch.*\nimport org.w3c.files.*\nimport org.w3c.performance.*\nimport org.w3c.workers.*\nimport org.w3c.xhr.*\n\n/**\n * Exposes the JavaScript [Notification](https://developer.mozilla.org/en/docs/Web/API/Notification) to Kotlin\n */\npublic external open class Notification(title: String, options: NotificationOptions = definedExternally) : EventTarget {\n   var onclick: ((Event) -> dynamic)?\n   var onerror: ((Event) -> dynamic)?\n   open val title: String\n   open val dir: NotificationDirection\n   open val lang: String\n   open val body: String\n   open val tag: String\n   open val image: String\n   open val icon: String\n   open val badge: String\n   open val sound: String\n   open val vibrate: Array<out Int>\n   open val timestamp: Number\n   open val renotify: Boolean\n   open val silent: Boolean\n   open val noscreen: Boolean\n   open val requireInteraction: Boolean\n   open val sticky: Boolean\n   open val data: Any?\n   open val actions: Array<out NotificationAction>\n   fun close(): Unit\n\n   companion object {\n   var permission: NotificationPermission\n   var maxActions: Int\n   fun requestPermission(deprecatedCallback: (NotificationPermission) -> Unit = definedExternally): Promise<NotificationPermission>\n   }\n}\n\npublic external interface NotificationOptions {\n   var dir: NotificationDirection? /* = NotificationDirection.AUTO */\n   get() = definedExternally\n   set(value) = definedExternally\n   var lang: String? /* = \"\" */\n   get() = definedExternally\n   set(value) = definedExternally\n   var body: String? /* = \"\" */\n   get() = definedExternally\n   set(value) = definedExternally\n   var tag: String? /* = \"\" */\n   get() = definedExternally\n   set(value) = definedExternally\n   var image: String?\n   get() = definedExternally\n   set(value) = definedExternally\n   var icon: String?\n   get() = definedExternally\n   set(value) = definedExternally\n   var badge: String?\n   get() = definedExternally\n   set(value) = definedExternally\n   var sound: String?\n   get() = definedExternally\n   set(value) = definedExternally\n   var vibrate: dynamic\n   get() = definedExternally\n   set(value) = definedExternally\n   var timestamp: Number?\n   get() = definedExternally\n   set(value) = definedExternally\n   var renotify: Boolean? /* = false */\n   get() = definedExternally\n   set(value) = definedExternally\n   var silent: Boolean? /* = false */\n   get() = definedExternally\n   set(value) = definedExternally\n   var noscreen: Boolean? /* = false */\n   get() = definedExternally\n   set(value) = definedExternally\n   var requireInteraction: Boolean? /* = false */\n   get() = definedExternally\n   set(value) = definedExternally\n   var sticky: Boolean? /* = false */\n   get() = definedExternally\n   set(value) = definedExternally\n   var data: Any? /* = null */\n   get() = definedExternally\n   set(value) = definedExternally\n   var actions: Array<NotificationAction>? /* = arrayOf() */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun NotificationOptions(dir: NotificationDirection? = NotificationDirection.AUTO, lang: String? = \"\", body: String? = \"\", tag: String? = \"\", image: String? = null, icon: String? = null, badge: String? = null, sound: String? = null, vibrate: dynamic = null, timestamp: Number? = null, renotify: Boolean? = false, silent: Boolean? = false, noscreen: Boolean? = false, requireInteraction: Boolean? = false, sticky: Boolean? = false, data: Any? = null, actions: Array<NotificationAction>? = arrayOf()): NotificationOptions {\n   val o = js(\"({})\")\n\n   o[\"dir\"] = dir\n   o[\"lang\"] = lang\n   o[\"body\"] = body\n   o[\"tag\"] = tag\n   o[\"image\"] = image\n   o[\"icon\"] = icon\n   o[\"badge\"] = badge\n   o[\"sound\"] = sound\n   o[\"vibrate\"] = vibrate\n   o[\"timestamp\"] = timestamp\n   o[\"renotify\"] = renotify\n   o[\"silent\"] = silent\n   o[\"noscreen\"] = noscreen\n   o[\"requireInteraction\"] = requireInteraction\n   o[\"sticky\"] = sticky\n   o[\"data\"] = data\n   o[\"actions\"] = actions\n\n   return o\n}\n\npublic external interface

NotificationAction {\n   var action: String?\n   get() = definedExternally\n   set(value) = definedExternally\n   var title: String?\n   get() = definedExternally\n   set(value) = definedExternally\n   var icon: String?\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun NotificationAction(action: String?, title: String?, icon: String? = null): NotificationAction {\n   val o = js(\"({})\")\n\n   o[\"action\"] = action\n   o[\"title\"] = title\n   o[\"icon\"] = icon\n\n   return o\n}\n\npublic external interface GetNotificationOptions {\n   var tag: String? /* = \"\" */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun GetNotificationOptions(tag: String? = \"\"): GetNotificationOptions {\n   val o = js(\"({})\")\n\n   o[\"tag\"] = tag\n\n   return o\n}\n\n/**\n * Exposes the JavaScript [NotificationEvent](https://developer.mozilla.org/en/docs/Web/API/NotificationEvent) to Kotlin\n */\npublic external open class NotificationEvent(type: String, eventInitDict: NotificationEventInit) : ExtendableEvent {\n   open val notification: Notification\n   open val action: String\n}\n\npublic external interface NotificationEventInit : ExtendableEventInit {\n   var notification: Notification?\n   get() = definedExternally\n   set(value) = definedExternally\n   var action: String? /* = \"\" */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun NotificationEventInit(notification: Notification?, action: String? = \"\", bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): NotificationEventInit {\n   val o = js(\"({})\")\n\n   o[\"notification\"] = notification\n   o[\"action\"] = action\n   o[\"bubbles\"] = bubbles\n   o[\"cancelable\"] = cancelable\n   o[\"composed\"] = composed\n\n   return o\n}\n\n/* please, don't implement this interface! */\npublic external interface NotificationPermission {\n   companion object\n}\npublic inline val NotificationPermission.Companion.DEFAULT: NotificationPermission get() = \"default\".asDynamic().unsafeCast<NotificationPermission>()\npublic inline val NotificationPermission.Companion.DENIED: NotificationPermission get() = \"denied\".asDynamic().unsafeCast<NotificationPermission>()\npublic inline val NotificationPermission.Companion.GRANTED: NotificationPermission get() = \"granted\".asDynamic().unsafeCast<NotificationPermission>()\n\n/* please, don't implement this interface! */\npublic external interface NotificationDirection {\n   companion object\n}\npublic inline val NotificationDirection.Companion.AUTO: NotificationDirection get() = \"auto\".asDynamic().unsafeCast<NotificationDirection>()\npublic inline val NotificationDirection.Companion.LTR: NotificationDirection get() = \"ltr\".asDynamic().unsafeCast<NotificationDirection>()\npublic inline val NotificationDirection.Companion.RTL: NotificationDirection get() = \"rtl\".asDynamic().unsafeCast<NotificationDirection>()\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license \n * that can be found in the license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See libraries/tools/idl2k for details\n\n@file:Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npackage org.w3c.workers\n\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.*\nimport org.w3c.dom.css.*\nimport org.w3c.dom.events.*\nimport org.w3c.dom.parsing.*\nimport org.w3c.dom.svg.*\nimport org.w3c.dom.url.*\nimport org.w3c.fetch.*\nimport org.w3c.files.*\nimport org.w3c.notifications.*\nimport org.w3c.performance.*\nimport org.w3c.xhr.*\n\n/**\n * Exposes the JavaScript [ServiceWorkerRegistration](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerRegistration) to Kotlin\n */\npublic external abstract class ServiceWorkerRegistration : EventTarget {\n   open val installing: ServiceWorker?\n   open val waiting: ServiceWorker?\n   open val active: ServiceWorker?\n   open val scope: String\n   open var onupdatefound: ((Event) -> dynamic)?\n   open val APISpace: dynamic\n   fun update(): Promise<Unit>\n   fun unregister(): Promise<Boolean>\n   fun methodName(): Promise<dynamic>\n   fun showNotification(title: String, options: NotificationOptions = definedExternally): Promise<Unit>\n   fun getNotifications(filter: GetNotificationOptions = definedExternally): Promise<dynamic>\n}\n\n/**\n * Exposes the JavaScript [ServiceWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerGlobalScope) to

Kotlin\n */\npublic external abstract class ServiceWorkerGlobalScope : WorkerGlobalScope {\n   open val clients: Clients\n   open val registration: ServiceWorkerRegistration\n   open var oninstall: ((Event) -> dynamic)?\n   open var onactivate: ((Event) -> dynamic)?\n   open var onfetch: ((Event) -> dynamic)?\n   open var onforeignfetch: ((Event) -> dynamic)?\n   open var onmessage: ((Event) -> dynamic)?\n   open var onfunctionalevent: ((Event) -> dynamic)?\n   open var onnotificationclick: ((Event) -> dynamic)?\n   open var onnotificationclose: ((Event) -> dynamic)?\n   fun skipWaiting(): Promise<Unit>\n}\n\n/**\n * Exposes the JavaScript [ServiceWorker](https://developer.mozilla.org/en/docs/Web/API/ServiceWorker) to
Kotlin\n */\npublic external abstract class ServiceWorker : EventTarget, AbstractWorker, UnionMessagePortOrServiceWorker, UnionClientOrMessagePortOrServiceWorker {\n   open val scriptURL: String\n   open val state: ServiceWorkerState\n   open var onstatechange: ((Event) -> dynamic)?\n   fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally): Unit\n}\n\n/**\n * Exposes the JavaScript [ServiceWorkerContainer](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerContainer) to Kotlin\n */\npublic external abstract class ServiceWorkerContainer : EventTarget {\n   open val controller: ServiceWorker?\n   open val ready: Promise<ServiceWorkerRegistration>\n   open var oncontrollerchange: ((Event) -> dynamic)?\n   open var onmessage: ((Event) -> dynamic)?\n   fun register(scriptURL: String, options: RegistrationOptions = definedExternally): Promise<ServiceWorkerRegistration>\n   fun getRegistration(clientURL: String = definedExternally): Promise<Any?>\n
fun getRegistrations(): Promise<dynamic>\n   fun startMessages(): Unit\n}\n\npublic external interface RegistrationOptions {\n   var scope: String?\n   get() = definedExternally\n   set(value) = definedExternally\n
var type: WorkerType? /* = WorkerType.CLASSIC */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun RegistrationOptions(scope: String? = null, type: WorkerType? = WorkerType.CLASSIC): RegistrationOptions {\n   val o = js(\"({})\")\n\n   o[\"scope\"] = scope\n   o[\"type\"] = type\n\n   return o\n}\n\n/**\n * Exposes the JavaScript [ServiceWorkerMessageEvent](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerMessageEvent) to Kotlin\n */\npublic external open class ServiceWorkerMessageEvent(type: String, eventInitDict: ServiceWorkerMessageEventInit = definedExternally) : Event {\n   open val data: Any?\n   open val origin: String\n   open val lastEventId: String\n   open
val source: UnionMessagePortOrServiceWorker?\n   open val ports: Array<out MessagePort>?\n}\n\npublic external interface ServiceWorkerMessageEventInit : EventInit {\n   var data: Any?\n   get() = definedExternally\n   set(value) = definedExternally\n   var origin: String?\n   get() = definedExternally\n   set(value) = definedExternally\n   var lastEventId: String?\n   get() = definedExternally\n   set(value) = definedExternally\n   var source: UnionMessagePortOrServiceWorker?\n   get() = definedExternally\n   set(value) = definedExternally\n   var ports: Array<MessagePort>?\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun ServiceWorkerMessageEventInit(data: Any? = null, origin: String? = null, lastEventId: String? = null, source: UnionMessagePortOrServiceWorker? = null, ports: Array<MessagePort>? = null, bubbles: Boolean? = false, cancelable: Boolean? = false,
composed: Boolean? = false): ServiceWorkerMessageEventInit {\n   val o = js(\"({})\")\n\n   o[\"data\"] = data\n   o[\"origin\"] = origin\n   o[\"lastEventId\"] = lastEventId\n   o[\"source\"] = source\n   o[\"ports\"] = ports\n   o[\"bubbles\"] = bubbles\n   o[\"cancelable\"] = cancelable\n   o[\"composed\"] = composed\n\n   return o\n}\n\n/**\n * Exposes the JavaScript [Client](https://developer.mozilla.org/en/docs/Web/API/Client) to Kotlin\n */\npublic external abstract class Client : UnionClientOrMessagePortOrServiceWorker {\n   open val url: String\n   open val frameType: FrameType\n   open val id: String\n   fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally): Unit\n}\n\n/**\n * Exposes the JavaScript [WindowClient](https://developer.mozilla.org/en/docs/Web/API/WindowClient) to Kotlin\n */\npublic external abstract class WindowClient : Client {\n   open val visibilityState: dynamic\n   open val focused: Boolean\n   fun focus(): Promise<WindowClient>\n
    fun navigate(url: String): Promise<WindowClient>\n}\n\n/**\n * Exposes the JavaScript [Clients](https://developer.mozilla.org/en/docs/Web/API/Clients) to Kotlin\n */\npublic external abstract class

Clients {\n   fun get(id: String): Promise<Any?>\n   fun matchAll(options: ClientQueryOptions = definedExternally): Promise<dynamic>\n   fun openWindow(url: String): Promise<WindowClient?>\n   fun claim(): Promise<Unit>\n}\n\npublic external interface ClientQueryOptions {\n   var includeUncontrolled: Boolean? /* = false */\n   get() = definedExternally\n   set(value) = definedExternally\n   var type: ClientType? /* = ClientType.WINDOW */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun ClientQueryOptions(includeUncontrolled: Boolean? = false, type: ClientType? = ClientType.WINDOW): ClientQueryOptions {\n   val o = js(\"({})\")\n\n   o[\"includeUncontrolled\"] = includeUncontrolled\n   o[\"type\"] = type\n\n   return o\n}\n\n/**\n * Exposes the JavaScript [ExtendableEvent](https://developer.mozilla.org/en/docs/Web/API/ExtendableEvent) to Kotlin\n */\npublic external open class ExtendableEvent(type: String, eventInitDict: ExtendableEventInit = definedExternally) : Event {\n   fun waitUntil(f: Promise<Any?>): Unit\n}\n\npublic external interface ExtendableEventInit : EventInit {\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun ExtendableEventInit(bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): ExtendableEventInit {\n   val o = js(\"({})\")\n\n   o[\"bubbles\"] = bubbles\n   o[\"cancelable\"] = cancelable\n   o[\"composed\"] = composed\n\n   return o\n}\n\n/**\n * Exposes the JavaScript [InstallEvent](https://developer.mozilla.org/en/docs/Web/API/InstallEvent) to Kotlin\n */\npublic external open class InstallEvent(type: String, eventInitDict: ExtendableEventInit = definedExternally) : ExtendableEvent {\n   fun registerForeignFetch(options: ForeignFetchOptions): Unit\n}\n\npublic external interface ForeignFetchOptions {\n   var scopes: Array<String>?\n   get() = definedExternally\n   set(value) = definedExternally\n   var origins: Array<String>?\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun ForeignFetchOptions(scopes: Array<String>?, origins: Array<String>?): ForeignFetchOptions {\n   val o = js(\"({})\")\n\n   o[\"scopes\"] = scopes\n   o[\"origins\"] = origins\n\n   return o\n}\n\n/**\n * Exposes the JavaScript [FetchEvent](https://developer.mozilla.org/en/docs/Web/API/FetchEvent) to Kotlin\n */\npublic external open class FetchEvent(type: String, eventInitDict: FetchEventInit) : ExtendableEvent {\n   open val request: Request\n   open val clientId: String?\n   open val isReload: Boolean\n   fun respondWith(r: Promise<Response>): Unit\n}\n\npublic external interface FetchEventInit : ExtendableEventInit {\n   var request: Request?\n   get() = definedExternally\n   set(value) = definedExternally\n   var clientId: String? /* = null */\n   get() = definedExternally\n   set(value) = definedExternally\n   var isReload: Boolean? /* = false */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun FetchEventInit(request: Request?, clientId: String? = null, isReload: Boolean? = false, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): FetchEventInit {\n   val o = js(\"({})\")\n\n   o[\"request\"] = request\n   o[\"clientId\"] = clientId\n   o[\"isReload\"] = isReload\n   o[\"bubbles\"] = bubbles\n   o[\"cancelable\"] = cancelable\n   o[\"composed\"] = composed\n\n   return o\n}\n\npublic external open class ForeignFetchEvent(type: String, eventInitDict: ForeignFetchEventInit) : ExtendableEvent {\n   open val request: Request\n   open val origin: String\n   fun respondWith(r: Promise<ForeignFetchResponse>): Unit\n}\n\npublic external interface ForeignFetchEventInit : ExtendableEventInit {\n   var request: Request?\n   get() = definedExternally\n   set(value) = definedExternally\n   var origin: String? /* = \"null\" */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun ForeignFetchEventInit(request: Request?, origin: String? = \"null\", bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): ForeignFetchEventInit {\n   val o = js(\"({})\")\n\n   o[\"request\"] = request\n   o[\"origin\"] = origin\n   o[\"bubbles\"] = bubbles\n   o[\"cancelable\"] = cancelable\n   o[\"composed\"] = composed\n\n   return o\n}\n\npublic external interface ForeignFetchResponse {\n   var response: Response?\n   get() = definedExternally\n   set(value) = definedExternally\n   var origin: String?\n   get() = definedExternally\n   set(value) = definedExternally\n   var headers: Array<String>?\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun

ForeignFetchResponse(response: Response?, origin: String? = null, headers: Array<String>? = null): ForeignFetchResponse {\n val o = js(\"({})\")\n\n o[\"response\"] = response\n o[\"origin\"] = origin\n o[\"headers\"] = headers\n\n return o\n}\n\n/**\n * Exposes the JavaScript [ExtendableMessageEvent](https://developer.mozilla.org/en/docs/Web/API/ExtendableMessageEvent) to Kotlin\n */\npublic external open class ExtendableMessageEvent(type: String, eventInitDict: ExtendableMessageEventInit = definedExternally) : ExtendableEvent {\n open val data: Any?\n open val origin: String\n open val lastEventId: String\n open val source: UnionClientOrMessagePortOrServiceWorker?\n open val ports: Array<out MessagePort>?\n}\n\npublic external interface ExtendableMessageEventInit : ExtendableEventInit {\n var data: Any?\n get() = definedExternally\n set(value) = definedExternally\n var origin: String?\n get() = definedExternally\n set(value) = definedExternally\n var lastEventId: String?\n get() = definedExternally\n set(value) = definedExternally\n var source: UnionClientOrMessagePortOrServiceWorker?\n get() = definedExternally\n set(value) = definedExternally\n var ports: Array<MessagePort>?\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun ExtendableMessageEventInit(data: Any? = null, origin: String? = null, lastEventId: String? = null, source: UnionClientOrMessagePortOrServiceWorker? = null, ports: Array<MessagePort>? = null, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): ExtendableMessageEventInit {\n val o = js(\"({})\")\n\n o[\"data\"] = data\n o[\"origin\"] = origin\n o[\"lastEventId\"] = lastEventId\n o[\"source\"] = source\n o[\"ports\"] = ports\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n\n return o\n}\n\n/**\n * Exposes the JavaScript [Cache](https://developer.mozilla.org/en/docs/Web/API/Cache) to Kotlin\n */\npublic external abstract class Cache {\n fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>\n fun matchAll(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally): Promise<dynamic>\n fun add(request: dynamic): Promise<Unit>\n fun addAll(requests: Array<dynamic>): Promise<Unit>\n fun put(request: dynamic, response: Response): Promise<Unit>\n fun delete(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Boolean>\n fun keys(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally): Promise<dynamic>\n}\n\npublic external interface CacheQueryOptions {\n var ignoreSearch: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var ignoreMethod: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var ignoreVary: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var cacheName: String?\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun CacheQueryOptions(ignoreSearch: Boolean? = false, ignoreMethod: Boolean? = false, ignoreVary: Boolean? = false, cacheName: String? = null): CacheQueryOptions {\n val o = js(\"({})\")\n\n o[\"ignoreSearch\"] = ignoreSearch\n o[\"ignoreMethod\"] = ignoreMethod\n o[\"ignoreVary\"] = ignoreVary\n o[\"cacheName\"] = cacheName\n\n return o\n}\n\npublic external interface CacheBatchOperation {\n var type: String?\n get() = definedExternally\n set(value) = definedExternally\n var request: Request?\n get() = definedExternally\n set(value) = definedExternally\n var response: Response?\n get() = definedExternally\n set(value) = definedExternally\n var options: CacheQueryOptions?\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun CacheBatchOperation(type: String? = null, request: Request? = null, response: Response? = null, options: CacheQueryOptions? = null): CacheBatchOperation {\n val o = js(\"({})\")\n\n o[\"type\"] = type\n o[\"request\"] = request\n o[\"response\"] = response\n o[\"options\"] = options\n\n return o\n}\n\n/**\n * Exposes the JavaScript [CacheStorage](https://developer.mozilla.org/en/docs/Web/API/CacheStorage) to Kotlin\n */\npublic external abstract class CacheStorage {\n fun match(request: dynamic, options: CacheQueryOptions = definedExternally):

Promise<Any?>\n   fun has(cacheName: String): Promise<Boolean>\n   fun open(cacheName: String): Promise<Cache>\n   fun delete(cacheName: String): Promise<Boolean>\n   fun keys(): Promise<dynamic>\n}\n\npublic external open class FunctionalEvent : ExtendableEvent {\n}\n\npublic external @marker interface UnionClientOrMessagePortOrServiceWorker {\n}\n\n/* please, don't implement this interface! */\npublic external interface ServiceWorkerState {\n   companion object\n}\npublic inline val ServiceWorkerState.Companion.INSTALLING: ServiceWorkerState get() = \"installing\".asDynamic().unsafeCast<ServiceWorkerState>()\npublic inline val ServiceWorkerState.Companion.INSTALLED: ServiceWorkerState get() = \"installed\".asDynamic().unsafeCast<ServiceWorkerState>()\npublic inline val ServiceWorkerState.Companion.ACTIVATING: ServiceWorkerState get() = \"activating\".asDynamic().unsafeCast<ServiceWorkerState>()\npublic inline val ServiceWorkerState.Companion.ACTIVATED: ServiceWorkerState get() = \"activated\".asDynamic().unsafeCast<ServiceWorkerState>()\npublic inline val ServiceWorkerState.Companion.REDUNDANT: ServiceWorkerState get() = \"redundant\".asDynamic().unsafeCast<ServiceWorkerState>()\n\n/* please, don't implement this interface! */\npublic external interface FrameType {\n   companion object\n}\npublic inline val FrameType.Companion.AUXILIARY: FrameType get() = \"auxiliary\".asDynamic().unsafeCast<FrameType>()\npublic inline val FrameType.Companion.TOP_LEVEL: FrameType get() = \"top-level\".asDynamic().unsafeCast<FrameType>()\npublic inline val FrameType.Companion.NESTED: FrameType get() = \"nested\".asDynamic().unsafeCast<FrameType>()\npublic inline val FrameType.Companion.NONE: FrameType get() = \"none\".asDynamic().unsafeCast<FrameType>()\n\n/* please, don't implement this interface! */\npublic external interface ClientType {\n   companion object\n}\npublic inline val ClientType.Companion.WINDOW: ClientType get() = \"window\".asDynamic().unsafeCast<ClientType>()\npublic inline val ClientType.Companion.WORKER: ClientType get() = \"worker\".asDynamic().unsafeCast<ClientType>()\npublic inline val ClientType.Companion.SHAREDWORKER: ClientType get() = \"sharedworker\".asDynamic().unsafeCast<ClientType>()\npublic inline val ClientType.Companion.ALL: ClientType get() = \"all\".asDynamic().unsafeCast<ClientType>()\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license \n * that can be found in the license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See libraries/tools/idl2k for details\n\n@file:Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npackage org.w3c.xhr\n\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.*\nimport org.w3c.dom.css.*\nimport org.w3c.dom.events.*\nimport org.w3c.dom.parsing.*\nimport org.w3c.dom.svg.*\nimport org.w3c.dom.url.*\nimport org.w3c.fetch.*\nimport org.w3c.files.*\nimport org.w3c.notifications.*\nimport org.w3c.performance.*\nimport org.w3c.workers.*\n\n/**\n * Exposes the JavaScript [XMLHttpRequestEventTarget](https://developer.mozilla.org/en/docs/Web/API/XMLHttpRequestEventTarget) to Kotlin\n */\npublic external abstract class XMLHttpRequestEventTarget : EventTarget {\n   open var onloadstart: ((Event) -> dynamic)?\n   open var onprogress: ((Event) -> dynamic)?\n   open var onabort: ((Event) -> dynamic)?\n   open var onerror: ((Event) -> dynamic)?\n   open var onload: ((Event) -> dynamic)?\n   open var ontimeout: ((Event) -> dynamic)?\n   open var onloadend: ((Event) -> dynamic)?\n}\n\npublic external abstract class XMLHttpRequestUpload : XMLHttpRequestEventTarget {\n}\n\n/**\n * Exposes the JavaScript [XMLHttpRequest](https://developer.mozilla.org/en/docs/Web/API/XMLHttpRequest) to Kotlin\n */\npublic external open class XMLHttpRequest : XMLHttpRequestEventTarget {\n   var onreadystatechange: ((Event) -> dynamic)?\n   open val readyState: Short\n   var timeout: Int\n   var withCredentials: Boolean\n   open val upload: XMLHttpRequestUpload\n   open val responseURL: String\n   open val status: Short\n   open val statusText: String\n   var responseType: XMLHttpRequestResponseType\n   open val response: Any?\n   open val responseText: String\n   open val

responseXML: Document?\n   fun open(method: String, url: String): Unit\n   fun open(method: String, url: String, async: Boolean, username: String? = definedExternally, password: String? = definedExternally): Unit\n   fun setRequestHeader(name: String, value: String): Unit\n   fun send(body: dynamic = definedExternally): Unit\n   fun abort(): Unit\n   fun getResponseHeader(name: String): String?\n   fun getAllResponseHeaders(): String\n   fun overrideMimeType(mime: String): Unit\n\n   companion object {\n   val UNSENT: Short\n   val OPENED: Short\n   val HEADERS_RECEIVED: Short\n   val LOADING: Short\n   val DONE: Short\n   }\n}\n\n/**\n * Exposes the
 JavaScript [FormData](https://developer.mozilla.org/en/docs/Web/API/FormData) to Kotlin\n */\npublic external open class FormData(form: HTMLFormElement = definedExternally) {\n   fun append(name: String, value: String): Unit\n   fun append(name: String, value: Blob, filename: String = definedExternally): Unit\n   fun delete(name: String): Unit\n   fun get(name: String): dynamic\n   fun getAll(name: String): Array<dynamic>\n   fun has(name: String): Boolean\n   fun set(name: String, value: String): Unit\n   fun set(name: String, value: Blob, filename: String = definedExternally): Unit\n}\n\n/**\n * Exposes the JavaScript [ProgressEvent](https://developer.mozilla.org/en/docs/Web/API/ProgressEvent) to Kotlin\n */\npublic external open class ProgressEvent(type: String, eventInitDict: ProgressEventInit = definedExternally) : Event {\n   open val lengthComputable: Boolean\n   open val loaded: Int\n   open val total: Int\n}\n\npublic external interface ProgressEventInit : EventInit
 {\n   var lengthComputable: Boolean? /* = false */\n   get() = definedExternally\n   set(value) = definedExternally\n   var loaded: Int? /* = 0 */\n   get() = definedExternally\n   set(value) = definedExternally\n   var total: Int? /* = 0 */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun ProgressEventInit(lengthComputable: Boolean? = false, loaded: Int? = 0, total: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): ProgressEventInit {\n   val o = js(\"({})\")\n\n   o[\"lengthComputable\"] = lengthComputable\n   o[\"loaded\"] = loaded\n   o[\"total\"] = total\n   o[\"bubbles\"] = bubbles\n   o[\"cancelable\"] = cancelable\n   o[\"composed\"] = composed\n\n   return o\n}\n\n/* please, don't implement this interface! */\npublic external interface XMLHttpRequestResponseType {\n   companion object\n}\npublic inline val XMLHttpRequestResponseType.Companion.EMPTY:
 XMLHttpRequestResponseType get() = \"\".asDynamic().unsafeCast<XMLHttpRequestResponseType>()\npublic inline val XMLHttpRequestResponseType.Companion.ARRAYBUFFER: XMLHttpRequestResponseType get() = \"arraybuffer\".asDynamic().unsafeCast<XMLHttpRequestResponseType>()\npublic inline val XMLHttpRequestResponseType.Companion.BLOB: XMLHttpRequestResponseType get() = \"blob\".asDynamic().unsafeCast<XMLHttpRequestResponseType>()\npublic inline val XMLHttpRequestResponseType.Companion.DOCUMENT: XMLHttpRequestResponseType get() = \"document\".asDynamic().unsafeCast<XMLHttpRequestResponseType>()\npublic inline val XMLHttpRequestResponseType.Companion.JSON: XMLHttpRequestResponseType get() = \"json\".asDynamic().unsafeCast<XMLHttpRequestResponseType>()\npublic inline val XMLHttpRequestResponseType.Companion.TEXT: XMLHttpRequestResponseType get() = \"text\".asDynamic().unsafeCast<XMLHttpRequestResponseType>()\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this
 source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\nimport kotlin.annotation.AnnotationRetention.BINARY\nimport kotlin.annotation.AnnotationRetention.SOURCE\nimport kotlin.annotation.AnnotationTarget.*\nimport kotlin.internal.RequireKotlin\nimport kotlin.internal.RequireKotlinVersionKind\nimport kotlin.reflect.KClass\n\n/**\n * Signals that the annotated annotation class is a marker of an experimental API. Any declaration annotated with that marker is thus\n * considered an experimental declaration and its call sites should accept the experimental aspect of it either by using [UseExperimental],\n * or by being annotated with that marker themselves, effectively causing further propagation of that experimental aspect.\n *\n * This class is experimental itself and can only be used with the compiler argument `-Xuse-experimental=kotlin.Experimental`.\n

*/\n@Target(ANNOTATION_CLASS)\n@Retention(BINARY)\n@SinceKotlin(\"1.2\")\n@RequireKotlin(\"1.2.50\",
versionKind =
RequireKotlinVersionKind.COMPILER_VERSION)\n@Suppress(\"ANNOTATION_CLASS_MEMBER\")\nannotation class Experimental(val level: Level = Level.ERROR) {\n /**\n * Severity of the diagnostic that should be reported on usages of experimental API which did not explicitly accept the experimental aspect\n * of that API either by using [UseExperimental] or by being annotated with the corresponding marker annotation.\n */\n enum class Level {\n /** Specifies that a warning should be reported on incorrect usages of this experimental API. */\n WARNING,\n /** Specifies that an error should be reported on incorrect usages of this experimental API. */\n ERROR,\n }\n\n @Deprecated(\"This enum is going to be removed and should no longer be used.\")\n public enum class Impact {\n COMPILATION,\n LINKAGE,\n RUNTIME,\n }\n}\n\n/**\n * Allows to use experimental API denoted by
the given markers in the annotated file, declaration, or expression.\n * If a declaration is annotated with [UseExperimental], its usages are **not** required to opt-in to that experimental API.\n *\n * This class is experimental itself and can only be used with the compiler argument `-Xuse-experimental=kotlin.Experimental`.\n */\n@Target(\n CLASS, PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE, TYPEALIAS\n)\n@Retention(SOURCE)\n@SinceKotlin(\"1.2\")\n@RequireKotlin(\"1.2.50\", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)\nannotation class UseExperimental(\n vararg val markerClass: KClass<out Annotation>\n)\n\n\n@Target(CLASS, PROPERTY, CONSTRUCTOR, FUNCTION, TYPEALIAS)\n@Retention(BINARY)\ninternal annotation class WasExperimental(\n vararg val markerClass: KClass<out Annotation>\n)\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n
* that can be found in the license/LICENSE.txt file.\n */\npackage kotlin.collections\n\n/**\n * Provides a skeletal implementation of the read-only [Collection] interface.\n *\n * @param E the type of elements contained in the collection. The collection is covariant on its element type.\n */\n@SinceKotlin(\"1.1\")\npublic abstract class AbstractCollection<out E> protected constructor() : Collection<E> {\n abstract override val size: Int\n abstract override fun iterator(): Iterator<E>\n\n override fun contains(element: @UnsafeVariance E): Boolean = any { it == element }\n\n override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean =\n elements.all { contains(it) } // use when js will support bound refs: elements.all(this::contains)\n\n override fun isEmpty(): Boolean = size == 0\n\n override fun toString(): String = joinToString(\", \", \"[\", \"]\") {\n if (it === this) \"(this Collection)\" else it.toString()\n }\n\n /**\n *
Returns new array of type `Array<Any?>` with the elements of this collection.\n */\n protected open fun toArray(): Array<Any?> = copyToArrayImpl(this)\n\n /**\n * Fills the provided [array] or creates new array of the same type\n * and fills it with the elements of this collection.\n */\n protected open fun <T> toArray(array: Array<T>): Array<T> = copyToArrayImpl(this, array)\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\n\nprivate enum class State {\n Ready,\n NotReady,\n Done,\n Failed\n}\n\n/**\n * A base class to simplify implementing iterators so that implementations only have to implement [computeNext]\n * to implement the iterator, calling [done] when the iteration is complete.\n */\npublic abstract class AbstractIterator<T> : Iterator<T> {\n private var state = State.NotReady\n private
var nextValue: T? = null\n\n override fun hasNext(): Boolean {\n require(state != State.Failed)\n return when (state) {\n State.Done -> false\n State.Ready -> true\n else -> tryToComputeNext()\n }\n }\n\n override fun next(): T {\n if (!hasNext()) throw NoSuchElementException()\n state = State.NotReady\n @Suppress(\"UNCHECKED_CAST\")\n return nextValue as T\n }\n\n private fun tryToComputeNext(): Boolean {\n state = State.Failed\n computeNext()\n return state == State.Ready\n }\n\n /**\n * Computes the next item in the iterator.\n *\n * This callback method should

call one of these two methods:\n *\n * * [setNext] with the next value of the iteration\n * * [done] to indicate there are no more elements\n *\n * Failure to call either method will result in the iteration terminating with a failed state\n */\n abstract protected
fun computeNext(): Unit\n\n /**\n * Sets the next value in the iteration, called from the [computeNext] function\n */\n protected fun setNext(value: T): Unit {\n nextValue = value\n state = State.Ready\n }\n\n /**\n * Sets the state to done so that the iteration terminates.\n */\n protected fun done() {\n state = State.Done\n }\n}\n\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n/*\n * Based on GWT AbstractList\n * Copyright 2007 Google Inc.\n*/\n\npackage kotlin.collections\n\nimport kotlin.*\n\n/**\n * Provides a skeletal implementation of the read-only [List] interface.\n *\n * This class is intended to help implementing read-only lists so it doesn't support concurrent modification tracking.\n *\n * @param E the type of elements contained in the list. The list is covariant on its element type.\n */\n@SinceKotlin(\"1.1\")\npublic
abstract class AbstractList<out E> protected constructor() : AbstractCollection<E>(), List<E> {\n abstract override val size: Int\n abstract override fun get(index: Int): E\n\n override fun iterator(): Iterator<E> = IteratorImpl()\n\n override fun indexOf(element: @UnsafeVariance E): Int = indexOfFirst { it == element }\n\n override fun lastIndexOf(element: @UnsafeVariance E): Int = indexOfLast { it == element }\n\n override fun listIterator(): ListIterator<E> = ListIteratorImpl(0)\n\n override fun listIterator(index: Int): ListIterator<E> = ListIteratorImpl(index)\n\n override fun subList(fromIndex: Int, toIndex: Int): List<E> = SubList(this, fromIndex, toIndex)\n\n private class SubList<out E>(private val list: AbstractList<E>, private val fromIndex: Int, toIndex: Int) : AbstractList<E>(), RandomAccess {\n private var _size: Int = 0\n\n init {\n checkRangeIndexes(fromIndex, toIndex, list.size)\n
this._size = toIndex - fromIndex\n }\n\n override fun get(index: Int): E {\n checkElementIndex(index, _size)\n\n return list[fromIndex + index]\n }\n\n override val size: Int get() = _size\n }\n\n /**\n * Compares this list with other list instance with the ordered structural equality.\n *\n * @return true, if [other] instance is a [List] of the same size, which contains the same elements in the same order.\n */\n override fun equals(other: Any?): Boolean {\n if (other === this) return true\n if (other !is List<*>) return false\n\n return orderedEquals(this, other)\n }\n\n /**\n * Returns the hash code value for this list.\n */\n override fun hashCode(): Int = orderedHashCode(this)\n\n private open inner class IteratorImpl : Iterator<E> {\n /** the index of the item that will be returned on the next call to [next]`()` */\n protected var index = 0\n\n
override fun hasNext(): Boolean = index < size\n\n override fun next(): E {\n if (!hasNext()) throw NoSuchElementException()\n return get(index++)\n }\n }\n\n /**\n * Implementation of [ListIterator] for abstract lists.\n */\n private open inner class ListIteratorImpl(index: Int) : IteratorImpl(), ListIterator<E> {\n\n init {\n checkPositionIndex(index, this@AbstractList.size)\n this.index = index\n }\n\n override fun hasPrevious(): Boolean = index > 0\n\n override fun nextIndex(): Int = index\n\n override fun previous(): E {\n if (!hasPrevious()) throw NoSuchElementException()\n return get(--index)\n }\n\n override fun previousIndex(): Int = index - 1\n }\n\n internal companion object {\n internal fun checkElementIndex(index: Int, size: Int) {\n if (index < 0 || index >= size) {\n
throw IndexOutOfBoundsException(\"index: $index, size: $size\")\n }\n }\n\n internal fun checkPositionIndex(index: Int, size: Int) {\n if (index < 0 || index > size) {\n throw IndexOutOfBoundsException(\"index: $index, size: $size\")\n }\n }\n\n internal fun checkRangeIndexes(fromIndex: Int, toIndex: Int, size: Int) {\n if (fromIndex < 0 || toIndex > size) {\n throw IndexOutOfBoundsException(\"fromIndex: $fromIndex, toIndex: $toIndex, size: $size\")\n }\n if (fromIndex > toIndex) {\n throw IllegalArgumentException(\"fromIndex: $fromIndex > toIndex: $toIndex\")\n }\n }\n\n internal fun orderedHashCode(c: Collection<*>): Int {\n var hashCode = 1\n for (e in c) {\n hashCode = 31 * hashCode + (e?.hashCode() ?: 0)\n }\n return hashCode\n }\n\n internal fun orderedEquals(c: Collection<*>,

other: Collection<*>): Boolean {\n if (c.size != other.size) return false\n\n val otherIterator = other.iterator()\n for (elem in c) {\n val elemOther = otherIterator.next()\n if (elem != elemOther) {\n return false\n }\n }\n return true\n }\n }\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n/*\n * Based on GWT AbstractMap\n * Copyright 2007 Google Inc.\n */\n\npackage kotlin.collections\n\n/**\n * Provides a skeletal implementation of the read-only [Map] interface.\n *\n * The implementor is required to implement [entries] property, which should return read-only set of map entries.\n *\n * @param K the type of map keys. The map is invariant on its key type.\n * @param V the type of map values. The map is covariant on its
value type.\n */\n@SinceKotlin(\"1.1\")\npublic abstract class AbstractMap<K, out V> protected constructor() : Map<K, V> {\n\n override fun containsKey(key: K): Boolean {\n return implFindEntry(key) != null\n }\n\n override fun containsValue(value: @UnsafeVariance V): Boolean = entries.any { it.value == value }\n\n internal fun containsEntry(entry: Map.Entry<*, *>?): Boolean {\n // since entry comes from @UnsafeVariance parameters it can be virtually anything\n if (entry !is Map.Entry<*, *>) return false\n val key = entry.key\n val value = entry.value\n val ourValue = get(key)\n\n if (value != ourValue) {\n return false\n }\n\n // Perhaps it was null and we don't contain the key?\n if (ourValue == null && !containsKey(key)) {\n return false\n }\n\n return true\n }\n\n /**\n * Compares this map with other instance with the ordered structural equality.\n *\n
* @return true, if [other] instance is a [Map] of the same size, all entries of which are contained in the [entries] set of this map.\n */\n override fun equals(other: Any?): Boolean {\n if (other === this) return true\n if (other !is Map<*, *>) return false\n if (size != other.size) return false\n\n return other.entries.all { containsEntry(it) }\n }\n\n override operator fun get(key: K): V? = implFindEntry(key)?.value\n\n /**\n * Returns the hash code value for this map.\n *\n * It is the same as the hashCode of [entries] set.\n */\n override fun hashCode(): Int = entries.hashCode()\n\n override fun isEmpty(): Boolean = size == 0\n override val size: Int get() = entries.size\n\n /**\n * Returns a read-only [Set] of all keys in this map.\n *\n * Accessing this property first time creates a keys view from [entries].\n * All subsequent accesses just return the created instance.\n */\n
override val keys: Set<K>\n get() {\n if (_keys == null) {\n _keys = object : AbstractSet<K>() {\n override operator fun contains(element: K): Boolean = containsKey(element)\n\n override operator fun iterator(): Iterator<K> {\n val entryIterator = entries.iterator()\n return object : Iterator<K> {\n override fun hasNext(): Boolean = entryIterator.hasNext()\n override fun next(): K = entryIterator.next().key\n }\n }\n\n override val size: Int get() = this@AbstractMap.size\n }\n }\n return _keys!!\n }\n\n @kotlin.jvm.Volatile\n private var _keys: Set<K>? = null\n\n\n override fun toString(): String = entries.joinToString(\", \", \"{\", \"}\") { toString(it) }\n\n private fun toString(entry: Map.Entry<K, V>): String = toString(entry.key) + \"=\" + toString(entry.value)\n\n private fun toString(o: Any?): String = if (o === this) \"(this Map)\" else o.toString()\n\n /**\n * Returns a read-only [Collection] of all values in this map.\n *\n * Accessing this property first time creates a values view from [entries].\n * All subsequent accesses just return the created instance.\n */\n override val values: Collection<V>\n get() {\n if (_values == null) {\n _values = object : AbstractCollection<V>() {\n override operator fun contains(element: @UnsafeVariance V): Boolean = containsValue(element)\n\n override operator fun iterator(): Iterator<V> {\n val entryIterator = entries.iterator()\n return object : Iterator<V> {\n override fun hasNext(): Boolean = entryIterator.hasNext()\n override fun next(): V = entryIterator.next().value\n }\n }\n\n override val size: Int get() = this@AbstractMap.size\n }\n }\n return _values!!\n }\n\n @kotlin.jvm.Volatile\n private var _values: Collection<V>? = null\n\n private fun implFindEntry(key: K): Map.Entry<K, V>? = entries.firstOrNull { it.key == key }\n\n internal companion object {\n\n internal fun entryHashCode(e: Map.Entry<*, *>): Int = with(e) { (key?.hashCode() ?: 0) xor (value?.hashCode() ?: 0) }\n internal fun

entryToString(e: Map.Entry<*, *>): String = with(e) { \"$key=$value\" }\n internal fun entryEquals(e: Map.Entry<*, *>, other: Any?): Boolean {\n if (other !is Map.Entry<*, *>) return false\n return e.key == other.key && e.value == other.value\n }\n }\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n *
that can be found in the license/LICENSE.txt file.\n */\npackage kotlin.collections\n\n/**\n * Provides a skeletal implementation of the read-only [Set] interface.\n *\n * This class is intended to help implementing read-only sets so it doesn't support concurrent modification tracking.\n *\n * @param E the type of elements contained in the set. The set is covariant on its element type.\n */\n@SinceKotlin(\"1.1\")\npublic abstract class AbstractSet<out E> protected constructor() : AbstractCollection<E>(), Set<E> {\n\n /**\n * Compares this set with other set instance with the unordered structural equality.\n *\n * @return true, if [other] instance is a [Set] of the same size, all elements of which are contained in this set.\n */\n override fun equals(other: Any?): Boolean {\n if (other === this) return true\n if (other !is Set<*>) return false\n return setEquals(this, other)\n }\n\n /**\n * Returns the hash code value for this set.\n
/\n override fun hashCode(): Int = unorderedHashCode(this)\n\n internal companion object {\n internal fun unorderedHashCode(c: Collection<>): Int {\n var hashCode = 0\n for (element in c) {\n hashCode += (element?.hashCode() ?: 0)\n }\n return hashCode\n }\n\n internal fun setEquals(c: Set<*>, other: Set<*>): Boolean {\n if (c.size != other.size) return false\n return c.containsAll(other)\n }\n }\n\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"ArraysKt\")\n\n\npackage kotlin.collections\n\n\n/**\n * Returns a single list of all elements from all arrays in the given array.\n * @sample samples.collections.Arrays.Transformations.flattenArray\n */\npublic fun <T> Array<out Array<out T>>.flatten(): List<T> {\n val result = ArrayList<T>(sumBy { it.size })\n for (element in this) {\n result.addAll(element)\n }\n return result\n}\n\n/**\n * Returns a pair of lists, where\n * *first* list is built from the first values of each pair from this array,\n * *second* list is built from the second values of each pair from this array.\n * @sample samples.collections.Arrays.Transformations.unzipArray\n */\npublic fun <T, R> Array<out Pair<T, R>>.unzip(): Pair<List<T>, List<R>> {\n val listT = ArrayList<T>(size)\n val listR = ArrayList<R>(size)\n for (pair in this) {\n listT.add(pair.first)\n listR.add(pair.second)\n }\n return listT to listR\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\n/**\n * Data class representing a value from a collection or sequence, along with its
index in that collection or sequence.\n *\n * @property value the underlying value.\n * @property index the index of the value in the collection or sequence.\n */\npublic data class IndexedValue<out T>(public val index: Int, public val value: T)\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmName(\"MapAccessorsKt\")\n\npackage kotlin.collections\n\nimport kotlin.reflect.KProperty\nimport kotlin.internal.Exact\n\n/**\n * Returns the value of the property for the given object from this read-only map.\n * @param thisRef the object for which the value is requested (not used).\n * @param property the metadata for the property, used to get the name of property and lookup the value corresponding to this name in the map.\n * @return the property value.\n *\n * @throws NoSuchElementException when the map doesn't contain value for the property name and
doesn't provide an implicit default (see [withDefault]).\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <V, V1 : V> Map<in String, @Exact V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =\n @Suppress(\"UNCHECKED_CAST\") (getOrImplicitDefault(property.name) as V1)\n\n/**\n * Returns the value of the property for the given object from this mutable map.\n * @param thisRef the object for which the value is requested (not used).\n * @param property the metadata for the property, used to get the name of property and lookup the value corresponding to this name in the map.\n * @return the property value.\n *\n * @throws NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit

default (see [withDefault]).\n */\n@kotlin.jvm.JvmName(\"getVar\")\n@kotlin.internal.InlineOnly\npublic inline operator fun <V, V1 : V> MutableMap<in String, out @Exact V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =\n   @Suppress(\"UNCHECKED_CAST\")
(getOrImplicitDefault(property.name) as V1)\n\n@Deprecated(\"Use getValue() with two type parameters instead\")\n@kotlin.jvm.JvmName(\"getVarContravariant\")\n@kotlin.internal.LowPriorityInOverloadResolution\n@kotlin.internal.InlineOnly\npublic inline fun <V> MutableMap<in String, in V>.getValue(thisRef: Any?, property: KProperty<*>): V =\n   @Suppress(\"UNCHECKED_CAST\") (getOrImplicitDefault(property.name) as V)\n\n/**\n * Stores the value of the property for the given object in this mutable map.\n * @param thisRef the object for which the value is requested (not used).\n * @param property the metadata for the property, used to get the name of property and store the value associated with that name in the map.\n * @param value the value to set.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <V> MutableMap<in String, in V>.setValue(thisRef: Any?, property: KProperty<*>, value: V) {\n   this.put(property.name, value)\n}\n","/*\n * Copyright 2010-2018
JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"MapsKt\")\n\npackage kotlin.collections\n\n/**\n * Returns the value for the given key, or the implicit default value for this map.\n * By default no implicit value is provided for maps and a [NoSuchElementException] is thrown.\n * To create a map with implicit default value use [withDefault] method.\n *\n * @throws NoSuchElementException when the map doesn't contain a value for the specified key and no implicit default was provided for that map.\n */\n@kotlin.jvm.JvmName(\"getOrImplicitDefaultNullable\")\n@PublishedApi\ninternal fun <K, V> Map<K, V>.getOrImplicitDefault(key: K): V {\n   if (this is MapWithDefault)\n   return this.getOrImplicitDefault(key)\n\n   return getOrElseNullable(key, { throw NoSuchElementException(\"Key $key is missing in the map.\") })\n}\n\n/**\n * Returns
a wrapper of this read-only map, having the implicit default value provided with the specified function [defaultValue].\n *\n * This implicit default value is used when the original map doesn't contain a value for the key specified\n * and a value is obtained with [Map.getValue] function, for example when properties are delegated to the map.\n *\n * When this map already has an implicit default value provided with a former call to [withDefault], it is being replaced by this call.\n */\npublic fun <K, V> Map<K, V>.withDefault(defaultValue: (key: K) -> V): Map<K, V> =\n   when (this) {\n   is MapWithDefault -> this.map.withDefault(defaultValue)\n   else -> MapWithDefaultImpl(this, defaultValue)\n   }\n\n/**\n * Returns a wrapper of this mutable map, having the implicit default value provided with the specified function [defaultValue].\n *\n * This implicit default value is used when the original map doesn't contain a value for the key specified\n * and a value is obtained
with [Map.getValue] function, for example when properties are delegated to the map.\n *\n * When this map already has an implicit default value provided with a former call to [withDefault], it is being replaced by this call.\n */\n@kotlin.jvm.JvmName(\"withDefaultMutable\")\npublic fun <K, V> MutableMap<K, V>.withDefault(defaultValue: (key: K) -> V): MutableMap<K, V> =\n   when (this) {\n   is MutableMapWithDefault -> this.map.withDefault(defaultValue)\n   else -> MutableMapWithDefaultImpl(this, defaultValue)\n   }\n\n\nprivate interface MapWithDefault<K, out V> : Map<K, V> {\n   public val map: Map<K, V>\n   public fun getOrImplicitDefault(key: K): V\n}\n\nprivate interface MutableMapWithDefault<K, V> : MutableMap<K, V>, MapWithDefault<K, V> {\n   public override val map: MutableMap<K, V>\n}\n\n\nprivate class MapWithDefaultImpl<K, out V>(public override val map: Map<K, V>, private val default: (key: K) -> V) : MapWithDefault<K, V> {\n   override fun equals(other:
Any?): Boolean = map.equals(other)\n   override fun hashCode(): Int = map.hashCode()\n   override fun toString(): String = map.toString()\n   override val size: Int get() = map.size\n   override fun isEmpty(): Boolean = map.isEmpty()\n   override fun containsKey(key: K): Boolean = map.containsKey(key)\n   override fun containsValue(value: @UnsafeVariance V): Boolean = map.containsValue(value)\n   override fun get(key: K): V? = map.get(key)\n   override val keys: Set<K> get() = map.keys\n   override val values: Collection<V> get() = map.values\n   override val entries: Set<Map.Entry<K, V>> get() = map.entries\n\n   override fun

getOrImplicitDefault(key: K): V = map.getOrElseNullable(key, { default(key) })\n}\n\nprivate class MutableMapWithDefaultImpl<K, V>(public override val map: MutableMap<K, V>, private val default: (key: K) -> V) : MutableMapWithDefault<K, V> {\n override fun equals(other: Any?): Boolean = map.equals(other)\n override fun hashCode(): Int = map.hashCode()\n
override fun toString(): String = map.toString()\n override val size: Int get() = map.size\n override fun isEmpty(): Boolean = map.isEmpty()\n override fun containsKey(key: K): Boolean = map.containsKey(key)\n override fun containsValue(value: @UnsafeVariance V): Boolean = map.containsValue(value)\n override fun get(key: K): V? = map.get(key)\n override val keys: MutableSet<K> get() = map.keys\n override val values: MutableCollection<V> get() = map.values\n override val entries: MutableSet<MutableMap.MutableEntry<K, V>> get() = map.entries\n\n override fun put(key: K, value: V): V? = map.put(key, value)\n override fun remove(key: K): V? = map.remove(key)\n override fun putAll(from: Map<out K, V>) = map.putAll(from)\n override fun clear() = map.clear()\n\n override fun getOrImplicitDefault(key: K): V = map.getOrElseNullable(key, { default(key) })\n}\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by
the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"CollectionsKt\")\n\npackage kotlin.collections\n\n/**\n * Removes a single instance of the specified element from this\n * collection, if it is present.\n *\n * Allows to overcome type-safety restriction of `remove` that requires to pass an element of type `E`.\n *\n * @return `true` if the element has been successfully removed; `false` if it was not present in the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <@kotlin.internal.OnlyInputTypes T> MutableCollection<out T>.remove(element: T): Boolean =\n @Suppress(\"UNCHECKED_CAST\") (this as MutableCollection<T>).remove(element)\n\n/**\n * Removes all of this collection's elements that are also contained in the specified collection.\n\n * Allows to overcome type-safety restriction of `removeAll` that requires to pass a collection of type `Collection<E>`.\n *\n * @return
`true` if any of the specified elements was removed from the collection, `false` if the collection was not modified.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <@kotlin.internal.OnlyInputTypes T> MutableCollection<out T>.removeAll(elements: Collection<T>): Boolean =\n @Suppress(\"UNCHECKED_CAST\") (this as MutableCollection<T>).removeAll(elements)\n\n/**\n * Retains only the elements in this collection that are contained in the specified collection.\n *\n * Allows to overcome type-safety restriction of `retainAll` that requires to pass a collection of type `Collection<E>`.\n *\n * @return `true` if any element was removed from the collection, `false` if the collection was not modified.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <@kotlin.internal.OnlyInputTypes T> MutableCollection<out T>.retainAll(elements: Collection<T>): Boolean =\n @Suppress(\"UNCHECKED_CAST\") (this as MutableCollection<T>).retainAll(elements)\n\n/**\n * Removes the element at the specified
[index] from this list.\n * In Kotlin one should use the [MutableList.removeAt] function instead.\n */\n@Deprecated(\"Use removeAt(index) instead.\", ReplaceWith(\"removeAt(index)\"), level = DeprecationLevel.ERROR)\n@kotlin.internal.InlineOnly\npublic inline fun <T> MutableList<T>.remove(index: Int): T = removeAt(index)\n\n/**\n * Adds the specified [element] to this mutable collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> MutableCollection<in T>.plusAssign(element: T) {\n this.add(element)\n}\n\n/**\n * Adds all elements of the given [elements] collection to this mutable collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> MutableCollection<in T>.plusAssign(elements: Iterable<T>) {\n this.addAll(elements)\n}\n\n/**\n * Adds all elements of the given [elements] array to this mutable collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> MutableCollection<in T>.plusAssign(elements: Array<T>) {\n this.addAll(elements)\n}\n\n/**\n
* Adds all elements of the given [elements] sequence to this mutable collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> MutableCollection<in T>.plusAssign(elements: Sequence<T>) {\n this.addAll(elements)\n}\n\n/**\n * Removes a single instance of the specified [element] from this mutable collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> MutableCollection<in T>.minusAssign(element: T) {\n this.remove(element)\n}\n\n/**\n * Removes all elements contained in the given

[elements] collection from this mutable collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> MutableCollection<in T>.minusAssign(elements: Iterable<T>) {\n   this.removeAll(elements)\n}\n\n/**\n * Removes all elements contained in the given [elements] array from this mutable collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> MutableCollection<in T>.minusAssign(elements: Array<T>) {\n
    this.removeAll(elements)\n}\n\n/**\n * Removes all elements contained in the given [elements] sequence from this mutable collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> MutableCollection<in T>.minusAssign(elements: Sequence<T>) {\n   this.removeAll(elements)\n}\n\n/**\n * Adds all elements of the given [elements] collection to this [MutableCollection].\n */\npublic fun <T> MutableCollection<in T>.addAll(elements: Iterable<T>): Boolean {\n   when (elements) {\n   is Collection -> return addAll(elements)\n   else -> {\n   var result: Boolean = false\n   for (item in elements)\n   if (add(item)) result = true\n   return result\n   }\n   }\n}\n\n/**\n * Adds all elements of the given [elements] sequence to this [MutableCollection].\n */\npublic fun <T> MutableCollection<in T>.addAll(elements: Sequence<T>): Boolean {\n   var result: Boolean = false\n   for (item in elements) {\n   if (add(item))
     result = true\n   }\n   return result\n}\n\n/**\n * Adds all elements of the given [elements] array to this [MutableCollection].\n */\npublic fun <T> MutableCollection<in T>.addAll(elements: Array<out T>): Boolean {\n   return addAll(elements.asList())\n}\n\n/**\n * Removes all elements from this [MutableIterable] that match the given [predicate].\n */\npublic fun <T> MutableIterable<T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, true)\n\n/**\n * Retains only elements of this [MutableIterable] that match the given [predicate].\n */\npublic fun <T> MutableIterable<T>.retainAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, false)\n\nprivate fun <T> MutableIterable<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean): Boolean {\n   var result = false\n   with(iterator()) {\n   while (hasNext())\n   if (predicate(next()) == predicateResultToRemove) {\n   remove()\n   result = true\n   }\n   }\n   return result\n}\n\n/**\n * Removes all elements from this [MutableList] that match the given [predicate].\n */\npublic fun <T> MutableList<T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, true)\n\n/**\n * Retains only elements of this [MutableList] that match the given [predicate].\n */\npublic fun <T> MutableList<T>.retainAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, false)\n\nprivate fun <T> MutableList<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean): Boolean {\n   if (this !is RandomAccess)\n   return (this as MutableIterable<T>).filterInPlace(predicate, predicateResultToRemove)\n\n   var writeIndex: Int = 0\n   for (readIndex in 0..lastIndex) {\n   val element = this[readIndex]\n   if (predicate(element) == predicateResultToRemove)\n   continue\n\n   if (writeIndex != readIndex)\n   this[writeIndex] = element\n\n   writeIndex++\n
    }\n   if (writeIndex < size) {\n   for (removeIndex in lastIndex downTo writeIndex)\n   removeAt(removeIndex)\n\n   return true\n   } else {\n   return false\n   }\n}\n\n/**\n * Removes all elements from this [MutableCollection] that are also contained in the given [elements] collection.\n */\npublic fun <T> MutableCollection<in T>.removeAll(elements: Iterable<T>): Boolean {\n   return removeAll(elements.convertToSetForSetOperationWith(this))\n}\n\n/**\n * Removes all elements from this [MutableCollection] that are also contained in the given [elements] sequence.\n */\npublic fun <T> MutableCollection<in T>.removeAll(elements: Sequence<T>): Boolean {\n   val set = elements.toHashSet()\n   return set.isNotEmpty() && removeAll(set)\n}\n\n/**\n * Removes all elements from this [MutableCollection] that are also contained in the given [elements] array.\n */\npublic fun <T> MutableCollection<in T>.removeAll(elements: Array<out T>): Boolean {\n   return
     elements.isNotEmpty() && removeAll(elements.toHashSet())\n}\n\n/**\n * Retains only elements of this [MutableCollection] that are contained in the given [elements] collection.\n */\npublic fun <T> MutableCollection<in T>.retainAll(elements: Iterable<T>): Boolean {\n   return retainAll(elements.convertToSetForSetOperationWith(this))\n}\n\n/**\n * Retains only elements of this [MutableCollection] that are contained in the given [elements] array.\n */\npublic fun <T> MutableCollection<in

T>.retainAll(elements: Array<out T>): Boolean {\n   if (elements.isNotEmpty())\n   return retainAll(elements.toHashSet())\n   else\n   return retainNothing()\n}\n\n/**\n * Retains only elements of this [MutableCollection] that are contained in the given [elements] sequence.\n */\npublic fun <T> MutableCollection<in T>.retainAll(elements: Sequence<T>): Boolean {\n   val set = elements.toHashSet()\n   if (set.isNotEmpty())\n   return retainAll(set)\n   else\n   return retainNothing()\n}\n\nprivate fun MutableCollection<*>.retainNothing(): Boolean {\n   val result = isNotEmpty()\n   clear()\n   return result\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"CollectionsKt\")\n\npackage kotlin.collections\n\nimport kotlin.*\n\n\nprivate open class ReversedListReadOnly<out T>(private val delegate: List<T>) : AbstractList<T>() {\n   override val size: Int get() = delegate.size\n   override fun get(index: Int): T = delegate[reverseElementIndex(index)]\n}\n\nprivate class ReversedList<T>(private val delegate: MutableList<T>) : AbstractMutableList<T>() {\n   override val size: Int get() = delegate.size\n   override fun get(index: Int): T = delegate[reverseElementIndex(index)]\n\n   override fun clear() = delegate.clear()\n   override fun removeAt(index: Int): T = delegate.removeAt(reverseElementIndex(index))\n\n   override fun set(index: Int, element: T): T = delegate.set(reverseElementIndex(index), element)\n   override fun add(index: Int, element: T) {\n   delegate.add(reversePositionIndex(index), element)\n   }\n}\n\nprivate fun List<*>.reverseElementIndex(index: Int) =\n   if (index in 0..lastIndex) lastIndex - index else throw IndexOutOfBoundsException(\"Element index $index must be in range [${0..lastIndex}].\")\n\nprivate fun List<*>.reversePositionIndex(index: Int) =\n   if (index in 0..size) size - index else throw IndexOutOfBoundsException(\"Position index $index must be in range [${0..size}].\")\n\n\n/**\n * Returns a reversed read-only view of the original List.\n * All changes made in the original list will be reflected in the reversed one.\n * @sample samples.collections.ReversedViews.asReversedList\n */\npublic fun <T> List<T>.asReversed(): List<T> = ReversedListReadOnly(this)\n\n/**\n * Returns a reversed mutable view of the original mutable List.\n * All changes made in the original list will be reflected in the reversed one and vice versa.\n * @sample samples.collections.ReversedViews.asReversedMutableList\n */\n@kotlin.jvm.JvmName(\"asReversedMutable\")\npublic fun <T> MutableList<T>.asReversed(): MutableList<T> = ReversedList(this)\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\nimport kotlin.*\nimport kotlin.coroutines.experimental.buildIterator\n\ninternal fun checkWindowSizeStep(size: Int, step: Int) {\n   require(size > 0 && step > 0) {\n   if (size != step)\n   \"Both size $size and step $step must be greater than zero.\"\n   else\n   \"size $size must be greater than zero.\"\n   }\n}\n\ninternal fun <T> Sequence<T>.windowedSequence(size: Int, step: Int, partialWindows: Boolean, reuseBuffer: Boolean): Sequence<List<T>> {\n   checkWindowSizeStep(size, step)\n   return Sequence { windowedIterator(iterator(), size, step, partialWindows, reuseBuffer) }\n}\n\ninternal fun <T> windowedIterator(iterator: Iterator<T>, size: Int, step: Int, partialWindows: Boolean, reuseBuffer: Boolean): Iterator<List<T>> {\n   if (!iterator.hasNext()) return EmptyIterator\n   return buildIterator<List<T>> {\n   val gap = step - size\n   if (gap >= 0) {\n   var buffer = ArrayList<T>(size)\n   var skip = 0\n   for (e in iterator) {\n   if (skip > 0) { skip -= 1; continue }\n   buffer.add(e)\n   if (buffer.size == size) {\n   yield(buffer)\n   if (reuseBuffer) buffer.clear() else buffer = ArrayList(size)\n   skip = gap\n   }\n   }\n   if (buffer.isNotEmpty()) {\n   if (partialWindows || buffer.size == size) yield(buffer)\n   }\n   } else {\n   val buffer = RingBuffer<T>(size)\n   for (e in iterator) {\n   buffer.add(e)\n   if (buffer.isFull()) {\n   yield(if (reuseBuffer) buffer else ArrayList(buffer))\n   buffer.removeFirst(step)\n   }\n   }\n   if (partialWindows) {\n   while (buffer.size > step) {\n   yield(if (reuseBuffer) buffer else ArrayList(buffer))\n   buffer.removeFirst(step)\n   }\n   if (buffer.isNotEmpty()) yield(buffer)\n   }\n   }\n   }\n}\n\ninternal class MovingSubList<out

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E>(private val list: List<E>) : AbstractList<E>(), RandomAccess {\n    private var fromIndex: Int = 0\n    private var _size: Int = 0\n\n    fun move(fromIndex: Int, toIndex: Int) {\n        checkRangeIndexes(fromIndex, toIndex, list.size)\n        this.fromIndex = fromIndex\n        this._size = toIndex - fromIndex\n    }\n\n    override fun get(index: Int): E {\n        checkElementIndex(index, _size)\n\n        return list[fromIndex + index]\n    }\n\n    override val size: Int get() = _size\n}\n\n\n/**\n * Provides ring buffer implementation.\n *\n * Buffer overflow is not allowed so [add] doesn't overwrite tail but raises an exception.\n */\nprivate class RingBuffer<T>(val capacity: Int) : AbstractList<T>(), RandomAccess {\n    init {\n        require(capacity >= 0) { \"ring buffer capacity should not be negative but it is $capacity\" }\n    }\n\n    private val buffer = arrayOfNulls<Any?>(capacity)\n    private var startIndex: Int = 0\n\n    override var size: Int = 0\n        private set\n\n    override fun get(index: Int): T {\n        checkElementIndex(index, size)\n        @Suppress(\"UNCHECKED_CAST\")\n        return buffer[startIndex.forward(index)] as T\n    }\n\n    fun isFull() = size == capacity\n\n    override fun iterator(): Iterator<T> = object : AbstractIterator<T>() {\n        private var count = size\n        private var index = startIndex\n\n        override fun computeNext() {\n            if (count == 0) {\n                done()\n            } else {\n                @Suppress(\"UNCHECKED_CAST\")\n                setNext(buffer[index] as T)\n                index = index.forward(1)\n                count--\n            }\n        }\n    }\n\n    @Suppress(\"UNCHECKED_CAST\")\n    override fun <T> toArray(array: Array<T>): Array<T> {\n        val result: Array<T?> =\n            if (array.size < this.size) array.copyOf(this.size) else array as Array<T?>\n\n        val size = this.size\n\n        var widx = 0\n        var idx = startIndex\n\n        while (widx < size && idx < capacity) {\n            result[widx] = buffer[idx] as T\n            widx++\n            idx++\n        }\n\n        idx = 0\n        while (widx < size) {\n            result[widx] = buffer[idx] as T\n            widx++\n            idx++\n        }\n        if (result.size > this.size) result[this.size]\n                = null\n\n        return result as Array<T>\n    }\n\n    override fun toArray(): Array<Any?> {\n        return toArray(arrayOfNulls(size))\n    }\n\n    /**\n     * Add [element] to the buffer or fail with [IllegalStateException] if no free space available in the buffer\n     */\n    fun add(element: T) {\n        if (isFull()) {\n            throw IllegalStateException(\"ring buffer is full\")\n        }\n\n        buffer[startIndex.forward(size)] = element\n        size++\n    }\n\n    /**\n     * Removes [n] first elements from the buffer or fails with [IllegalArgumentException] if not enough elements in the buffer to remove\n     */\n    fun removeFirst(n: Int) {\n        require(n >= 0) { \"n shouldn't be negative but it is $n\" }\n        require(n <= size) { \"n shouldn't be greater than the buffer size: n = $n, size = $size\" }\n\n        if (n > 0) {\n            val start = startIndex\n            val end = start.forward(n)\n\n            if (start > end) {\n                buffer.fill(null, start, capacity)\n                buffer.fill(null, 0, end)\n            } else {\n                buffer.fill(null, start, end)\n            }\n\n            startIndex = end\n            size -= n\n        }\n    }\n\n\n    @Suppress(\"NOTHING_TO_INLINE\")\n    private inline fun Int.forward(n: Int): Int = (this + n) % capacity\n\n    // TODO: replace with Array.fill from stdlib when available in common\n    private fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit {\n        for (idx in fromIndex until toIndex) {\n            this[idx] = element\n        }\n    }\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.coroutines.experimental\n\n/**\n * Marks coroutine context element that intercepts coroutine continuations.\n * The coroutines framework uses [ContinuationInterceptor.Key] to retrieve the interceptor and\n * intercepts all coroutine continuations with [interceptContinuation] invocations.\n */\n@SinceKotlin(\"1.1\")\npublic interface ContinuationInterceptor : CoroutineContext.Element {\n    /**\n     * The key that defines *the* context interceptor.\n     */\n    companion object Key : CoroutineContext.Key<ContinuationInterceptor>\n\n    /**\n     * Returns continuation that wraps the original [continuation], thus intercepting all resumptions.\n     * This function is invoked by coroutines framework when needed and the resulting continuations are\n     * cached internally per each instance of the original [continuation].\n     *\n     * By convention, implementations that install themselves as *the* interceptor in the context with\n     * the [Key] shall also scan the context for other element that implement [ContinuationInterceptor] interface\n     * and use their [interceptContinuation] functions, too.\n     */\n    public fun <T> interceptContinuation(continuation:
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Continuation<T>):
Continuation<T>\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.coroutines.experimental\n\n/**\n * Persistent context for the coroutine. It is an indexed set of [Element] instances.\n * An indexed set is a mix between a set and a map.\n * Every element in this set has a unique [Key]. Keys are compared _by reference_.\n */\n@SinceKotlin(\"1.1\")\npublic interface CoroutineContext {\n /**\n * Returns the element with the given [key] from this context or `null`.\n * Keys are compared _by reference_, that is to get an element from the context the reference to its actual key\n * object must be presented to this function.\n */\n public operator fun <E : Element> get(key: Key<E>): E?\n\n /**\n * Accumulates entries of this context starting with [initial] value and applying [operation]\n * from left to right
to current accumulator value and each element of this context.\n */\n public fun <R> fold(initial: R, operation: (R, Element) -> R): R\n\n /**\n * Returns a context containing elements from this context and elements from other [context].\n * The elements from this context with the same key as in the other one are dropped.\n */\n public operator fun plus(context: CoroutineContext): CoroutineContext =\n if (context === EmptyCoroutineContext) this else // fast path -- avoid lambda creation\n context.fold(this) { acc, element ->\n val removed = acc.minusKey(element.key)\n if (removed === EmptyCoroutineContext) element else {\n // make sure interceptor is always last in the context (and thus is fast to get when present)\n val interceptor = removed[ContinuationInterceptor]\n if (interceptor == null) CombinedContext(removed, element) else {\n val left = removed.minusKey(ContinuationInterceptor)\n if (left === EmptyCoroutineContext) CombinedContext(element, interceptor) else\n CombinedContext(CombinedContext(left, element), interceptor)\n }\n }\n }\n\n /**\n * Returns a context containing elements from this context, but without an element with\n * the specified [key]. Keys are compared _by reference_, that is to remove an element from the context\n * the reference to its actual key object must be presented to this function.\n */\n public fun minusKey(key: Key<*>): CoroutineContext\n\n /**\n * An element of the [CoroutineContext]. An element of the coroutine context is a singleton context by itself.\n */\n public interface Element : CoroutineContext {\n /**\n * A key of this coroutine context element.\n */\n public val key: Key<*>\n\n @Suppress(\"UNCHECKED_CAST\")\n public override operator fun <E : Element> get(key: Key<E>): E? =\n if (this.key === key) this as E else null\n\n public override fun <R> fold(initial: R, operation: (R, Element) -> R): R =\n operation(initial, this)\n\n public override fun minusKey(key: Key<*>): CoroutineContext =\n if (this.key === key) EmptyCoroutineContext else this\n }\n\n /**\n * Key for the elements of [CoroutineContext]. [E] is a type of element with this key.\n * Keys in the context are compared _by reference_.\n */\n public interface Key<E : Element>\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.coroutines.experimental\n\nimport kotlin.coroutines.experimental.CoroutineContext.*\n\n/**\n * Base class for [CoroutineContext.Element] implementations.\n */\n@SinceKotlin(\"1.1\")\npublic abstract class AbstractCoroutineContextElement(public override val key: Key<*>) : Element\n\n/**\n * An empty coroutine context.\n */\n@SinceKotlin(\"1.1\")\npublic object EmptyCoroutineContext : CoroutineContext {\n public override fun <E : Element> get(key: Key<E>): E? = null\n public override fun <R> fold(initial: R, operation: (R, Element) -> R): R = initial\n public override fun plus(context: CoroutineContext): CoroutineContext = context\n public override fun minusKey(key: Key<*>): CoroutineContext = this\n public override fun hashCode(): Int = 0\n public override fun toString(): String = \"EmptyCoroutineContext\"\n}\n\n//---------- internal impl ----------\n\n// this class is not exposed, but is hidden inside implementations\n// this is a left-biased list, so that `plus` works naturally\ninternal class CombinedContext(val left: CoroutineContext, val element: Element) : CoroutineContext {\n override fun <E : Element> get(key: Key<E>): E?

{\n var cur = this\n while (true) {\n cur.element[key]?.let { return it }\n val next = cur.left\n if (next is CombinedContext) {\n cur = next\n } else {\n return next[key]\n }\n }\n }\n\n public override fun <R> fold(initial: R, operation: (R, Element) -> R): R =\n operation(left.fold(initial, operation), element)\n\n public override fun minusKey(key: Key<*>): CoroutineContext {\n element[key]?.let { return left }\n val newLeft = left.minusKey(key)\n return when {\n newLeft === left -> this\n newLeft === EmptyCoroutineContext -> element\n else -> CombinedContext(newLeft, element)\n }\n }\n\n private fun size(): Int =\n if (left is CombinedContext) left.size() + 1 else 2\n\n private fun contains(element: Element): Boolean =\n get(element.key) == element\n\n private fun containsAll(context:
CombinedContext): Boolean {\n var cur = context\n while (true) {\n if (!contains(cur.element)) return false\n val next = cur.left\n if (next is CombinedContext) {\n cur = next\n } else {\n return contains(next as Element)\n }\n }\n }\n\n override fun equals(other: Any?): Boolean =\n this === other || other is CombinedContext && other.size() == size() && other.containsAll(this)\n\n override fun hashCode(): Int = left.hashCode() + element.hashCode()\n\n override fun toString(): String =\n \"[\" + fold(\"\") { acc, element ->\n if (acc.isEmpty()) element.toString() else acc + \", \" + element\n } + \"]\"\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.coroutines.experimental\n\n/**\n * Interface
representing a continuation after a suspension point that returns value of type `T`.\n */\n@SinceKotlin(\"1.1\")\npublic interface Continuation<in T> {\n /**\n * Context of the coroutine that corresponds to this continuation.\n */\n public val context: CoroutineContext\n\n /**\n * Resumes the execution of the corresponding coroutine passing [value] as the return value of the last suspension point.\n */\n public fun resume(value: T)\n\n /**\n * Resumes the execution of the corresponding coroutine so that the [exception] is re-thrown right after the\n * last suspension point.\n */\n public fun resumeWithException(exception: Throwable)\n}\n\n/**\n * Classes and interfaces marked with this annotation are restricted when used as receivers for extension\n * `suspend` functions. These `suspend` extensions can only invoke other member or extension `suspend` functions on this particular\n * receiver only and are restricted from calling arbitrary
suspension functions.\n */\n@SinceKotlin(\"1.1\")\n@Target(AnnotationTarget.CLASS)\n@Retention(AnnotationRetention.BINARY)\npublic annotation class RestrictsSuspension\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"SequenceBuilderKt\")\n\npackage kotlin.coroutines.experimental\n\nimport kotlin.*\nimport kotlin.coroutines.experimental.intrinsics.*\n\n/**\n * Builds a [Sequence] lazily yielding values one by one.\n *\n * @see kotlin.sequences.generateSequence\n *\n * @sample samples.collections.Sequences.Building.buildSequenceYieldAll\n * @sample samples.collections.Sequences.Building.buildFibonacciSequence\n */\n@SinceKotlin(\"1.1\")\npublic fun <T> buildSequence(builderAction: suspend SequenceBuilder<T>.() -> Unit): Sequence<T> = Sequence { buildIterator(builderAction) }\n\n/**\n * Builds an [Iterator]
lazily yielding values one by one.\n *\n * @sample samples.collections.Sequences.Building.buildIterator\n * @sample samples.collections.Iterables.Building.iterable\n */\n@SinceKotlin(\"1.1\")\npublic fun <T> buildIterator(builderAction: suspend SequenceBuilder<T>.() -> Unit): Iterator<T> {\n val iterator = SequenceBuilderIterator<T>()\n iterator.nextStep = builderAction.createCoroutineUnchecked(receiver = iterator, completion = iterator)\n return iterator\n}\n\n/**\n * Builder for a [Sequence] or an [Iterator], provides [yield] and [yieldAll] suspension functions.\n *\n * @see buildSequence\n * @see buildIterator\n *\n * @sample samples.collections.Sequences.Building.buildSequenceYieldAll\n * @sample samples.collections.Sequences.Building.buildFibonacciSequence\n */\n@RestrictsSuspension\n@SinceKotlin(\"1.1\")\npublic abstract class SequenceBuilder<in T> internal

constructor() {\n   /**\n   * Yields a value to the [Iterator] being built.\n   *\n   * @sample samples.collections.Sequences.Building.buildSequenceYieldAll\n   * @sample samples.collections.Sequences.Building.buildFibonacciSequence\n   */\n   public abstract suspend fun yield(value: T)\n\n   /**\n   * Yields all values from the `iterator` to the [Iterator] being built.\n   *\n   * The sequence of values returned by the given iterator can be potentially infinite.\n   *\n   * @sample samples.collections.Sequences.Building.buildSequenceYieldAll\n   */\n   public abstract suspend fun yieldAll(iterator: Iterator<T>)\n\n   /**\n   * Yields a collections of values to the [Iterator] being built.\n   *\n   * @sample samples.collections.Sequences.Building.buildSequenceYieldAll\n   */\n   public suspend fun yieldAll(elements: Iterable<T>) {\n   if (elements is Collection && elements.isEmpty()) return\n   return yieldAll(elements.iterator())\n   }\n\n   /**\n   * Yields potentially infinite sequence of values to the [Iterator] being built.\n   *\n   * The sequence can be potentially infinite.\n   *\n   * @sample samples.collections.Sequences.Building.buildSequenceYieldAll\n   */\n   public suspend fun yieldAll(sequence: Sequence<T>) = yieldAll(sequence.iterator())\n}\n\nprivate typealias State = Int\n\nprivate const val State_NotReady: State = 0\nprivate const val State_ManyNotReady: State = 1\nprivate const val State_ManyReady: State = 2\nprivate const val State_Ready: State = 3\nprivate const val State_Done: State = 4\nprivate const val State_Failed: State = 5\n\nprivate class SequenceBuilderIterator<T> : SequenceBuilder<T>(), Iterator<T>, Continuation<Unit> {\n   private var state = State_NotReady\n   private var nextValue: T? = null\n   private var nextIterator: Iterator<T>? = null\n   var nextStep: Continuation<Unit>? = null\n\n   override fun hasNext(): Boolean {\n   while (true) {\n   when (state) {\n   State_NotReady -> {}\n   State_ManyNotReady ->\n   if (nextIterator!!.hasNext()) {\n   state = State_ManyReady\n   return true\n   } else {\n   nextIterator = null\n   }\n   State_Done -> return false\n   State_Ready, State_ManyReady -> return true\n   else -> throw exceptionalState()\n   }\n\n   state = State_Failed\n   val step = nextStep!!\n   nextStep = null\n   step.resume(Unit)\n   }\n   }\n\n   override fun next(): T {\n   when (state) {\n   State_NotReady, State_ManyNotReady -> return nextNotReady()\n   State_ManyReady -> {\n   state = State_ManyNotReady\n   return nextIterator!!.next()\n   }\n   State_Ready -> {\n   state = State_NotReady\n   @Suppress(\"UNCHECKED_CAST\")\n   val result = nextValue as T\n   nextValue = null\n   return result\n   }\n   else -> throw exceptionalState()\n   }\n   }\n\n   private fun nextNotReady(): T {\n   if (!hasNext()) throw NoSuchElementException() else return next()\n   }\n\n   private fun exceptionalState(): Throwable = when (state) {\n   State_Done -> NoSuchElementException()\n   State_Failed -> IllegalStateException(\"Iterator has failed.\")\n   else -> IllegalStateException(\"Unexpected state of the iterator: $state\")\n   }\n\n\n   suspend override fun yield(value: T) {\n   nextValue = value\n   state = State_Ready\n   return suspendCoroutineOrReturn { c ->\n   nextStep = c\n   COROUTINE_SUSPENDED\n   }\n   }\n\n   suspend override fun yieldAll(iterator: Iterator<T>) {\n   if (!iterator.hasNext()) return\n   nextIterator = iterator\n   state = State_ManyReady\n   return suspendCoroutineOrReturn { c ->\n   nextStep = c\n   COROUTINE_SUSPENDED\n   }\n   }\n\n   // Completion continuation implementation\n   override fun resume(value: Unit) {\n   state = State_Done\n   }\n\n   override fun resumeWithException(exception: Throwable) {\n   throw exception // just rethrow\n   }\n\n   override val context: CoroutineContext\n   get() = EmptyCoroutineContext\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmName(\"IntrinsicsKt\")\n@file:kotlin.jvm.JvmMultifileClass\n\npackage kotlin.coroutines.experimental.intrinsics\n\nimport kotlin.coroutines.experimental.*\n\n/**\n * Obtains the current continuation instance inside suspend functions and either suspends\n * currently running coroutine or returns result immediately without suspension.\n *\n * If the [block] returns the special [COROUTINE_SUSPENDED] value, it means that suspend function did suspend the

execution and will\n * not return any result immediately. In this case, the [Continuation] provided to the [block] shall be invoked at some moment in the\n * future when the result becomes available to resume the computation.\n *\n * Otherwise, the return value of the [block] must have a type assignable to [T] and represents the result of this suspend function.\n * It means that the execution was not suspended and the [Continuation] provided to the [block] shall not be invoked.\n * As the result type of the [block] is declared as `Any?` and cannot be correctly type-checked,\n * its proper return type remains on the conscience of the suspend function's author.\n *\n * Note that it is not recommended to call either [Continuation.resume] nor [Continuation.resumeWithException] functions synchronously\n * in the same stackframe where suspension function is run. Use [suspendCoroutine] as a safer way to obtain current\n * continuation instance.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\n@Suppress(\"UNUSED_PARAMETER\")\npublic suspend inline fun <T> suspendCoroutineOrReturn(crossinline block: (Continuation<T>) -> Any?): T =\n suspendCoroutineUninterceptedOrReturn { cont -> block(cont.intercepted()) }\n\n/**\n * Obtains the current continuation instance inside suspend functions and either suspends\n * currently running coroutine or returns result immediately without suspension.\n *\n * Unlike [suspendCoroutineOrReturn] it does not intercept continuation.\n */\n@SinceKotlin(\"1.2\")\n@kotlin.internal.InlineOnly\npublic suspend inline fun <T> suspendCoroutineUninterceptedOrReturn(crossinline block: (Continuation<T>) -> Any?): T =\n throw NotImplementedError(\"Implementation of suspendCoroutineUninterceptedOrReturn is intrinsic\")\n\n/**\n * Intercept continuation with [ContinuationInterceptor].\n */\n@SinceKotlin(\"1.2\")\n@kotlin.internal.InlineOnly\npublic inline fun <T> Continuation<T>.intercepted(): Continuation<T> =\n throw NotImplementedError(\"Implementation of intercepted is intrinsic\")\n\n/**\n * This value is used as a return value of [suspendCoroutineOrReturn] `block` argument to state that\n * the execution was suspended and will not return any result immediately.\n */\n@SinceKotlin(\"1.1\")\npublic expect val COROUTINE_SUSPENDED: Any // get() = CoroutineSuspendedMarker\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.experimental\n\n/** Performs a bitwise AND operation between the two values. */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline infix fun Byte.and(other: Byte): Byte = (this.toInt() and other.toInt()).toByte()\n\n/** Performs a bitwise OR operation between the two values. */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline infix fun Byte.or(other: Byte): Byte = (this.toInt() or other.toInt()).toByte()\n\n/** Performs a bitwise XOR operation between the two values. */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline infix fun Byte.xor(other: Byte): Byte = (this.toInt() xor other.toInt()).toByte()\n\n/** Inverts the bits in this value. */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline fun Byte.inv(): Byte = (this.toInt().inv()).toByte()\n\n\n/** Performs a bitwise AND operation between the two values. */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline infix fun Short.and(other: Short): Short = (this.toInt() and other.toInt()).toShort()\n\n/** Performs a bitwise OR operation between the two values. */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline infix fun Short.or(other: Short): Short = (this.toInt() or other.toInt()).toShort()\n\n/** Performs a bitwise XOR operation between the two values. */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline infix fun Short.xor(other: Short): Short = (this.toInt() xor other.toInt()).toShort()\n\n/** Inverts the bits in this value. */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline fun Short.inv(): Short = (this.toInt().inv()).toShort()\n\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.internal\n\n/**\n * Specifies that the corresponding type should be ignored during type inference.\n */\n@Target(AnnotationTarget.TYPE)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class NoInfer\n\n/**\n * Specifies that the constraint built for the type during type inference should be an equality one.\n */\n@Target(AnnotationTarget.TYPE)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class Exact\n\n/**\n * Specifies that a corresponding member has the lowest priority in overload resolution.\n

*/\n@Target(AnnotationTarget.FUNCTION,
AnnotationTarget.PROPERTY)\n@Retention(AnnotationRetention.BINARY)\ninternal
annotation class LowPriorityInOverloadResolution\n\n/**\n * Specifies that the corresponding member has the highest priority in overload resolution. Effectively this means that\n * an extension annotated with this annotation will win in overload resolution over a member with the same signature.\n
*/\n@Target(AnnotationTarget.FUNCTION,
AnnotationTarget.PROPERTY)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class HidesMembers\n\n/**\n * The value of this type parameter should be mentioned in input types (argument types, receiver type or expected type).\n
*/\n@Target(AnnotationTarget.TYPE_PARAMETER)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class OnlyInputTypes\n\n/**\n * Specifies that this function should not be called directly without inlining\n */\n@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY,
AnnotationTarget.PROPERTY_GETTER,
AnnotationTarget.PROPERTY_SETTER)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class InlineOnly\n\n/**\n
* Specifies that this declaration can have dynamic receiver type.\n */\n@Target(AnnotationTarget.FUNCTION,
AnnotationTarget.PROPERTY)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class DynamicExtension\n\n/**\n * The value of this parameter should be a property reference expression (`this::foo`), referencing a `lateinit` property,\n * the backing field of which is accessible at the point where the corresponding argument is passed.\n
*/\n@Target(AnnotationTarget.VALUE_PARAMETER)\n@Retention(AnnotationRetention.BINARY)\n@SinceKotlin(\"1.2\")\ninternal annotation class AccessibleLateinitPropertyLiteral\n\n/**\n * Specifies that this declaration is only completely supported since the specified version.\n *\n * The Kotlin compiler of an earlier version is going to report a diagnostic on usages of this declaration.\n * The diagnostic message can be specified with [message], or via [errorCode] (takes less space, but might not be immediately clear\n * to the
user). The diagnostic severity can be specified with [level]: WARNING/ERROR mean that either a warning or an error\n * is going to be reported, HIDDEN means that the declaration is going to be removed from resolution completely.\n *\n * [versionKind] specifies which version should be compared with the [version] value, when compiling the usage of the annotated declaration.\n * Note that prior to 1.2, only [RequireKotlinVersionKind.LANGUAGE_VERSION] was supported, so the Kotlin compiler before 1.2 is going to\n * treat any [RequireKotlin] as if it requires the language version. Since 1.2, the Kotlin compiler supports\n * [RequireKotlinVersionKind.LANGUAGE_VERSION], [RequireKotlinVersionKind.COMPILER_VERSION] and [RequireKotlinVersionKind.API_VERSION].\n * If the actual value of [versionKind] is something different (e.g. a new version kind, added in future versions of Kotlin),\n * Kotlin 1.2 is going to ignore this [RequireKotlin] altogether, where as Kotlin before 1.2 is going to treat this
as a requirement\n * on the language version.\n *\n * This annotation is erased at compile time; its arguments are stored in a more compact form in the Kotlin metadata.\n */\n@Target(AnnotationTarget.CLASS,
AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY, AnnotationTarget.CONSTRUCTOR,
AnnotationTarget.TYPEALIAS)\n@Retention(AnnotationRetention.SOURCE)\n@SinceKotlin(\"1.2\")\ninternal annotation class RequireKotlin(\n   val version: String,\n   val message: String = \"\",\n   val level: DeprecationLevel = DeprecationLevel.ERROR,\n   val versionKind: RequireKotlinVersionKind = RequireKotlinVersionKind.LANGUAGE_VERSION,\n   val errorCode: Int = -1\n)\n\n/**\n * The kind of the version that is required by [RequireKotlin].\n */\n@SinceKotlin(\"1.2\")\ninternal enum class RequireKotlinVersionKind {\n   LANGUAGE_VERSION,\n   COMPILER_VERSION,\n   API_VERSION,\n}\n\n/**\n * Specifies that this declaration is a part of special DSL, used for constructing function's contract.\n */\n@Retention(AnnotationRetention.BINARY)\n@SinceKotlin(\"1.2\")\ninternal
annotation class ContractsDsl\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage

kotlin.internal.contracts\n\nimport kotlin.internal.ContractsDsl\nimport kotlin.internal.InlineOnly\n\n@ContractsDsl\n@SinceKotlin(\"1.2\")\ninternal interface ContractBuilder {\n @ContractsDsl fun returns(): Returns\n @ContractsDsl fun returns(value: Any?): Returns\n @ContractsDsl fun returnsNotNull(): ReturnsNotNull\n @ContractsDsl fun <R> callsInPlace(lambda: Function<R>, kind: InvocationKind = InvocationKind.UNKNOWN): CallsInPlace\n}\n\n@ContractsDsl\n@SinceKotlin(\"1.2\")\ninternal enum class InvocationKind {\n @ContractsDsl AT_MOST_ONCE,\n @ContractsDsl AT_LEAST_ONCE,\n @ContractsDsl EXACTLY_ONCE,\n @ContractsDsl UNKNOWN\n}\n\n@ContractsDsl\n@InlineOnly\n@SinceKotlin(\"1.2\")\ninternal inline fun contract(builder: ContractBuilder.() -> Unit) { }","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.properties\n\nimport kotlin.*\nimport kotlin.reflect.KProperty\n\n/**\n * Standard property delegates.\n */\npublic object Delegates {\n /**\n * Returns a property delegate for a read/write property with a non-`null` value that is initialized not during\n * object construction time but at a later time. Trying to read the property before the initial value has been\n * assigned results in an exception.\n *\n * @sample samples.properties.Delegates.notNullDelegate\n */\n public fun <T : Any> notNull(): ReadWriteProperty<Any?, T> = NotNullVar()\n\n /**\n * Returns a property delegate for a read/write property that calls a specified callback function when changed.\n * @param initialValue the initial value of the property.\n * @param onChange the callback which is called after the change of the property is made. The value of the property\n * has already been changed when this callback is invoked.\n *\n * @sample samples.properties.Delegates.observableDelegate\n */\n public inline fun <T> observable(initialValue: T, crossinline onChange: (property: KProperty<*>, oldValue: T, newValue: T) -> Unit):\n ReadWriteProperty<Any?, T> =\n object : ObservableProperty<T>(initialValue) {\n override fun afterChange(property: KProperty<*>, oldValue: T, newValue: T) = onChange(property, oldValue, newValue)\n }\n\n /**\n * Returns a property delegate for a read/write property that calls a specified callback function when changed,\n * allowing the callback to veto the modification.\n * @param initialValue the initial value of the property.\n * @param onChange the callback which is called before a change to the property value is attempted.\n * The value of the property hasn't been changed yet, when this callback is invoked.\n * If the callback returns `true` the value of the property is being set to the new value,\n * and if the callback returns `false` the new value is discarded and the property remains its old value.\n *\n * @sample samples.properties.Delegates.vetoableDelegate\n * @sample samples.properties.Delegates.throwVetoableDelegate\n */\n public inline fun <T> vetoable(initialValue: T, crossinline onChange: (property: KProperty<*>, oldValue: T, newValue: T) -> Boolean):\n ReadWriteProperty<Any?, T> =\n object : ObservableProperty<T>(initialValue) {\n override fun beforeChange(property: KProperty<*>, oldValue: T, newValue: T): Boolean = onChange(property, oldValue, newValue)\n }\n\n}\n\n\nprivate class NotNullVar<T : Any>() : ReadWriteProperty<Any?, T> {\n private var value: T? = null\n\n public override fun getValue(thisRef: Any?, property: KProperty<*>): T {\n return value ?: throw IllegalStateException(\"Property ${property.name} should be initialized before get.\")\n }\n\n public override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {\n this.value = value\n }\n}\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.properties\n\nimport kotlin.reflect.KProperty\n\n/**\n * Implements the core logic of a property delegate for a read/write property that calls callback functions when changed.\n * @param initialValue the initial value of the property.\n */\npublic abstract class ObservableProperty<T>(initialValue: T) : ReadWriteProperty<Any?, T> {\n private var value = initialValue\n\n /**\n * The callback which is called before a change to the property value is attempted.\n * The value of the property hasn't

been changed yet, when this callback is invoked.\n * If the callback returns `true` the value of the property is being set to the new value,\n * and if the callback returns `false` the new value is discarded and the property remains its old value.\n */\n protected open fun beforeChange(property: KProperty<*>, oldValue: T, newValue: T): Boolean = true\n\n /**\n * The callback which is called after the change of the property is made. The value of the property\n * has already been changed when this callback is invoked.\n */\n protected open fun afterChange(property: KProperty<*>, oldValue: T, newValue: T): Unit {}\n\n public override fun getValue(thisRef: Any?, property: KProperty<*>): T {\n return value\n }\n\n public override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {\n val oldValue = this.value\n if (!beforeChange(property, oldValue, value)) {\n return\n }\n this.value = value\n afterChange(property, oldValue, value)\n }\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"RangesKt\")\n\npackage kotlin.ranges\n\nimport kotlin.*\n\n/**\n * Represents a range of floating point numbers.\n * Extends [ClosedRange] interface providing custom operation [lessThanOrEquals] for comparing values of range domain type.\n *\n * This interface is implemented by floating point ranges returned by [Float.rangeTo] and [Double.rangeTo] operators to\n * achieve IEEE-754 comparison order instead of total order of floating point numbers.\n */\n@SinceKotlin(\"1.1\")\npublic interface ClosedFloatingPointRange<T : Comparable<T>> : ClosedRange<T> {\n override fun contains(value: T): Boolean = lessThanOrEquals(start, value) && lessThanOrEquals(value, endInclusive)\n override fun isEmpty(): Boolean = !lessThanOrEquals(start, endInclusive)\n\n /**\n * Compares two values of range domain type and returns true if first is less than or equal to second.\n */\n fun lessThanOrEquals(a: T, b: T): Boolean\n}\n\n/**\n * Represents a range of [Comparable] values.\n */\nprivate open class ComparableRange<T : Comparable<T>>(\n override val start: T,\n override val endInclusive: T\n) : ClosedRange<T> {\n\n override fun equals(other: Any?): Boolean {\n return other is ComparableRange<*> && (isEmpty() && other.isEmpty() ||\n start == other.start && endInclusive == other.endInclusive)\n }\n\n override fun hashCode(): Int {\n return if (isEmpty()) -1 else 31 * start.hashCode() + endInclusive.hashCode()\n }\n\n override fun toString(): String = \"$start..$endInclusive\"\n}\n\n/**\n * A closed range of values of type `Double`.\n *\n * Numbers are compared with the ends of this range according to IEEE-754.\n */\nprivate class ClosedDoubleRange(\n start: Double,\n endInclusive: Double\n) : ClosedFloatingPointRange<Double> {\n private val _start = start\n private val _endInclusive = endInclusive\n override val start: Double get() = _start\n override val endInclusive: Double get() = _endInclusive\n\n override fun lessThanOrEquals(a: Double, b: Double): Boolean = a <= b\n\n override fun contains(value: Double): Boolean = value >= _start && value <= _endInclusive\n override fun isEmpty(): Boolean = !(_start <= _endInclusive)\n\n override fun equals(other: Any?): Boolean {\n return other is ClosedDoubleRange && (isEmpty() && other.isEmpty() ||\n _start == other._start && _endInclusive == other._endInclusive)\n }\n\n override fun hashCode(): Int {\n return if (isEmpty()) -1 else 31 * _start.hashCode() + _endInclusive.hashCode()\n }\n\n override fun toString(): String = \"$_start..$_endInclusive\"\n}\n\n\n/**\n * Creates a range from this [Comparable] value to the specified [that] value.\n *\n * This value needs to be smaller than [that] value, otherwise the returned range will be empty.\n * @sample samples.ranges.Ranges.rangeFromComparable\n */\npublic operator fun <T : Comparable<T>> T.rangeTo(that: T): ClosedRange<T> = ComparableRange(this, that)\n\n/**\n * Creates a range from this [Double] value to the specified [that] value.\n *\n * Numbers are compared with the ends of this range according to IEEE-754.\n * @sample samples.ranges.Ranges.rangeFromDouble\n */\n@SinceKotlin(\"1.1\")\npublic operator fun Double.rangeTo(that: Double): ClosedFloatingPointRange<Double> = ClosedDoubleRange(this, that)\n\n\ninternal fun checkStepIsPositive(isPositive: Boolean, step: Number) {\n if (!isPositive) throw IllegalArgumentException(\"Step must be positive, was: $step.\")\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n

```
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"CharsKt\")\n\npackage kotlin.text\n\n/**\n * Concatenates this Char and a String.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun Char.plus(other: String): String = this.toString() + other\n\n/**\n * Returns `true` if this character is equal to the [other] character, optionally ignoring character case.\n *\n * @param ignoreCase `true` to ignore character case when comparing characters. By default `false`.\n *\n * Two characters are considered the same ignoring case if at least one of the following is `true`:\n *   - The two characters are the same (as compared by the == operator)\n *   - Applying the method [toUpperCase] to each character produces the same result\n *   - Applying the method [toLowerCase] to each character produces the same result\n */\npublic fun Char.equals(other: Char, ignoreCase: Boolean = false): Boolean {\n    if (this == other) return true\n    if (!ignoreCase) return false\n\n    if (this.toUpperCase() == other.toUpperCase()) return true\n    if (this.toLowerCase() == other.toLowerCase()) return true\n    return false\n}\n\n/**\n * Returns `true` if this character is a Unicode surrogate code unit.\n */\npublic fun Char.isSurrogate(): Boolean = this in Char.MIN_SURROGATE..Char.MAX_SURROGATE\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"StringsKt\")\n\npackage kotlin.text\n\n/**\n * Trims leading whitespace characters followed by [marginPrefix] from every line of a source string and removes\n * the first and the last lines if they are blank (notice difference blank vs empty).\n *\n * Doesn't affect a line if it doesn't contain [marginPrefix] except the first and the last blank lines.\n *\n * Doesn't preserve the original line endings.\n *\n * @param marginPrefix non-blank
 string, which is used as a margin delimiter. Default is `|` (pipe character).\n *\n * @sample samples.text.Strings.trimMargin\n * @see trimIndent\n * @see kotlin.text.isWhitespace\n */\npublic fun String.trimMargin(marginPrefix: String = \"|\"): String =\n    replaceIndentByMargin(\"\", marginPrefix)\n\n/**\n * Detects indent by [marginPrefix] as it does [trimMargin] and replace it with [newIndent].\n *\n * @param marginPrefix non-blank string, which is used as a margin delimiter. Default is `|` (pipe character).\n */\npublic fun String.replaceIndentByMargin(newIndent: String = \"\", marginPrefix: String = \"|\"): String {\n    require(marginPrefix.isNotBlank()) { \"marginPrefix must be non-blank string.\" }\n    val lines = lines()\n\n    return lines.reindent(length + newIndent.length * lines.size, getIndentFunction(newIndent), { line ->\n        val firstNonWhitespaceIndex = line.indexOfFirst { !it.isWhitespace() }\n\n        when {\n            firstNonWhitespaceIndex == -1 -> null\n
            line.startsWith(marginPrefix, firstNonWhitespaceIndex) -> line.substring(firstNonWhitespaceIndex + marginPrefix.length)\n            else -> null\n        }\n    })\n}\n\n/**\n * Detects a common minimal indent of all the input lines, removes it from every line and also removes the first and the last\n * lines if they are blank (notice difference blank vs empty).\n *\n * Note that blank lines do not affect the detected indent level.\n *\n * In case if there are non-blank lines with no leading whitespace characters (no indent at all) then the\n * common indent is 0, and therefore this function doesn't change the indentation.\n *\n * Doesn't preserve the original line endings.\n *\n * @sample samples.text.Strings.trimIndent\n * @see trimMargin\n * @see kotlin.text.isBlank\n */\npublic fun String.trimIndent(): String = replaceIndent(\"\")\n\n/**\n * Detects a common minimal indent like it does [trimIndent] and replaces it with the specified [newIndent].\n */\npublic fun String.replaceIndent(newIndent: String = \"\"): String {\n    val lines = lines()\n\n    val minCommonIndent = lines\n        .filter(String::isNotBlank)\n        .map(String::indentWidth)\n        .min() ?: 0\n\n    return lines.reindent(length + newIndent.length * lines.size, getIndentFunction(newIndent), { line -> line.drop(minCommonIndent) })\n}\n\n/**\n * Prepends [indent] to every line of the original string.\n *\n * Doesn't preserve the original line endings.\n */\npublic fun String.prependIndent(indent: String = \"    \"): String =\n    lineSequence()\n        .map {\n            when {\n                it.isBlank() -> {\n                    when {\n                        it.length < indent.length -> indent\n                        else -> it\n                    }\n                }\n                else -> indent + it\n            }\n        }\n        .joinToString(\"\\n\")\n\nprivate fun String.indentWidth(): Int = indexOfFirst { !it.isWhitespace() }.let { if (it == -1) length
 else it }\n\nprivate fun getIndentFunction(indent: String) = when {\n    indent.isEmpty() -> { line: String -> line }\n
 else -> { line: String -> indent + line }\n}\n\nprivate inline fun List<String>.reindent(\n    resultSizeEstimate: Int,\n
```

indentAddFunction: (String) -> String,\n indentCutFunction: (String) -> String?\n): String {\n val lastIndex = lastIndex\n return mapIndexedNotNull { index, value ->\n if ((index == 0 || index == lastIndex) && value.isBlank())\n null\n else\n indentCutFunction(value)?.let(indentAddFunction) ?: value\n }\n .joinTo(StringBuilder(resultSizeEstimate), \"\\n\")\n .toString()\n}\n",null,"/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n/**\n * Defines names for Unicode symbols used in proper Typography.\n */\npublic object Typography {\n /**
The character " \u2013 quotation mark */\n public const val quote: Char = '\\u0022'\n /** The character $ \u2013 dollar sign */\n public const val dollar: Char = '\\u0024'\n /** The character & \u2013 ampersand */\n public const val amp: Char = '\\u0026'\n /** The character < \u2013 less-than sign */\n public const val less: Char = '\\u003C'\n /** The character > \u2013 greater-than sign */\n public const val greater: Char = '\\u003E'\n /** The non-breaking space character */\n public const val nbsp: Char = '\\u00A0'\n /** The character × */\n public const val times: Char = '\\u00D7'\n /** The character ¢ */\n public const val cent: Char = '\\u00A2'\n /** The character £ */\n public const val pound: Char = '\\u00A3'\n /** The character § */\n public const val section: Char = '\\u00A7'\n /** The character © */\n public const val copyright: Char = '\\u00A9'\n /** The character
« */\n public const val leftGuillemete: Char = '\\u00AB'\n /** The character » */\n public const val rightGuillemete: Char = '\\u00BB'\n /** The character ® */\n public const val registered: Char = '\\u00AE'\n /** The character ° */\n public const val degree: Char = '\\u00B0'\n /** The character ± */\n public const val plusMinus: Char = '\\u00B1'\n /** The character ¶ */\n public const val paragraph: Char = '\\u00B6'\n /** The character · */\n public const val middleDot: Char = '\\u00B7'\n /** The character ½ */\n public const val half: Char = '\\u00BD'\n /** The character – */\n public const val ndash: Char = '\\u2013'\n /** The character — */\n public const val mdash: Char = '\\u2014'\n /** The character ‘ */\n public const val leftSingleQuote: Char = '\\u2018'\n /** The character ’ */\n public const val rightSingleQuote: Char = '\\u2019'\n
/** The character ‚ */\n public const val lowSingleQuote: Char = '\\u201A'\n /** The character “ */\n public const val leftDoubleQuote: Char = '\\u201C'\n /** The character ” */\n public const val rightDoubleQuote: Char = '\\u201D'\n /** The character „ */\n public const val lowDoubleQuote: Char = '\\u201E'\n /** The character † */\n public const val dagger: Char = '\\u2020'\n /** The character ‡ */\n public const val doubleDagger: Char = '\\u2021'\n /** The character • */\n public const val bullet: Char = '\\u2022'\n /** The character … */\n public const val ellipsis: Char = '\\u2026'\n /** The character ′ */\n public const val prime: Char = '\\u2032'\n /** The character ″ */\n public const val doublePrime: Char = '\\u2033'\n /** The character € */\n public const val euro: Char = '\\u20AC'\n /** The character ™ */\n public const val tm:
Char = '\\u2122'\n /** The character ≈ */\n public const val almostEqual: Char = '\\u2248'\n /** The character ≠ */\n public const val notEqual: Char = '\\u2260'\n /** The character ≤ */\n public const val lessOrEqual: Char = '\\u2264'\n /** The character ≥ */\n public const val greaterOrEqual: Char = '\\u2265'\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n/**\n * Represents a collection of captured groups in a single match of a regular expression.\n *\n * This collection has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.\n * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.\n *\n * An element of the collection at the particular index can be `null`,\n * if the corresponding group in the
regular expression is optional and\n * there was no match captured by that group.\n */\npublic interface MatchGroupCollection : Collection<MatchGroup?> {\n\n /** Returns a group with the specified [index].\n *\n * @return An instance of [MatchGroup] if the group with the specified [index] was matched or `null` otherwise.\n *\n * Groups are indexed from 1 to the count of groups in the regular expression. A group with the index 0\n * corresponds to the entire match.\n */\n public operator fun get(index: Int): MatchGroup?\n}\n\n/**\n * Extends

[MatchGroupCollection] by introducing a way to get matched groups by name, when regex supports it.\n */\n@SinceKotlin(\"1.1\")\npublic interface MatchNamedGroupCollection : MatchGroupCollection {\n /**\n * Returns a named group with the specified [name].\n * @return An instance of [MatchGroup] if the group with the specified [name] was matched or `null` otherwise.\n */\n public operator fun get(name: String): MatchGroup?\n}\n\n/**\n * Represents the results from a single regular expression match.\n */\npublic interface MatchResult {\n /** The range of indices in the original string where match was captured. */\n public val range: IntRange\n /** The substring from the input string captured by this match. */\n public val value: String\n /**\n * A collection of groups matched by the regular expression.\n *\n * This collection has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.\n * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.\n */\n public val groups: MatchGroupCollection\n /**\n * A list of matched indexed group values.\n *\n * This list has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.\n * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.\n *\n * If the group in the regular expression is optional and there were no match captured by that group,\n * corresponding item in [groupValues] is an empty string.\n *\n * @sample: samples.text.Regexps.matchDestructuringToGroupValues\n */\n public val groupValues: List<String>\n\n /**\n * An instance of [MatchResult.Destructured] wrapper providing components for destructuring assignment of group values.\n *\n * component1 corresponds to the value of the first group, component2 \u2014 of the second, and so on.\n *\n * @sample: samples.text.Regexps.matchDestructuring\n */\n public val destructured: Destructured get() = Destructured(this)\n\n /** Returns a new [MatchResult] with the results for the next match, starting at the position\n * at which the last match ended (at the character after the last matched character).\n */\n public fun next(): MatchResult?\n\n /**\n * Provides components for destructuring assignment of group values.\n *\n * [component1] corresponds to the value of the first group, [component2] \u2014 of the second, and so on.\n *\n * If the group in the regular expression is optional and there were no match captured by that group,\n * corresponding component value is an empty string.\n *\n * @sample: samples.text.Regexps.matchDestructuringToGroupValues\n */\n public class Destructured internal constructor(public val match: MatchResult) {\n @kotlin.internal.InlineOnly\n public operator inline fun component1(): String = match.groupValues[1]\n @kotlin.internal.InlineOnly\n public operator inline fun component2(): String = match.groupValues[2]\n @kotlin.internal.InlineOnly\n public operator inline fun component3(): String = match.groupValues[3]\n @kotlin.internal.InlineOnly\n public operator inline fun component4(): String = match.groupValues[4]\n @kotlin.internal.InlineOnly\n public operator inline fun component5(): String = match.groupValues[5]\n @kotlin.internal.InlineOnly\n public operator inline fun component6(): String = match.groupValues[6]\n @kotlin.internal.InlineOnly\n public operator inline fun component7(): String = match.groupValues[7]\n @kotlin.internal.InlineOnly\n public operator inline fun component8(): String = match.groupValues[8]\n @kotlin.internal.InlineOnly\n public operator inline fun component9(): String = match.groupValues[9]\n @kotlin.internal.InlineOnly\n public operator inline fun component10(): String = match.groupValues[10]\n\n /**\n * Returns destructured group values as a list of strings.\n * First value in the returned list corresponds to the value of the first group, and so on.\n *\n * @sample: samples.text.Regexps.matchDestructuringToGroupValues\n */\n public fun toList(): List<String> = match.groupValues.subList(1, match.groupValues.size)\n }\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\n/**\n * Represents a version of the Kotlin standard library.\n *\n * [major], [minor] and [patch] are integer components of a version,\n * they must be non-negative and not greater than 255 ([MAX_COMPONENT_VALUE]).\n *\n * @constructor Creates a version from all three components.\n */\n@SinceKotlin(\"1.1\")\npublic class KotlinVersion(val major: Int, val minor: Int, val patch: Int) : Comparable<KotlinVersion> {\n /**\n * Creates a version from [major] and [minor] components, leaving [patch] component zero.\n */\n public constructor(major: Int, minor: Int) : this(major, minor, 0)\n\n private val

version = versionOf(major, minor, patch)\n\n   private fun versionOf(major: Int, minor: Int, patch: Int): Int {\n   require(major in 0..MAX_COMPONENT_VALUE && minor in 0..MAX_COMPONENT_VALUE && patch in 0..MAX_COMPONENT_VALUE) {\n   \"Version components are out of range: $major.$minor.$patch\"\n   }\n   return major.shl(16) + minor.shl(8) + patch\n   }\n\n   /**\n   * Returns the string representation of this version.\n   */\n   override fun toString(): String = \"$major.$minor.$patch\"\n\n   override fun equals(other: Any?): Boolean {\n   if (this === other) return true\n   val otherVersion = (other as? KotlinVersion) ?: return false\n   return this.version == otherVersion.version\n   }\n\n   override fun hashCode(): Int = version\n\n   override fun compareTo(other: KotlinVersion): Int = version - other.version\n\n   /**\n   * Returns `true` if this version is not less than the version specified\n   * with the provided [major] and [minor] components.\n   */\n   public fun isAtLeast(major: Int, minor: Int): Boolean = // this.version >= versionOf(major, minor, 0)\n   this.major > major || (this.major == major &&\n   this.minor >= minor)\n\n   /**\n   * Returns `true` if this version is not less than the version specified\n   * with the provided [major], [minor] and [patch] components.\n   */\n   public fun isAtLeast(major: Int, minor: Int, patch: Int): Boolean = // this.version >= versionOf(major, minor, patch)\n   this.major > major || (this.major == major &&\n   (this.minor > minor || this.minor == minor &&\n   this.patch >= patch))\n\n   companion object {\n   /**\n   * Maximum value a version component can have, a constant value 255.\n   */\n   // NOTE: Must be placed before CURRENT because its initialization requires this field being initialized in JS\n   public const val MAX_COMPONENT_VALUE = 255\n\n   /**\n   * Returns the current version of the Kotlin standard library.\n   */\n   @kotlin.jvm.JvmField\n   public val CURRENT: KotlinVersion = KotlinVersion(1, 2, 51) // value is written here automatically during build\n   }\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmName(\"LateinitKt\")\n@file:Suppress(\"unused\")\n\npackage kotlin\n\nimport kotlin.internal.InlineOnly\nimport kotlin.internal.AccessibleLateinitPropertyLiteral\nimport kotlin.reflect.KProperty0\n\n/**\n * Returns `true` if this lateinit property has been assigned a value, and `false` otherwise.\n *\n * Cannot be used in an inline function, to avoid binary compatibility issues.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\ninline val @receiver:AccessibleLateinitPropertyLiteral KProperty0<*>.isInitialized: Boolean\n   get() = throw NotImplementedError(\"Implementation is intrinsic\")\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmName(\"LazyKt\")\n@file:kotlin.jvm.JvmMultifileClass\n\npackage kotlin\n\nimport kotlin.reflect.KProperty\n\n/**\n * Represents a value with lazy initialization.\n *\n * To create an instance of [Lazy] use the [lazy] function.\n */\npublic interface Lazy<out T> {\n   /**\n   * Gets the lazily initialized value of the current Lazy instance.\n   * Once the value was initialized it must not change during the rest of lifetime of this Lazy instance.\n   */\n   public val value: T\n\n   /**\n   * Returns `true` if a value for this Lazy instance has been already initialized, and `false` otherwise.\n   * Once this function has returned `true` it stays `true` for the rest of lifetime of this Lazy instance.\n   */\n   public fun isInitialized(): Boolean\n}\n\n/**\n * Creates a new instance of the [Lazy] that is already initialized with the specified [value].\n */\npublic fun <T> lazyOf(value: T): Lazy<T> = InitializedLazyImpl(value)\n\n/**\n * An extension to delegate a read-only property of type [T] to an instance of [Lazy].\n *\n * This extension allows to use instances of Lazy for property delegation:\n * `val property: String by lazy { initializer }`\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> Lazy<T>.getValue(thisRef: Any?, property: KProperty<*>): T = value\n\n/**\n * Specifies how a [Lazy] instance synchronizes initialization among multiple threads.\n */\npublic enum class LazyThreadSafetyMode {\n\n   /**\n   * Locks are used to ensure that only a single thread can initialize the [Lazy] instance.\n   */\n   SYNCHRONIZED,\n\n   /**\n   * Initializer function can be called several times on concurrent access to uninitialized [Lazy] instance value,\n   * but only the first returned value will be used as the value of [Lazy] instance.\n   */\n   PUBLICATION,\n\n   /**\n   * No locks are used to synchronize an access to

the [Lazy] instance value; if the instance is accessed from multiple threads, its behavior is undefined.\n *\n * This mode should not be used unless the [Lazy] instance is guaranteed never to be initialized from more than one thread.\n */\n NONE,\n}\n\n\ninternal object UNINITIALIZED_VALUE\n\n// internal to be called from lazy in JS\ninternal class UnsafeLazyImpl<out T>(initializer: () -> T) : Lazy<T>, Serializable {\n private var initializer: (() -> T)? = initializer\n private var _value: Any? = UNINITIALIZED_VALUE\n\n override val value: T\n get() {\n if (_value === UNINITIALIZED_VALUE) {\n _value = initializer!!()\n initializer = null\n }\n @Suppress(\"UNCHECKED_CAST\")\n return _value as T\n }\n\n override fun isInitialized(): Boolean = _value !== UNINITIALIZED_VALUE\n\n override fun toString(): String = if (isInitialized()) value.toString() else \"Lazy value not initialized yet.\"\n\n private fun writeReplace(): Any = InitializedLazyImpl(value)\n}\n\ninternal class InitializedLazyImpl<out T>(override val value: T) : Lazy<T>, Serializable {\n\n override fun isInitialized(): Boolean = true\n\n override fun toString(): String = value.toString()\n\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\nimport kotlin.internal.RequireKotlin\nimport kotlin.internal.RequireKotlinVersionKind\n\n@kotlin.internal.InlineOnly\n@SinceKotlin(\"1.2\")\n@Suppress(\"INVISIBLE_MEMBER\", \"INVISIBLE_REFERENCE\")\n@RequireKotlin(\"1.2.30\", level = DeprecationLevel.HIDDEN, versionKind = RequireKotlinVersionKind.COMPILER_VERSION)\npublic inline fun <R> suspend(noinline block: suspend () -> R): suspend () -> R = block\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmName(\"TuplesKt\")\n\npackage kotlin\n\n\n/**\n * Represents a generic pair of two values.\n *\n * There is no meaning attached to values in this class, it can be used for any purpose.\n * Pair exhibits value semantics, i.e. two pairs are equal if both components are equal.\n *\n * An example of decomposing it into values:\n * @sample samples.misc.Tuples.pairDestructuring\n *\n * @param A type of the first value.\n * @param B type of the second value.\n * @property first First value.\n * @property second Second value.\n * @constructor Creates a new instance of Pair.\n */\npublic data class Pair<out A, out B>(\n public val first: A,\n public val second: B\n) : Serializable {\n\n /**\n * Returns string representation of the [Pair] including its [first] and [second] values.\n */\n public override fun toString(): String = \"($first, $second)\"\n}\n\n/**\n * Creates a tuple of type [Pair] from this and [that].\n *\n * This can be useful for creating [Map] literals with less noise, for example:\n * @sample samples.collections.Maps.Instantiation.mapFromPairs\n */\npublic infix fun <A, B> A.to(that: B): Pair<A, B> = Pair(this, that)\n\n/**\n * Converts this pair into a list.\n */\npublic fun <T> Pair<T, T>.toList(): List<T> = listOf(first, second)\n\n/**\n * Represents a triad of values\n *\n * There is no meaning attached to values in this class, it can be used for any purpose.\n * Triple exhibits value semantics, i.e. two triples are equal if all three components are equal.\n * An example of decomposing it into values:\n * @sample samples.misc.Tuples.tripleDestructuring\n *\n * @param A type of the first value.\n * @param B type of the second value.\n * @param C type of the third value.\n * @property first First value.\n * @property second Second value.\n * @property third Third value.\n */\npublic data class Triple<out A, out B, out C>(\n public val first: A,\n public val second: B,\n public val third: C\n) : Serializable {\n\n /**\n * Returns string representation of the [Triple] including its [first], [second] and [third] values.\n */\n public override fun toString(): String = \"($first, $second, $third)\"\n}\n\n/**\n * Converts this triple into a list.\n */\npublic fun <T> Triple<T, T, T>.toList(): List<T> = listOf(first, second, third)\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"MathKt\")\n\n\npackage kotlin.math\n\n\n\n// constants, can't use them from nativeMath as they are not constants there\n\n/** Ratio of the circumference of a circle to its diameter, approximately 3.14159. */\n@SinceKotlin(\"1.2\")\npublic const val PI: Double = 3.141592653589793\n\n/** Base of the natural logarithms, approximately 2.71828. */\n@SinceKotlin(\"1.2\")\npublic

const val E: Double = 2.718281828459045\n\n// ================ Double Math ==\n\n/** Computes the sine of the angle [x] given in radians.\n *\n * Special cases:\n * - `sin(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun sin(x: Double): Double\n\n/** Computes the cosine of the angle [x] given in radians.\n *\n * Special cases:\n * - `cos(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun cos(x: Double): Double\n\n/** Computes the tangent of the angle [x] given in radians.\n *\n * Special cases:\n * - `tan(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun tan(x: Double): Double\n\n/**\n * Computes the arc sine of the value [x];\n * the returned value is an angle in the range from `-PI/2` to `PI/2` radians.\n *\n * Special cases:\n * - `asin(x)` is `NaN`, when `abs(x) > 1` or x is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun asin(x: Double): Double\n\n/**\n * Computes the arc cosine of the value [x];\n * the returned value is an angle in the range from `0.0` to `PI` radians.\n *\n * Special cases:\n * - `acos(x)` is `NaN`, when `abs(x) > 1` or x is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun acos(x: Double): Double\n\n/**\n * Computes the arc tangent of the value [x];\n * the returned value is an angle in the range from `-PI/2` to `PI/2` radians.\n *\n * Special cases:\n * - `atan(NaN)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun atan(x: Double): Double\n\n/**\n * Returns the angle `theta` of the polar coordinates `(r, theta)` that correspond\n * to the rectangular coordinates `(x, y)` by computing the arc tangent of the value [y] / [x];\n * the returned value is an angle in the range from `-PI` to `PI` radians.\n *\n * Special cases:\n * - `atan2(0.0, 0.0)` is `0.0`\n * - `atan2(0.0, x)` is `0.0` for `x > 0` and `PI` for `x < 0`\n * - `atan2(-0.0, x)` is `-0.0` for 'x > 0` and `-PI` for `x < 0`\n *
- `atan2(y, +Inf)` is `0.0` for `0 < y < +Inf` and `-0.0` for '-Inf < y < 0`\n * - `atan2(y, -Inf)` is `PI` for `0 < y < +Inf` and `-PI` for `-Inf < y < 0`\n * - `atan2(y, 0.0)` is `PI/2` for `y > 0` and `-PI/2` for `y < 0`\n * - `atan2(+Inf, x)` is `PI/2` for finite `x`y\n * - `atan2(-Inf, x)` is `-PI/2` for finite `x`\n * - `atan2(NaN, x)` and `atan2(y, NaN)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun atan2(y: Double, x: Double): Double\n\n/**\n * Computes the hyperbolic sine of the value [x].\n *\n * Special cases:\n * - `sinh(NaN)` is `NaN`\n * - `sinh(+Inf)` is `+Inf`\n * - `sinh(-Inf)` is `-Inf`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun sinh(x: Double): Double\n\n/**\n * Computes the hyperbolic cosine of the value [x].\n *\n * Special cases:\n * - `cosh(NaN)` is `NaN`\n * - `cosh(+Inf|-Inf)` is `+Inf`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun cosh(x: Double): Double\n\n/**\n * Computes the hyperbolic tangent of the value [x].\n *\n * Special cases:\n * - `tanh(NaN)` is `NaN`\n * - `tanh(+Inf)` is `1.0`\n * - `tanh(-Inf)` is `-1.0`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun tanh(x: Double): Double\n\n/**\n * Computes the inverse hyperbolic sine of the value [x].\n *\n * The returned value is `y` such that `sinh(y) == x`.\n *\n * Special cases:\n * - `asinh(NaN)` is `NaN`\n * - `asinh(+Inf)` is `+Inf`\n * - `asinh(-Inf)` is `-Inf`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun asinh(x: Double): Double\n\n/**\n * Computes the inverse hyperbolic cosine of the value [x].\n *\n * The returned value is positive `y` such that `cosh(y) == x`.\n *\n * Special cases:\n * - `acosh(NaN)` is `NaN`\n * - `acosh(x)` is `NaN` when `x < 1`\n * - `acosh(+Inf)` is `+Inf`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun acosh(x: Double): Double\n\n/**\n * Computes the inverse hyperbolic tangent of the value [x].\n *\n * The returned value is `y` such that `tanh(y) == x`.\n *\n * Special cases:\n * - `tanh(NaN)` is `NaN`\n * - `tanh(x)` is `NaN` when `x > 1` or `x < -1`\n * - `tanh(1.0)` is `+Inf`\n * - `tanh(-1.0)` is `-Inf`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun atanh(x: Double): Double\n\n/**\n * Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow.\n *\n * Special cases:\n * - returns `+Inf` if any of arguments is infinite\n * - returns `NaN` if any of arguments is `NaN` and the other is not infinite\n */\n@SinceKotlin(\"1.2\")\npublic expect fun hypot(x: Double, y: Double): Double\n\n/**\n * Computes the positive square root of the value [x].\n *\n * Special cases:\n * - `sqrt(x)` is `NaN` when `x < 0` or `x` is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun sqrt(x: Double): Double\n\n/**\n * Computes Euler's number `e` raised to the power of the value [x].\n *\n * Special cases:\n * - `exp(NaN)` is `NaN`\n * - `exp(+Inf)` is `+Inf`\n * - `exp(-Inf)` is `0.0`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun exp(x: Double): Double\n\n/**\n * Computes

`exp(x) - 1`.\n *\n * This function can be implemented to produce more precise result for [x] near zero.\n *\n * Special cases:\n * - `expm1(NaN)` is `NaN`\n * - `expm1(+Inf)` is `+Inf`\n * - `expm1(-Inf)` is `-1.0`\n *\n * @see [exp] function.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun expm1(x: Double): Double\n\n/**\n * Computes the logarithm of the value [x] to the given [base].\n *\n * Special cases:\n * - `log(x, b)` is `NaN` if either `x` or `b` are `NaN`\n * - `log(x, b)` is `NaN` when `x < 0` or `b <= 0` or `b == 1.0`\n * - `log(+Inf, +Inf)` is `NaN`\n * - `log(+Inf, b)` is `+Inf` for `b > 1` and `-Inf` for `b < 1`\n * - `log(0.0, b)` is `-Inf` for `b > 1` and `+Inf` for `b > 1`\n *\n * See also logarithm functions for common fixed bases: [ln], [log10] and [log2].\n */\n@SinceKotlin(\"1.2\")\npublic expect fun log(x: Double, base: Double): Double\n\n/**\n * Computes the natural logarithm (base `E`) of the value [x].\n *\n * Special cases:\n * - `ln(NaN)` is `NaN`\n * - `ln(x)` is `NaN` when `x < 0.0`\n * - `ln(+Inf)` is `+Inf`\n * - `ln(0.0)` is `-Inf`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun ln(x: Double): Double\n\n/**\n * Computes the common logarithm (base 10) of the value [x].\n *\n * @see [ln] function for special cases.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun log10(x: Double): Double\n\n/**\n * Computes the binary logarithm (base 2) of the value [x].\n *\n * @see [ln] function for special cases.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun log2(x: Double): Double\n\n/**\n * Computes `ln(x + 1)`.\n *\n * This function can be implemented to produce more precise result for [x] near zero.\n *\n * Special cases:\n * - `ln1p(NaN)` is `NaN`\n * - `ln1p(x)` is `NaN` where `x < -1.0`\n * - `ln1p(-1.0)` is `-Inf`\n * - `ln1p(+Inf)` is `+Inf`\n *\n * @see [ln] function\n * @see [expm1] function\n */\n@SinceKotlin(\"1.2\")\npublic expect fun ln1p(x: Double): Double\n\n/**\n * Rounds the given value [x] to an integer towards positive infinity.\n\n * @return the smallest double value that is greater than the given value [x] and is a mathematical integer.\n *\n * Special cases:\n * - `ceil(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun ceil(x: Double): Double\n\n/**\n * Rounds the given value [x] to an integer towards negative infinity.\n\n * @return the largest double value that is smaller than the given value [x] and is a mathematical integer.\n *\n * Special cases:\n * - `floor(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun floor(x: Double): Double\n\n/**\n * Rounds the given value [x] to an integer towards zero.\n *\n * @return the value [x] having its fractional part truncated.\n *\n * Special cases:\n * - `truncate(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun truncate(x: Double): Double\n\n/**\n * Rounds the given value [x] towards the closest integer with ties rounded towards even integer.\n *\n * Special cases:\n * - `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun round(x: Double): Double\n\n/**\n * Returns the absolute value of the given value [x].\n *\n * Special cases:\n * - `abs(NaN)` is `NaN`\n *\n * @see absoluteValue extension property for [Double]\n */\n@SinceKotlin(\"1.2\")\npublic expect fun abs(x: Double): Double\n\n/**\n * Returns the sign of the given value [x]:\n * - `-1.0` if the value is negative,\n * - zero if the value is zero,\n * - `1.0` if the value is positive\n *\n * Special case:\n * - `sign(NaN)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun sign(x: Double): Double\n\n\n/**\n * Returns the smaller of two values.\n *\n * If either value is `NaN`, then the result is `NaN`.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun min(a: Double, b: Double): Double\n\n/**\n * Returns the greater of two values.\n *\n * If either value is `NaN`, then the result is `NaN`.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun max(a: Double, b: Double): Double\n\n// extensions\n\n/**\n * Raises this value to the power [x].\n *\n * Special cases:\n * - `b.pow(0.0)` is `1.0`\n * - `b.pow(1.0) == b`\n * - `b.pow(NaN)` is `NaN`\n * - `NaN.pow(x)` is `NaN` for `x != 0.0`\n * - `b.pow(Inf)` is `NaN` for `abs(b) == 1.0`\n * - `b.pow(x)` is `NaN` for `b < 0` and `x` is finite and not an integer\n */\n@SinceKotlin(\"1.2\")\npublic expect fun Double.pow(x: Double): Double\n\n/**\n * Raises this value to the integer power [n].\n *\n * See the other overload of [pow] for details.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun Double.pow(n: Int): Double\n\n/**\n * Returns the absolute value of this value.\n *\n * Special cases:\n * - `NaN.absoluteValue` is `NaN`\n *\n * @see abs function\n */\n@SinceKotlin(\"1.2\")\npublic expect val Double.absoluteValue: Double\n\n/**\n * Returns the sign of this value:\n * - `-1.0` if the value is negative,\n * - zero if the value is zero,\n * - `1.0` if the value is positive\n *\n * Special case:\n * - `NaN.sign` is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect val

Double.sign: Double\n\n/**\n * Returns this value with the sign bit same as of the [sign] value.\n *\n * If [sign] is `NaN` the sign of the result is undefined.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun Double.withSign(sign: Double): Double\n\n/**\n * Returns this value with the sign bit same as of the [sign] value.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun Double.withSign(sign: Int): Double\n\n/**\n * Returns the ulp (unit in the last place) of this value.\n *\n * An ulp is a positive distance between this value and the next nearest [Double] value larger in magnitude.\n *\n * Special Cases:\n * - `NaN.ulp` is `NaN`\n * - `x.ulp` is `+Inf` when `x` is `+Inf` or `-Inf`\n * - `0.0.ulp` is `Double.MIN_VALUE`\n */\n@SinceKotlin(\"1.2\")\npublic expect val Double.ulp: Double\n\n/**\n * Returns the [Double] value nearest to this value in direction of positive infinity.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun Double.nextUp(): Double\n\n/**\n * Returns the [Double] value nearest to this value in direction of negative infinity.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun Double.nextDown(): Double\n\n/**\n * Returns the [Double] value nearest to this value in direction from this value towards the value [to].\n *\n * Special cases:\n * - `x.nextTowards(y)` is `NaN` if either `x` or `y` are `NaN`\n * - `x.nextTowards(x) == x`\n *\n */\n@SinceKotlin(\"1.2\")\npublic expect fun Double.nextTowards(to: Double): Double\n\n/**\n * Rounds this [Double] value to the nearest integer and converts the result to [Int].\n * Ties are rounded towards positive infinity.\n *\n * Special cases:\n * - `x.roundToInt() == Int.MAX_VALUE` when `x > Int.MAX_VALUE`\n * - `x.roundToInt() == Int.MIN_VALUE` when `x < Int.MIN_VALUE`\n *\n * @throws IllegalArgumentException when this value is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun Double.roundToInt(): Int\n\n/**\n * Rounds this [Double] value to the nearest integer and converts the result to [Long].\n * Ties are rounded towards positive infinity.\n *\n * Special cases:\n * - `x.roundToLong() == Long.MAX_VALUE` when `x > Long.MAX_VALUE`\n * - `x.roundToLong() == Long.MIN_VALUE` when `x < Long.MIN_VALUE`\n *\n * @throws IllegalArgumentException when this value is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun Double.roundToLong(): Long\n\n\n\n// ================ Float Math ==\n\n/** Computes the sine of the angle [x] given in radians.\n *\n * Special cases:\n * - `sin(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun sin(x: Float): Float\n\n/** Computes the cosine of the angle [x] given in radians.\n *\n * Special cases:\n * - `cos(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun cos(x: Float): Float\n\n/** Computes the tangent of the angle [x] given in radians.\n *\n * Special cases:\n * - `tan(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun tan(x: Float): Float\n\n/**\n * Computes the arc sine of the value [x];\n * the returned value is an angle in the range from `-PI/2` to `PI/2` radians.\n *\n * Special cases:\n * - `asin(x)` is `NaN`, when `abs(x) > 1` or x is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun asin(x: Float): Float\n\n/**\n * Computes the arc cosine of the value [x];\n * the returned value is an angle in the range from `0.0` to `PI` radians.\n *\n * Special cases:\n * - `acos(x)` is `NaN`, when `abs(x) > 1` or x is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun acos(x: Float): Float\n\n/**\n * Computes the arc tangent of the value [x];\n * the returned value is an angle in the range from `-PI/2` to `PI/2` radians.\n *\n * Special cases:\n * - `atan(NaN)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun atan(x: Float): Float\n\n/**\n * Returns the angle `theta` of the polar coordinates `(r, theta)` that correspond\n * to the rectangular coordinates `(x, y)` by computing the arc tangent of the value [y] / [x];\n * the returned value is an angle in the range from `-PI` to `PI` radians.\n *\n * Special cases:\n * - `atan2(0.0, 0.0)` is `0.0`\n * - `atan2(0.0, x)` is `0.0` for `x > 0` and `PI` for `x < 0`\n * - `atan2(-0.0, x)` is `-0.0` for 'x > 0` and `-PI` for `x < 0`\n *  - `atan2(y, +Inf)` is `0.0` for `0 < y < +Inf` and `-0.0` for '-Inf < y < 0`\n * - `atan2(y, -Inf)` is `PI` for `0 < y < +Inf` and `-PI` for `-Inf < y < 0`\n * - `atan2(y, 0.0)` is `PI/2` for `y > 0` and `-PI/2` for `y < 0`\n * - `atan2(+Inf, x)` is `PI/2` for finite `x`y\n * - `atan2(-Inf, x)` is `-PI/2` for finite `x`\n * - `atan2(NaN, x)` and `atan2(y, NaN)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun atan2(y: Float, x: Float): Float\n\n/**\n * Computes the hyperbolic sine of the value [x].\n *\n * Special cases:\n * - `sinh(NaN)` is `NaN`\n * - `sinh(+Inf)` is `+Inf`\n * - `sinh(-Inf)` is `-Inf`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun sinh(x: Float): Float\n\n/**\n * Computes the hyperbolic cosine of the value [x].\n *\n * Special cases:\n * - `cosh(NaN)` is `NaN`\n * - `cosh(+Inf|-Inf)` is `+Inf`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun cosh(x: Float): Float\n\n/**\n * Computes the hyperbolic

tangent of the value [x].\n *\n * Special cases:\n * - `tanh(NaN)` is `NaN`\n * - `tanh(+Inf)` is `1.0`\n * - `tanh(-Inf)` is `-1.0`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun tanh(x: Float): Float\n\n/**\n * Computes the inverse hyperbolic sine of the value [x].\n *\n * The returned value is `y` such that `sinh(y) == x`.\n *\n * Special cases:\n * - `asinh(NaN)` is `NaN`\n * - `asinh(+Inf)` is `+Inf`\n
 * - `asinh(-Inf)` is `-Inf`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun asinh(x: Float): Float\n\n/**\n * Computes the inverse hyperbolic cosine of the value [x].\n *\n * The returned value is positive `y` such that `cosh(y) == x`.\n *\n * Special cases:\n * - `acosh(NaN)` is `NaN`\n * - `acosh(x)` is `NaN` when `x < 1`\n * - `acosh(+Inf)` is `+Inf`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun acosh(x: Float): Float\n\n/**\n * Computes the inverse hyperbolic tangent of the value [x].\n *\n * The returned value is `y` such that `tanh(y) == x`.\n *\n * Special cases:\n * - `tanh(NaN)` is `NaN`\n * - `tanh(x)` is `NaN` when `x > 1` or `x < -1`\n * - `tanh(1.0)` is `+Inf`\n * - `tanh(-1.0)` is `-Inf`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun atanh(x: Float): Float\n\n/**\n * Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow.\n *\n * Special cases:\n * - returns `+Inf` if any of arguments is infinite\n * - returns `NaN` if any of arguments
 is `NaN` and the other is not infinite\n */\n@SinceKotlin(\"1.2\")\npublic expect fun hypot(x: Float, y: Float): Float\n\n/**\n * Computes the positive square root of the value [x].\n *\n * Special cases:\n * - `sqrt(x)` is `NaN` when `x < 0` or `x` is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun sqrt(x: Float): Float\n\n/**\n * Computes Euler's number `e` raised to the power of the value [x].\n *\n * Special cases:\n * - `exp(NaN)` is `NaN`\n * - `exp(+Inf)` is `+Inf`\n * - `exp(-Inf)` is `0.0`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun exp(x: Float): Float\n\n/**\n * Computes `exp(x) - 1`.\n *\n * This function can be implemented to produce more precise result for [x] near zero.\n *\n * Special cases:\n * - `expm1(NaN)` is `NaN`\n * - `expm1(+Inf)` is `+Inf`\n * - `expm1(-Inf)` is `-1.0`\n *\n * @see [exp] function.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun expm1(x: Float): Float\n\n/**\n * Computes the logarithm of the value [x] to the given [base].\n
 *\n * Special cases:\n * - `log(x, b)` is `NaN` if either `x` or `b` are `NaN`\n * - `log(x, b)` is `NaN` when `x < 0` or `b <= 0` or `b == 1.0`\n * - `log(+Inf, +Inf)` is `NaN`\n * - `log(+Inf, b)` is `+Inf` for `b > 1` and `-Inf` for `b < 1`\n * - `log(0.0, b)` is `-Inf` for `b > 1` and `+Inf` for `b > 1`\n *\n * See also logarithm functions for common fixed bases: [ln], [log10] and [log2].\n */\n@SinceKotlin(\"1.2\")\npublic expect fun log(x: Float, base: Float): Float\n\n/**\n * Computes the natural logarithm (base `E`) of the value [x].\n *\n * Special cases:\n * - `ln(NaN)` is `NaN`\n * - `ln(x)` is `NaN` when `x < 0.0`\n * - `ln(+Inf)` is `+Inf`\n * - `ln(0.0)` is `-Inf`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun ln(x: Float): Float\n\n/**\n * Computes the common logarithm (base 10) of the value [x].\n *\n * @see [ln] function for special cases.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun log10(x: Float): Float\n\n/**\n * Computes the binary logarithm (base
 2) of the value [x].\n *\n * @see [ln] function for special cases.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun log2(x: Float): Float\n\n/**\n * Computes `ln(a + 1)`.\n *\n * This function can be implemented to produce more precise result for [x] near zero.\n *\n * Special cases:\n * - `ln1p(NaN)` is `NaN`\n * - `ln1p(x)` is `NaN` where `x < -1.0`\n * - `ln1p(-1.0)` is `-Inf`\n * - `ln1p(+Inf)` is `+Inf`\n *\n * @see [ln] function\n * @see [expm1] function\n */\n@SinceKotlin(\"1.2\")\npublic expect fun ln1p(x: Float): Float\n\n/**\n * Rounds the given value [x] to an integer towards positive infinity.\n\n * @return the smallest Float value that is greater than the given value [x] and is a mathematical integer.\n *\n * Special cases:\n * - `ceil(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun ceil(x: Float): Float\n\n/**\n * Rounds the given value [x] to an integer towards negative infinity.\n\n
 * @return the largest Float value that is smaller than the given value [x] and is a mathematical integer.\n *\n * Special cases:\n * - `floor(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun floor(x: Float): Float\n\n/**\n * Rounds the given value [x] to an integer towards zero.\n *\n * @return the value [x] having its fractional part truncated.\n *\n * Special cases:\n * - `truncate(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun truncate(x: Float): Float\n\n/**\n * Rounds the given value [x] towards the closest integer with ties rounded towards even integer.\n *\n * Special cases:\n * - `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n@SinceKotlin(\"1.2\")\npublic expect

fun round(x: Float): Float\n\n\n/**\n * Returns the absolute value of the given value [x].\n *\n * Special cases:\n * - `abs(NaN)` is `NaN`\n *\n * @see absoluteValue extension property for [Float]\n */\n@SinceKotlin(\"1.2\")\npublic expect fun abs(x: Float): Float\n\n/**\n * Returns the sign of the given value [x]:\n * - `-1.0` if the value is negative,\n * - zero if the value is zero,\n * - `1.0` if the value is positive\n *\n * Special case:\n * - `sign(NaN)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun sign(x: Float): Float\n\n\n\n/**\n * Returns the smaller of two values.\n *\n * If either value is `NaN`, then the result is `NaN`.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun min(a: Float, b: Float): Float\n\n/**\n * Returns the greater of two values.\n *\n * If either value is `NaN`, then the result is `NaN`.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun max(a: Float, b: Float): Float\n\n// extensions\n\n\n\n/**\n * Raises this value to the power [x].\n *\n * Special cases:\n * - `b.pow(0.0)` is `1.0`\n * - `b.pow(1.0) == b`\n * - `b.pow(NaN)`
 is `NaN`\n * - `NaN.pow(x)` is `NaN` for `x != 0.0`\n * - `b.pow(Inf)` is `NaN` for `abs(b) == 1.0`\n * - `b.pow(x)` is `NaN` for `b < 0` and `x` is finite and not an integer\n */\n@SinceKotlin(\"1.2\")\npublic expect fun Float.pow(x: Float): Float\n\n/**\n * Raises this value to the integer power [n].\n *\n * See the other overload of [pow] for details.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun Float.pow(n: Int): Float\n\n/**\n * Returns the absolute value of this value.\n *\n * Special cases:\n * - `NaN.absoluteValue` is `NaN`\n *\n * @see abs function\n */\n@SinceKotlin(\"1.2\")\npublic expect val Float.absoluteValue: Float\n\n/**\n * Returns the sign of this value:\n * - `-1.0` if the value is negative,\n * - zero if the value is zero,\n * - `1.0` if the value is positive\n *\n * Special case:\n * - `NaN.sign` is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect val Float.sign: Float\n\n/**\n * Returns this value with the sign bit same as of the [sign] value.\n *\n * If [sign] is `NaN` the sign of the result is undefined.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun Float.withSign(sign: Float): Float\n\n/**\n * Returns this value with the sign bit same as of the [sign] value.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun Float.withSign(sign: Int): Float\n\n\n/**\n * Rounds this [Float] value to the nearest integer and converts the result to [Int].\n * Ties are rounded towards positive infinity.\n *\n * Special cases:\n * - `x.roundToInt() == Int.MAX_VALUE` when `x > Int.MAX_VALUE`\n * - `x.roundToInt() == Int.MIN_VALUE` when `x < Int.MIN_VALUE`\n *\n * @throws IllegalArgumentException when this value is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun Float.roundToInt(): Int\n\n/**\n * Rounds this [Float] value to the nearest integer and converts the result to [Long].\n * Ties are rounded towards positive infinity.\n *\n * Special cases:\n * - `x.roundToLong() == Long.MAX_VALUE` when `x > Long.MAX_VALUE`\n * - `x.roundToLong()
 == Long.MIN_VALUE` when `x < Long.MIN_VALUE`\n *\n * @throws IllegalArgumentException when this value is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun Float.roundToLong(): Long\n\n\n\n/**\n * Returns the absolute value of the given value [n].\n *\n * Special cases:\n *  - `abs(Int.MIN_VALUE)` is `Int.MIN_VALUE` due to an overflow\n *\n * @see absoluteValue extension property for [Int]\n */\n@SinceKotlin(\"1.2\")\npublic expect fun abs(n: Int): Int\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun min(a: Int, b: Int): Int\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun max(a: Int, b: Int): Int\n\n/**\n * Returns the absolute value of this value.\n *\n * Special cases:\n * - `Int.MIN_VALUE.absoluteValue` is `Int.MIN_VALUE` due to an overflow\n *\n * @see abs function\n */\n@SinceKotlin(\"1.2\")\npublic expect val Int.absoluteValue: Int\n\n/**\n * Returns the sign of this value:\n *
 - `-1` if the value is negative,\n * - `0` if the value is zero,\n * - `1` if the value is positive\n */\n@SinceKotlin(\"1.2\")\npublic expect val Int.sign: Int\n\n\n\n/**\n * Returns the absolute value of the given value [n].\n *\n * Special cases:\n * - `abs(Long.MIN_VALUE)` is `Long.MIN_VALUE` due to an overflow\n *\n * @see absoluteValue extension property for [Long]\n */\n@SinceKotlin(\"1.2\")\npublic expect fun abs(n: Long): Long\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun min(a: Long, b: Long): Long\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun max(a: Long, b: Long): Long\n\n/**\n * Returns the absolute value of this value.\n *\n * Special cases:\n * - `Long.MIN_VALUE.absoluteValue` is `Long.MIN_VALUE` due to an overflow\n *\n * @see abs function\n */\n@SinceKotlin(\"1.2\")\npublic expect val Long.absoluteValue: Long\n\n/**\n * Returns the sign of this value:\n

* - `-1` if
the value is negative,\n * - `0` if the value is zero,\n * - `1` if the value is positive\n
*/\n@SinceKotlin(\"1.2\")\npublic expect val Long.sign:
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,EANL,C;;IASlB,OAAO,KAAK,M;EAChB,C;ECjDA,MAAM,QAAS,gB;IACX,OAAoB,CAAZ,CAAE,GAAE,K
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C,C;;EAIX,C;EAUA,MAAM,KAAK,SAAU,gC;IACnB,OAAO,IAAI,MAAM,KAAV,CAAgB,OAAhB,EAAyB,QAAzB,C;EACT,C;EAUA,MAAM,KAAK,WAAY,6B;IACrB,IAAI,GAAG,OAAQ,IAAG,CAAlB,C;MACE,MAAM,KAAK,CAAC,mCAAD,C;;IAGb,IAAI,QAAQ,SAAU,IAAG,E;IACzB,IAAI,KAAM,GAAE,CAAE,IAAG,EAAG,GAAE,GAAE,KAAtB,B,C;MACE,MAAM,KAAK,CAAC,sBAAuB,GAAE,KAA1B,B,C;;IAGb,IAAI,GAAG,OAAO,CAAC,CAAD,,CAAI,CAAJ,,CAAO,GAAE,GAAI,UAAU,CAAC,CAAD,,CAAI,CAAJ,,CAAO,CAAP,,CAAU,EAAV,mBAAc,C;MACE,OAAO,MAAM,KAAK,WAAY,CAAC,CAAD,,CAAI,GAAE,GAAI,UAAU,CAAC,CAAD,,CAAI,CAAJ,,CAAO,CAAP,,CAAU,CAAV,,CAAa,CAAb,,CAAgB,CAAhB,,CAAmB,CAAnB,,CAAsB,CAAtB,,CAAyB,CAAzB,,CAA4B,CAA5B,,CAA+B,CAA/B,,CAAkC,CAAlC,,CAAqC,CAArC,,CAAwC,CAAxC,,CAA2C,CAA3C,,CAA8C,CAA9C,,CAAiD,CAAjD,,CAAoD,CAApD,,CAAuD,CAAvD,,CAA0D,CAA1D,,CAA6D,CAA7D,,CAAgE,CAAhE,,CAAmE,CAAnE,,CAAsE,CAAtE,,CAAyE,CAAzE,,CAA4E,CAA5E,,CAA+E,CAA/E,,CAAkF,CAAlF,,CAAqF,CAArF,,CAAwF,CAAxF,,CAA2F,CAA3F,,CAA8F,CAA9F,,CAAiG,CAAjG,,CAAoG,CAApG,,CAAuG,CAAvG,,CAA0G,CAA1G,,CAA6G,CAA7G,,CAAgH,CAAhH,,CAAmH,CAAnH,,CAAsH,CAAtH,,CAAyH,CAAzH,,CAA4H,CAA5H,,CAA+H,CAA/H,,CAAkI,CAAlI,,CAAqI,CAArI,,CAAwI,CAAxI,,CAA2I,CAA3I,,CAA8I,CAA9I,,CAAiJ,CAAjJ,,CAAoJ,CAApJ,,CAAuJ,CAAvJ,,CAA0J,CAA1J,,CAA6J,CAA7J,,CAAgK,CAAhK,,CAAmK,CAAnK,,CAAsK,CAAtK,,CAAyK,CAAzK,,CAA4K,CAA5K,,CAA+K,CAA/K,,CAAkL,CAAlL,,CAAqL,CAArL,,CAAwL,CAAxL,,CAA2L,CAA3L,,CAA8L,CAA9L,,CAAiM,CAAjM,,CAAoM,CAApM,,CAAuM,CAAvM,,CAA0M,CAA1M,,CAA6M,CAA7M,,CAAgN,CAAhN,,CAAmN,CAAnN,,CAAsN,CAAtN,,CAAyN,CAAzN,,CAA4N,CAA5N,,CAA+N,CAA/N,,CAAkO,CAAlO,,CAAqO,CAArO,,CAAwO,CAAxO,,CAA2O,CAA3O,,CAA8O,CAA9O,,CAAiP,CAAjP,,CAAoP,CAApP,,CAAuP,CAAvP,,CAA0P,CAA1P,,CAA6P,CAA7P,,CAAgQ,CAAhQ,,CAAmQ,CAAnQ,,CAAsQ,CAAtQ,,CAAyQ,CAAzQ,,CAA4Q,CAA5Q,,CAA+Q,CAA/Q,,CAAkR,CAAlR,,CAAqR,CAArR,,CAAwR,CAAxR,,CAA2R,CAA3R,,CAA8R,CAA9R,,CAAiS,CAAjS,,CAAoS,CAApS,,CAAuS,CAAvS,,CAA0S,CAA1S,,CAA6S,CAA7S,,CAAgT,CAAhT,,CAAmT,CAAnT,,CAAsT,CAAtT,,CAAyT,CAAzT,,CAA4T,CAA5T,,CAA+T,CAA/T,,CAAkU,CAAlU,,CAAqU,CAArU,,CAAwU,CAAxU,,CAA2U,CAA3U,,CAA8U,CAA9U,,CAAiV,CAAjV,,CAAoV,CAApV,,CAAuV,CAAvV,,CAA0V,CAA1V,,CAA6V,CAA7V,,CAAgW,CAAhW,,CAAmW,CAAnW,,CAAsW,CAAtW,,CAAyW,CAAzW,,CAA4W,CAA5W,,CAA+W,CAA/W,,CAAkX,CAAlX,,CAAqX,CAArX,,CAAwX,CAAxX,,CAA2X,CAA3X,,CAA8X,CAA9X,,CAAiY,CAAjY,,CAAoY,CAApY,,CAAuY,CAAvY,,CAA0Y,CAA1Y,,CAA6Y,CAA7Y,,CAAgZ,CAAhZ,,CAAmZ,CAAnZ,,CAAsZ,CAAtZ,,CAAyZ,CAAzZ,,CAA4Z,CAA5Z,,CAA+Z,CAA/Z,,CAAka,CAAla,,CAAqa,CAAra,,CAAwa,CAAxa,,CAA2a,CAA3a,,CAA8a,CAA9a,,CAAib,CAAjb,,CAAob,CAApb,,CAAub,CAAvb,,CAA0b,CAA1b,,CAA6b,CAA7b,,CAAgc,CAAhc,,CAAmc,CAAnc,,CAAsc,CAAtc,,CAAyc,CAAzc,,CAA4c,CAA5c,,CAA+c,CAA/c,,CAAkd,CAAld,,CAAqd,CAArd,,CAAwd,CAAxd,,CAA2d,CAA3d,,CAA8d,CAA9d,,CAAie,CAAje,,CAAoe,CAApe,,CAAue,CAAve,,CAA0e,CAA1e,,CAA6e,CAA7e,,CAAgf,CAAhf,,CAAmf,CAAnf,,CAAsf,CAAtf,,CAAyf,CAAzf,,CAA4f,CAA5f,,CAA+f,CAA/f,,CAAkgB,CAAlgB,,CAAqgB,CAArgB,,CAAwgB,CAAxgB,,CAA2gB,CAA3gB,,CAA8gB,CAA9gB,,CAAihB,CAAjhB,,CAAohB,CAAphB,,CAAuhB,CAAvhB,,CAA0hB,CAA1hB,,CAA6hB,CAA7hB,,CAAgiB,CAAhiB,,CAAmiB,CAAniB,,CAAsiB,CAAtiB,,CAAyiB,CAAziB,,CAA4iB,CAA5iB,,CAA+iB,CAA/iB,,CAAkjB,CAAljB,,CAAqjB,CAArjB,,CAAwjB,CAAxjB,,CAA2jB,CAA3jB,,CAA8jB,CAA9jB,,CAAikB,CAAjkB,,CAAokB,CAApkB,,CAAukB,CAAvkB,,CAA0kB,CAA1kB,,CAA6kB,CAA7kB,,CAAglB,CAAhlB,,CAAmlB,CAAnlB,,CAAslB,CAAtlB,,CAAylB,CAAzlB,,CAA4lB,CAA5lB,,CAA+lB,CAA/lB,,CAAkmB,CAAlmB,,CAAqmB,CAArmB,,CAAwmB,CAAxmB,,CAA2mB,CAA3mB,,CAA8mB,CAA9mB,,CAAinB,CAAjnB,,CAAonB,CAApnB,,CAAunB,CAAvnB,,CAA0nB,CAA1nB,,CAA6nB,CAA7nB,,CAAgoB,CAAhoB,,CAAmoB,CAAnoB,,CAAsoB,CAAtoB,,CAAyoB,CAAzoB,,CAA4oB,CAA5oB,,CAA+oB,CAA/oB,,CAAkpB,CAAlpB,,CAAqpB,CAArpB,,CAAwpB,CAAxpB,,CAA2pB,CAA3pB,,CAA8pB,CAA9pB,,CAAiqB,CAAjqB,,CAAoqB,CAApqB,,CAAuqB,CAAvqB,,CAA0qB,CAA1qB,,CAA6qB,CAA7qB,,CAAgrB,CAAhrB,,CAAmrB,CAAnrB,,CAAsrB,CAAtrB,,CAAyrB,CAAzrB,,CAA4rB,CAA5rB,,CAA+rB,CAA/rB,,CAAksB,CAAlsB,,CAAqsB,CAArsB,,CAAwsB,CAAxsB,,CAA2sB,CAA3sB,,CAA8sB,CAA9sB,,CAAitB,CAAjtB,,CAAotB,CAAptB,,CAAutB,CAAvtB,,CAA0tB,CAA1tB,,CAA6tB,CAA7tB,,CAAguB,CAAhuB,,CAAmuB,CAAnuB,,CAAsuB,CAAtuB,,CAAyuB,CAAzuB,,CAA4uB,CAA5uB,,CAA+uB,CAA/uB,,CAAkvB,CAAlvB,,CAAqvB,CAArvB,,CAAwvB,CAAxvB,,CAA2vB,CAA3vB,,CAA8vB,CAA9vB,,CAAiwB,CAAjwB,,CAAowB,CAApwB,,CAAuwB,CAAvwB,,CAA0wB,CAA1wB,,CAA6wB,CAA7wB,,CAAgxB,CAAhxB,,CAAmxB,CAAnxB,,CAAsxB,CAAtxB,,CAAyxB,CAAzxB,,CAA4xB,CAA5xB,,CAA+xB,CAA/xB,,CAAkyB,CAAlyB,,CAAqyB,CAAryB,,CAAwyB,CAAxyB,,CAA2yB,CAA3yB,,CAA8yB,CAA9yB,,CAAizB,CAAjzB,,CAAozB,CAApzB,,CAAuzB,CAAvzB,,CAA0zB,CAA1zB,,CAA6zB,CAA7zB,,CAAg0B,CAAh0B,,CAAm0B,CAAn0B,,CAAs0B,CAAt0B,,CAAy0B,CAAz0B,,CAA40B,CAA50B,,CAA+0B,CAA/0B,,CAAk1B,CAAl1B,,CAAq1B,CAAr1B,,CAAw1B,CAAx1B,,CAA21B,CAA31B,,CAA81B,CAA91B,,CAAi2B,CAAj2B,,CAAo2B,CAAp2B,,CAAu2B,CAAv2B,,CAA02B,CAA12B,,CAA62B,CAA72B,,CAAg3B,CAAh3B,,CAAm3B,CAAn3B,,CAAs3B,CAAt3B,,CAAy3B,CAAz3B,,CAA43B,CAA53B,,CAA+3B,CAA/3B,,CAAk4B,CAAl4B,,CAAq4B,CAAr4B,,CAAw4B,CAAx4B,,CAA24B,CAA34B,,CAA84B,CAA94B,,CAAi5B,CAAj5B,,CAAo5B,CAAp5B,,CAAu5B,CAAv5B,,CAA05B,CAA15B,,CAA65B,CAA75B,,CAAg6B,CAAh6B,,CAAm6B,CAAn6B,,CAAs6B,CAAt6B,,CAAy6B,CAAz6B,,CAA46B,CAA56B,,CAA+6B,CAA/6B,,CAAk7B,CAAl7B,,CAAq7B,CAAr7B,,CAAw7B,CAAx7B,,CAA27B,CAA37B,,CAA87B,CAA97B,,CAAi8B,CAAj8B,,CAAo8B,CAAp8B,,CAAu8B,CAAv8B,,CAA08B,CAA18B,,CAA68B,CAA78B,,CA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Ab,C;UAAa,sB;UACT,IAAI,CAAC,UAAU,IAAV,CAAL,C;YACI,K;UACJ,IAAK,WAAI,IAAJ,C;;QAET,OAAO,
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D,K;;;UAAjD,mBAA8D,I;;QPmqBvE,qB;UOnqBD,MPmqBqC,WAAI,SAAJ,C;;MOnqB1D,OAAqB,M;IACzB,C;;
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BG,W;;MOnoBP,aAAa,qBAAiB,SAAjB,C;MACb,MAAO,mBAAU,KAAV,C;MACP,OAAO,M;IACX,C;;MAQI,a
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,e;;;YAEA,c;;UmB0bA,iB;UACA,IAAK,WAAI,oBAAJ,C;;QAET,OAAO,W;MACX,C;KAfA,C;oFAiBA,yB;MA
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hB,C;IAAb,C;;MAG/B,oB;MACI,eACsB,C;MACtB,cAIqB,E;IAPzB,C;;MASsC,sBAAQ,gB;IAAR,C;;MAIvB,Q;
MADP,IAAI,CAAC,cAAL,C;QAAgB,MAAM,6B;MACtB,eAAO,mBAAP,EAAO,2BAAP,O;MACA,OAAO,wBA
AI,WAAJ,C;IACX,C;;M1CxBJ,IAAI,E0C2BU,gBAAQ,E1C3BlB,CAAJ,C;QACI,c0C0BwB,sE;Q1CzBxB,MAAM
,6BAAsB,OAAQ,WAA9B,C;;M0C2BF,6BAAS,WAAT,C;MACA,eAAQ,W;MACR,cAAO,E;IACX,C;;;MAGJ,oB
;MAGmD,wD;MAG3C,oCAAa,4BAAmB,KAAnB,EAA0B,WAAyB,KAAnD,C;MACb,eAAa,K;IAJe,C;;MAOM,s
BAAQ,C;IAAR,C;;MAEN,mB;IAAA,C;;MAG5B,IAAI,CAAC,kBAAL,C;QAAoB,MAAM,6B;MAE1B,eAAO,m
CAAP,EAAO,YAAP,C;MACA,OAAO,wBAAI,WAAJ,C;IACX,C;;MAEoC,sBAAQ,CAAR,I;IAAA,C;;MAGhC,w
BAAI,YAAJ,EAAW,OAAX,C;MACA,mC;MACA,cAAO,E;IACX,C;;M1C9DJ,IAAI,E0CiEU,gBAAQ,E1CjElB,C
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AA6B,OAA7B,EAAsC,WAAK,KAA3C,C;MACb,eAAa,UAAU,gBAAV,I;IALG,C;;MAShB,oCAAa,4BAAmB,K
AAnB,EAA0B,YAA1B,C;MAEb,WAAK,aAAI,mBAAY,KAAZ,IAAJ,EAAuB,OAAvB,C;MACL,mC;IACJ,C;;M
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GI,oCAAa,2BAAkB,KAAlB,EAAyB,YAAzB,C;MAEb,aAAa,WAAK,kBAAS,mBAAY,KAAZ,IAAT,C;MAClB,
mC;MACA,OAAO,M;IACX,C;;MAGI,oCAAa,2BAAkB,KAAlB,EAAyB,YAAzB,C;MAEb,OAAO,WAAK,aAAI,
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EAAc,IAAd,C;IAAA,C;;MACU,+DAAY,IAAZ,EAAkB,KAAlB,C;IAAA,C;;;MAd5C,wE;MAAsC,2CAAK,KAA
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AT,C;;MACoC,MAAM,qCAA8B,8BAA9B,C;IAAN,C;;MAEpC,4BAAwB,Q;IAC5B,C;;MAEsD,sDAAY,OAAZ,
C;IAAA,C;;MAI3C,kD;IAAA,C;;MAC+B,OAAA,0BAAc,U;IAAd,C;;MACT,OAAA,0BAAc,OAAO,I;IAArB,C;;
MACD,0BAAc,S;IAAd,C;;;MAJ5B,oBAAoB,oCAAQ,W;MAC5B,6G;IAKJ,C;;MAGI,IAAI,+CAAY,OAAZ,CAA
J,C;QACI,4BAAwB,cAAO,OAAP,C;QACxB,OAAO,I;;MAEX,OAAO,K;IACX,C;;MAE+B,OAAA,4BAAwB,K;I
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N,C;;MACjB,4BAAwB,Q;IAAxB,C;;MAE+B,wDAAc,OAAd,C;IAAA,C;;MAI3C,kD;IAAA,C;;MAC+B,OAAA,0
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IACX,C;;MAGA,WAAW,YAAQ,W;MACnB,OAAO,IAAK,UAAZ,C;QACI,YAAY,IAAK,O;QACjB,QAAQ,KA
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AO,I;IACX,C;;;MC7HgF,oC;IAAjC,C;;MAQ3C,IAAI,UAAU,IAAd,C;QAAoB,OAAO,I;MAC3B,IAAI,0BAAJ,C;
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;IAC3B,C;;;MAjBJ,yD;IAmBJ,C;;MAEsD,8B;MAAA,oD;IAAA,C;;MACtB,uB;IAAA,C;;MACE,6CAAuB,gBAA
vB,C;IAAA,C;;MAEU,OAAA,2BAAuB,aAAI,gBAAJ,EAAS,QAAT,C;IAAvB,C;;MAET,OAAA,mCAAY,uBAA
c,IAAd,C;IAAZ,C;;MACG,OAAA,mCAAY,uBAAc,IAAd,C;IAAZ,C;;MACU,OAAA,mCAAY,qBAAY,IAAZ,EA
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ACI,cACsC,I;MAEtC,cACsC,I;MAGlC,cAAO,iC;IARf,C;;MAaQ,OAAO,gBAAS,I;IACpB,C;;MAII,IAAI,CAAC,
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6BtB,CAAJ,C;QACI,cAdW,e;QAeX,MAAM,6BAAsB,OAAQ,WAA9B,C;;MqD5BS,oCAAP,0BAAO,C;MACP,g
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X,MAAM,6BAAsB,OAAQ,WAA9B,C;;MqDgBN,YAAY,mB;MACZ,IAAI,SAAS,IAAb,C;QACI,sBAAO,S;QAC
P,yBAAO,S;QACP,yBAAO,S;;;QAGK,YAAa,KAAM,a;QrDZc,uB;QAcrD,IAdkE,KAc9D,QAAJ,C;UACI,gBAfu
E,0B;UAgBvE,MAAM,6BAAsB,SAAQ,WAA9B,C;;;UAEN,sBAlB8D,K;;QqDY1D,+B;QAEA,yBAAO,K;QACP,

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ACP,yBAAO,I;IACX,C;;MA6CI,kBAAI,Q;MACJ,sBAAO,I;IACX,C;;MAQmD,OAAA,kBAAI,mBAAY,GAAZ,C
;IAAJ,C;;MAGlB,Q;MAAA,0B;MAAA,iB;QAAQ,OAAO,K;;MAA5C,WAA6B,I;;QAEzB,IAAI,OAAA,IAAK,M
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CT,OAAO,K;IACX,C;;MAG2E,uC;IAAA,C;;MAExB,Q;MAAJ,QAAI,OAAJ,kBAAI,WAAI,GAAJ,CAAJ,6B;IA
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;MAyJc,Q;MAAN,sBAAM,+D;MAFV,Y;IAAA,C;;MAcyC,0B;QAAA,aAAoB,G;MAT7D,uD;MASqE,eAAM,eA
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,EAAsB,GAAtB,Q;MAA3C,Y;IAAA,C;;MAEA,uD;MAG2C,qB;MA9K/C,yB;MA+KQ,sBAAM,gB;MACN,KAA
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;IiDgLX,C;;;;;MCzOI,uD;MAAmD,eAAM,GAAN,Q;MAPvD,yB;MAOI,Y;IAAA,C;;MAEA,uD;MAGuB,eAAM,o
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xB1B,OAwB0B,C;MAvBzC,QAAU,eAAF,CAAE,EAAY,EAAZ,C;MACV,IAAI,KAAK,CAAT,C;QACI,4BAAU,
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,OAAN,C;IACX,C;;MC3FsC,8C;MAClC,eAAsB,C;MACtB,wBAA+B,C;MAC/B,gBAA6B,I;MAC7B,mBAAsC,I;
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,O;;IDxEA,C;;;;;MAQe,0B;IAAD,C;;;MAKd,0B;MAUA,gBAA2B,a;IAX/B,C;;MASgB,OAAA,eAAS,Q;IAAT,C;;
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,U;Q6CvGnC,qB7CuGyD,OAAtB,+B6CvGd,mB7CuGc,uBAAsB,CAAO,W;Q+C3GpD,kBAAhB,sB;QFMQ,0C;Q
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,C;MAAvB,Y;IAAA,C;;MACA,0D;MAAuC,6BAAK,OAAL,EAAc,IAAd,C;MAAvC,Y;IAAA,C;;MACA,0D;MA
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AX,C;MAAvB,Y;IAAA,C;;MACA,+D;MAAuC,kCAAK,OAAL,EAAc,IAAd,C;MAAvC,Y;IAAA,C;;MACA,+D;
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,C;;;MACxC,4D;MAAuB,+BAAK,IAAL,C;MAAvB,Y;IAAA,C;;MAG+F,mBAAM,OAAN,EAAe,KAAf,C;;IAA3
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Ad,C;MAAhC,Y;IAAA,C;;MACA,wD;MAAiD,IAAY,I;MAAzB,2BAAa,SAAR,OAAQ,CAAb,EAAyB,sDAAzB,
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B,Y;IAAA,C;;MACA,sE;MAAuC,yCAAK,OAAL,EAAc,IAAd,C;MAAvC,Y;IAAA,C;;MACA,sE;MAAwC,yCA
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R,C;;MA+kBqC,2BAAO,CAAP,EAAU,CAAV,EAAa,CAAb,EAAgB,CAAhB,EAAmB,CAAnB,EAAsB,CAAtB,EAAyB,CAAzB,EAA4B,CAA5B,EAA+B,CAA/B,EAAkC,CAAlC,C;MAAP,C;MA/krC,C;KAAR,C;;MAqlBqC,2BAAO,CAAP,EAAU,CAAV,EAAa,CAAb,EAAgB,CAAhB,EAAmB,CAAnB,EAAsB,CAAtB,EAAyB,CAAzB,EAA4B,CAA5B,EAA+B,CAA/B,EAAkC,CAAlC,C;MAAP,C;MArlBrC,C;KAAR,C;;MA2lBqC,2BAAO,CAAP,EAAU,CAAV,EAAa,CAAb,EAAgB,CAAhB,EAAmB,CAAnB,EAAsB,CAAtB,EAAyB,CAAzB,EAA4B,CAA5B,EAA+B,CAA/B,EAAkC,CAAlC,C;MAAP,C;MA3lBrC,C;KAAR,C;;MAimBqC,2BAAO,CAAP,EAAU,CAAV,EAAa,CAAb,EAAgB,CAAhB,EAAmB,CAAnB,EAAsB,CAAtB,EAAyB,CAAzB,EAA4B,CAA5B,EAA+B,CAA/B,EAAkC,CAAlC,C;MAAP,C;MAjmBrC,C;KAAR,C;;MAumBqC,2BAAO,CAAP,EAAU,CAAV,EAAa,CAAb,EAAgB,CAAhB,EAAmB,CAAnB,EAAsB,CAAtB,EAAyB,CAAzB,EAA4B,CAA5B,EAA+B,CAA/B,EAAkC,CAAlC,C;MAAP,C;MAvmBrC,C;KAAR,C;;MA6mBqC,2BAAO,CAAP,EAAU,CAAV,EAAa,CAAb,EAAgB,CAAhB,EAAmB,CAAnB,EAAsB,CAAtB,EAAyB,CAAzB,EAA4B,CAA5B,EAA+B,CAA/B,EAAkC,CAAlC,C;MAAP,C;MA7mBrC,C;KAAR,C;;MAmnBqC,2BAAO,CAAP,EAAU,CAAV,EAAa,CAAb,EAAgB,CAAhB,EAAmB,CAAnB,EAAsB,CAAtB,EAAyB,CAAzB,EAA4B,CAA5B,EAA+

,yB;I4EF1B,C;;M5EEoB,MAAM,yB;I4EA1B,C;;M5EAoB,MAAM,yB;I4EE1B,C;;M5EFoB,MAAM,yB;I4EI1B,C
;;M5EJoB,MAAM,yB;I4EM1B,C;;M5ENoB,MAAM,yB;I4EQ1B,C;;M5ERoB,MAAM,yB;I4EU1B,C;;M5EVoB,
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I4EkB1B,C;;M5ElBoB,MAAM,yB;I4EoB1B,C;;M5EpBoB,MAAM,yB;I4EsB1B,C;;MAGR,OAAO,oCAA0B,oBA
AU,KAAM,OAAhB,C;IACrC,C;;MAG+B,gB;MAAA,8FAA0B,C;IAA1B,C;;MAI3B,OAAO,oBAAQ,eAAR,C;IA
CX,C;;;MAG2D,sBAAc,MAAd,C;MACL,Q;MAAtD,4BAAmC,CAAmB,OAAZ,MAAY,WAAnB,kC;IADC,C;;M
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AFA,wC;MACA,8C;IAHuC,C;;MAMnC,IAAI,0CAAJ,C;QAAsC,OAAO,K;MAC7C,OAAa,uCAAO,KAAP,CAA
N,IAAuB,+BAAmB,KAAM,kBAAzB,C;IAClC,C;;MAEyC,6B;IAAA,C;;MAGrC,OAAO,0BAAmB,KAAnB,C;IA
CX,C;;;MAGJ,iC;MAAoC,sBAAoB,MAApB,C;MAChC,4BAAkC,S;IADtC,C;;MACI,gC;IAAA,C;;MAEgD,Y;IA
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,wC;QAAA,uB;;MAAA,iC;IAAA,C;;MC1EA,gC;MAEI,gBACe,wBAAoB,MAApB,EAA6D,KAA7D,EAAoE,gC
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AA1F,C;IA5D3B,C;;MAkE6C,qB;QAAE,O5C/DD,O4C+DU,EAAT,KAAiB,UAAjB,IAAkC,EAAY,OAAf,IAAyB
,a;MAA1D,C;IAAA,C;;MAFd,Q;MAAhB,U;MAAA,KAAgB,OAAhB,eAAgB,CAAI,KAAJ,CAAhB,U;QAAA,a;;
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R,6B;IAAY,C;;MAGlB,6B;IAAU,C;;MAGJ,6B;IAAY,C;;MAGT,6B;IAAa,C;;MAGd,yB;IAAe,C;;MAGd,6B;IAA
a,C;;MAGL,mC;IAAgB,C;;MAGP,gC;IAAmB,C;;MAGtB,6B;IAAgB,C;;MAGlB,6B;IAAgB,C;;MAGZ,8B;IAAiB
,C;;MAGvB,4B;IAAe,C;;MAGjB,6B;IAAgB,C;;MAGN,8B;IAAiB,C;;MAGd,+B;IAAkB,C;;;;MA5DzI,uC;QAAA,
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NJ,C;;;MAII,wB;MAAA,uC;IAAA,C;;;MAEA,wB;MAAA,qC;IAAA,C;;;MANJ,mF;IAAA,C;;;MAAA,a;aAAA,a;
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AP,CAAN,C;IAAA,C;;MAGJ,OAAA,OjE/FyC,SiE+FnB,oBjE/FmB,EiE+FJ,MjE/FI,C;IiE+FzC,C;;MAGW,OAA
A,OjElG8B,SiEkGR,wBjElGQ,EiEkGW,MjElGX,C;IiEkG9B,C;;;;MARnE,sC;QAAA,qB;;MAAA,+B;IAAA,C;;;
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A,kB;IAAD,C;;MACzB,e;MAAA,iB;MAAA,uB;IAAA,C;;MAAA,4C;MAAA,C;MAKI,0E;MAEA,sE;IAPJ,C;;;M
AKI,+B;MAAA,0C;IAAA,C;;;MAEA,+B;MAAA,wC;IAAA,C;;;MAPJ,yF;IAAA,C;;;MAAA,a;aAAA,S;UAAA,+
C;aAAA,O;UAAA,6C;gBAAA,8D;;IAAA,C;;;MAWA,e;MAAA,iB;MAAA,uB;IAAA,C;;MAAA,6C;MAAA,C;M

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D;gBAAA,+D;;IAAA,C;;;;MAqBA,8B;IAD4B,C;;;MAQ5B,8B;IADqC,C;;;ICrDO,C;;MAIiB,c;;Q5Fu2C7C,Q;QA
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A,2B;IAAA,C;;;MACA,kB;MAAA,8B;IAAA,C;;;MACA,kB;MAAA,0B;IAAA,C;;;MACA,kB;MAAA,4B;IAAA,
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BAAlB,EAA6B,OAA7B,EAAsC,WAAK,KAA3C,C;MACA,eAAa,UAAU,gBAAV,I;IALO,C;;MASpB,+DAAkB,
KAAlB,EAAyB,YAAzB,C;MAEA,OAAO,wBAAK,mBAAY,KAAZ,IAAL,C;IACX,C;;MAE+B,mB;IAAA,C;;;M
AS/B,IAAI,UAAU,IAAd,C;QAAoB,OAAO,I;MAC3B,IAAI,2BAAJ,C;QAAuB,OAAO,K;MAE9B,OAAO,2DAAc
,IAAd,EAAoB,KAApB,C;IACX,C;;MAK+B,oEAAgB,IAAhB,C;IAAA,C;;MAE/B,oB;MACI,eACsB,C;IAF1B,C;;
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AAO,+B;IACX,C;;;MAGJ,oB;MAGwD,iD;MAGhD,gEAAmB,KAAnB,EAA0B,WAAkB,KAA5C,C;MACA,eAA
a,K;IAJoB,C;;MAOC,sBAAQ,C;IAAR,C;;MAEN,mB;IAAA,C;;MAG5B,IAAI,CAAC,kBAAL,C;QAAoB,MAAM
,6B;MAC1B,OAAO,yBAAI,mCAAJ,EAAI,YAAJ,E;IACX,C;;MAEoC,sBAAQ,CAAR,I;IAAA,C;;;MAGxC,sC;IA
AA,C;;MAEQ,IAAI,QAAQ,CAAR,IAAa,SAAS,IAA1B,C;QACI,MAAM,8BAA0B,YAAS,KAAT,gBAAuB,IAAj
D,C;;IAEd,C;;MAGI,IAAI,QAAQ,CAAR,IAAa,QAAQ,IAAzB,C;QACI,MAAM,8BAA0B,YAAS,KAAT,gBAAu
B,IAAjD,C;;IAEd,C;;MAGI,IAAI,YAAY,CAAZ,IAAiB,UAAU,IAA/B,C;QACI,MAAM,8BAA0B,gBAAa,SAAb,
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ArHE,C;;MAGpC,OAAO,6BAAc,GAAd,S;IACX,C;;MAEwE,gBAAR,Y;MAAQ,c;;Q/F61CxD,Q;QADhB,IAAI,w
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B;IAAA,C;;MAI5D,IAAI,gCAAJ,C;QAA+B,OAAO,K;MACtC,UAAU,KAAM,I;MAChB,YAAY,KAAM,M;M1G
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CI,OAAO,K;;MAIP,6B;MAAA,W;Q1G0IqB,U;Q0G1ID,U1G0IoB,CAAnB,uDAAmB,oB0G1IP,G1G0IO,C;;M0G

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P,e;;;QAC/C,aAAO,I;;;M+FzyCH,iB;IACJ,C;;MAEwC,Q;MAAA,4CAAc,GAAd,8B;IAAA,C;;MAQT,OAAQ,SA
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AT,C;;MACkD,+CAAY,OAAZ,C;IAAA,C;;MAI3C,kD;IAAA,C;;MAC+B,OAAA,0BAAc,U;IAAd,C;;MACT,OA
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MACgE,iDAAc,OAAd,C;IAAA,C;;MAI3D,kD;IAAA,C;;MAC+B,OAAA,0BAAc,U;IAAd,C;;MACT,OAAA,0BA
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AA,2B;QAAhB,OAAgB,cAAhB,C;UAAgB,yB;UAAM,I+FxFsD,O/FwFxC,O+FxF2C,IAAH,M/FwFtD,C;YAAw
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tC,OAAO,OAAA,CAAE,IAAF,EAAS,KAAM,IAAf,KAAsB,OAAA,CAAE,MAAF,EAAW,KAAM,MAAjB,C;IA
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C,mB;MAAhB,OAAgB,cAAhB,C;QAAgB,yB;QACC,U;QAAb,2BAAa,yEAAuB,CAApC,K;;MAEJ,OAAO,U;IA
CX,C;;MAGI,IAAI,CAAE,KAAF,KAAU,KAAM,KAApB,C;QAA0B,OAAO,K;MACjC,OAAO,CAAE,qBAAY,K
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CX,C;;MAWiB,Q;MAFb,YAAY,iBAAa,gBAAb,C;MACZ,YAAY,iBAAa,gBAAb,C;MACZ,wBAAa,SAAb,gB;Q
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yC,OAY/D,I;MAZ+D,C;KAP1E,C;8FASA,yB;MAAA,gE;MAAA,6B;QAQI,WAAW,eAAa,IAAb,C;QQRX,iBAA
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D;MAAA,4B;QAKoD,uCAAQ,W;MAAR,C;KALpD,C;;MAeoH,OAAA,SAAK,qBAAY,QAAZ,C;IAAL,C;;MAEl
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1.189 nuprocess 2.0.5

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* /opt/cola/permits/1445875790_1666140744.6246557/0/nuprocess-2-0-5-sources-jar/com/zaxxer/nuprocess/NuProcessBuilder.java
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* /opt/cola/permits/1445875790_1666140744.6246557/0/nuprocess-2-0-5-sources-jar/com/zaxxer/nuprocess/internal/BasePosixProcess.java
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* /opt/cola/permits/1445875790_1666140744.6246557/0/nuprocess-2-0-5-sources-jar/com/zaxxer/nuprocess/windows/NuKernel32.java
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1.190 snake-yaml 1.33

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* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/external/com/google/gdata/util/common/base/UnicodeEscaper.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/external/com/google/gdata/util/common/base/PercentEscaper.java
*
 /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/external/com/google/gdata/util/common/base/Escaper.java
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/**
* A Base64 encoder/decoder.
*
* <p>
* This class is used to encode and decode data in Base64 format as described in RFC 1521.
*
* <p>
* Project home page: www.
* source-code.biz/base64coder/java
* Author: Christian d'Heureuse, Inventec Informatik AG, Zurich, Switzerland
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*/

Found in path(s):
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/external/biz/base64Coder/Base64Coder.java
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Found in path(s):
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INF/maven/org.yaml/snakeyaml/pom.xml

1.191 apache-commons-text 1.10.0

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1.193 java-servlet-api 4.0.4

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Bundle-SymbolicName: jakarta.servlet-api
Archiver-Version: Plexus Archiver
Built-By: default
Bnd-LastModified: 1592488669617
Implementation-Vendor-Id: org.eclipse
Bundle-DocURL: https://www.eclipse.org
Import-Package: javax.servlet,javax.servlet.annotation,javax.servlet.d
escriptor
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Export-Package: javax.servlet;uses:="javax.servlet.annotation,javax.se
rvlet.descriptor";version="4.0.0",javax.servlet.annotation;uses:="jav
ax.servlet";version="4.0.0",javax.servlet.descriptor;version="4.0.0",
javax.servlet.http;uses:="javax.servlet";version="4.0.0"
Bundle-Name: Jakarta Servlet
Extension-Name: javax.servlet
Bundle-Description: Jakarta Servlet 4.0
Automatic-Module-Name: java.servlet
Implementation-Version: 4.0.4
Bundle-ManifestVersion:
2
Specification-Vendor: Eclipse Foundation
Bundle-Vendor: Eclipse Foundation
Tool: Bnd-4.0.0.201805111645
Implementation-Vendor: Eclipse Foundation
Bundle-Version: 4.0.0
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_202
Specification-Version: 4.0

Found in path(s):
* /opt/cola/permits/1473592191_1668494743.5916002/0/jakarta-servlet-api-4-0-4-2-jar/META-INF/MANIFEST.MF
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* /opt/cola/permits/1473592191_1668494743.5916002/0/jakarta-servlet-api-4-0-4-2-jar/META-INF/maven/jakarta.servlet/jakarta.servlet-api/pom.xml
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/opt/cola/permits/1473592191_1668494743.5916002/0/jakarta-servlet-api-4-0-4-2-jar/javax/servlet/annotation/ServletSecurity$TransportGuarantee.class: binary file matches

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* /opt/cola/permits/1473592191_1668494743.5916002/0/jakarta-servlet-api-4-0-4-2-jar/javax/servlet/http/LocalStrings_ja.properties

* /opt/cola/permits/1473592191_1668494743.5916002/0/jakarta-servlet-api-4-0-4-2-jar/javax/servlet/http/LocalStrings.properties
* /opt/cola/permits/1473592191_1668494743.5916002/0/jakarta-servlet-api-4-0-4-2-jar/javax/servlet/http/LocalStrings_fr.properties
* /opt/cola/permits/1473592191_1668494743.5916002/0/jakarta-servlet-api-4-0-4-2-jar/javax/servlet/LocalStrings_ja.properties
* /opt/cola/permits/1473592191_1668494743.5916002/0/jakarta-servlet-api-4-0-4-2-jar/javax/servlet/http/LocalStrings_es.properties
*
 /opt/cola/permits/1473592191_1668494743.5916002/0/jakarta-servlet-api-4-0-4-2-jar/javax/servlet/LocalStrings.properties
* /opt/cola/permits/1473592191_1668494743.5916002/0/jakarta-servlet-api-4-0-4-2-jar/javax/servlet/LocalStrings_fr.properties
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1.194 jackson-datatype-jsr310 2.14.1

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1.195 jackson-xc 2.14.1

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at-cbor
Implementation-Vendor-Id: com.fasterxml.jackson.dataformat
Specification-Title: Jackson dataformat: CBOR
Bundle-DocURL: https://github.com/FasterXML/jackson-dataformats-binary
Import-Package: com.fasterxml.jackson.core;version="[2.14,3)",com.fast
erxml.jackson.core.base;version="[2.14,3)",com.fasterxml.jackson.core
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l;version="[2.14,3)",com.fasterxml.jackson.databind;version="[2.14,3)
",com.fasterxml.jackson.databind.cfg;version="[2.14,3)",com.fasterxml
.jackson.dataformat.cbor;version="[2.14,3)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Export-Package:
 com.fasterxml.jackson.dataformat.cbor;version="2.14.1"
;uses:="com.fasterxml.jackson.core,com.fasterxml.jackson.core.base,co
m.fasterxml.jackson.core.format,com.fasterxml.jackson.core.io,com.fas
terxml.jackson.core.json,com.fasterxml.jackson.core.sym,com.fasterxml
.jackson.core.util",com.fasterxml.jackson.dataformat.cbor.databind;ve
rsion="2.14.1";uses:="com.fasterxml.jackson.core,com.fasterxml.jackso
n.databind,com.fasterxml.jackson.databind.cfg,com.fasterxml.jackson.d
ataformat.cbor"
Bundle-Name: Jackson dataformat: CBOR
Multi-Release: true
Build-Jdk-Spec: 1.8
Bundle-Description: Support for reading and writing Concise Binary Obj
ect Representation([CBOR](https://www.rfc-editor.org/info/rfc7049)enc
oded data using Jackson abstractions (streaming API, data binding, tr
ee model)
Implementation-Title: Jackson dataformat: CBOR
Implementation-Version: 2.14.1
Bundle-ManifestVersion: 2
Specification-Vendor: FasterXML
Bundle-Vendor: FasterXML
Tool:
 Bnd-6.3.1.202206071316
Implementation-Vendor: FasterXML
Bundle-Version: 2.14.1
X-Compile-Target-JDK: 1.8
X-Compile-Source-JDK: 1.8
Created-By: Apache Maven Bundle Plugin 5.1.8
Specification-Version: 2.14.1

Found in path(s):
* /opt/cola/permits/1498798604_1670358373.3245044/0/jackson-dataformat-cbor-2-14-1-jar/META-INF/MANIFEST.MF

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1.202 apache-common-codec 1.14

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2000-05-05

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

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

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

work is itself a library. The
threshold for this to be true is not precisely defined by law.

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

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

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

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

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

b) Use a suitable shared library mechanism for linking with the
Library. A suitable mechanism is one that (1) uses at run time a
copy of the library already present on the user's computer system,
rather than copying library functions into the executable, and (2)

will operate properly with a modified version of the library, if
the user installs one, as long as the modified version is
interface-compatible with the version that the work was made with.

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

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

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

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

It may happen that this requirement contradicts the license
restrictions of other proprietary libraries that do not normally
accompany the operating system. Such a contradiction means you cannot
use both them and the Library
together in an executable that you
distribute.

7. You may place library facilities that are a work based on the
Library side-by-side in a single library together with other library
facilities not covered by this License, and distribute such a combined
library, provided that the separate distribution of the work based on
the Library and of the other library facilities is otherwise
permitted, and provided that you do these two things:

a) Accompany the combined library with a copy of the same work
based on the Library, uncombined with any other library
facilities. This must be distributed under the terms of the
Sections above.

b) Give prominent notice with the combined library of the fact
that part of it is a work based on the Library, and explaining
where to find the accompanying uncombined form of the same work.

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It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any

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This section is intended to make thoroughly clear what is believed to be
a consequence of the rest of this License.

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END OF TERMS AND CONDITIONS

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If you develop a new library, and you want it to be of the greatest possible use to the public, we recommend making it free software that everyone can redistribute and change. You can do so by permitting redistribution under these terms (or, alternatively, under the terms of the ordinary General Public License).

To apply these terms, attach the following notices to the library. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the library's name and a brief idea of what it does.>
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Also add information on how to contact you by electronic and paper mail.

You should also get your employer (if you work as a programmer) or your
school, if any, to sign a "copyright disclaimer" for the library, if
necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the
library `Frob' (a library for tweaking knobs) written by James Random Hacker.

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

That's all there is to it!
==========
Modified by Atlassian

The binary file of the original library has been modified by Atlassian in such way that classes have changed their package names from 'com.keypoint/org.jfree' to 'clover.com.keypoint/clover.org.jfree'. This was necessary to avoid potential name conflicts during instrumentation of a code using the original library when using Clover. No source code of the original library was modified.
==========

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Version 3, 29 June 2007

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Everyone is permitted to copy and distribute verbatim copies
of this license document, but changing it is not allowed.

This version of the GNU Lesser General Public License incorporates
the terms
and conditions of version 3 of the GNU General Public
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0. Additional Definitions.

As used herein, "this License" refers to version 3 of the GNU Lesser
General Public License, and the "GNU GPL" refers to version 3 of the GNU
General Public License.

"The Library" refers to a covered work governed by this License, other than an Application or a Combined Work as defined below.

An "Application" is any work that makes use of an interface provided by the Library, but which is not otherwise based on the Library. Defining a subclass of a class defined by the Library is deemed a mode of using an interface provided by the Library.

A "Combined Work" is a work produced by combining or linking an Application with the Library. The particular version of the Library with which the Combined Work was made is also called the "Linked Version".

The "Minimal Corresponding Source" for a Combined Work means the Corresponding Source
for the Combined Work, excluding any source code
for portions of the Combined Work that, considered in isolation, are based on the Application, and not on the Linked Version.

The "Corresponding Application Code" for a Combined Work means the object code and/or source code for the Application, including any data and utility programs needed for reproducing the Combined Work from the Application, but excluding the System Libraries of the Combined Work.

1. Exception to Section 3 of the GNU GPL.

You may convey a covered work under sections 3 and 4 of this License without being bound by section 3 of the GNU GPL.

2. Conveying Modified Versions.

If you modify a copy of the Library, and, in your modifications, a facility refers to a function or data to be supplied by an Application that uses the facility (other than as an argument passed when the facility is invoked), then you may convey a copy of the modified version:

a) under this License, provided that you make a good
faith effort to
ensure that, in the event an Application does not supply the function or data, the facility still operates, and performs whatever part of its purpose remains meaningful, or

b) under the GNU GPL, with none of the additional permissions of this License applicable to that copy.

3. Object Code Incorporating Material from Library Header Files.

The object code form of an Application may incorporate material from a header file that is part of the Library. You may convey such object code under terms of your choice, provided that, if the incorporated material is not limited to numerical parameters, data structure layouts and accessors, or small macros, inline functions and templates (ten or fewer lines in length), you do both of the following:

a) Give prominent notice with each copy of the object code that the Library is used in it and that the Library and its use are covered by this License.

b) Accompany the object code with a copy of the GNU GPL and this license document.

4. Combined Works.

You may convey a Combined Work under terms of your choice that, taken together, effectively do not restrict modification of the portions of the Library contained in the Combined Work and reverse engineering for debugging such modifications, if you also do each of the following:

a) Give prominent notice with each copy of the Combined Work that the Library is used in it and that the Library and its use are covered by this License.

b) Accompany the Combined Work with a copy of the GNU GPL and this license document.

c) For a Combined Work that displays copyright notices during execution, include the copyright notice for the Library among these notices, as well as a reference directing the user to the copies of the GNU GPL and this license document.

d) Do one of the following:

0) Convey the Minimal Corresponding Source under the terms of this License, and the Corresponding Application Code in a form suitable for, and under terms that permit, the user to recombine or relink the Application with a modified version of the Linked Version to produce a modified Combined Work, in the manner specified by section 6 of the GNU GPL for conveying Corresponding Source.

1) Use a suitable shared library mechanism for linking with the

Library. A suitable mechanism is one that (a) uses at run time a copy of the Library already present on the user's computer system, and (b) will operate properly with a modified version of the Library that is interface-compatible with the Linked Version.

e) Provide Installation Information, but only if you would otherwise be required to provide such information under section 6 of the GNU GPL, and only to the extent that such information is necessary to install and execute a modified version of the Combined Work produced by recombining or relinking the

Application with a modified version of the Linked Version. (If you use option 4d0, the Installation Information must accompany the Minimal Corresponding Source and Corresponding Application Code. If you use option 4d1, you must provide the Installation Information in the manner specified by section 6 of the GNU GPL for conveying Corresponding Source.)

5. Combined Libraries.

You may place library facilities that are a work based on the Library side by side in a single library together with other library facilities that are not Applications and are not covered by this License, and convey such a combined library under terms of your choice, if you do both of the following:

a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities, conveyed under the terms of this License.

b) Give prominent notice with the combined library that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

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Version 2, June 1991

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[This is the first released version of the library GPL. It is numbered 2 because it goes with version 2 of the ordinary GPL.]

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public Licenses are intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users.

This license, the Library General Public License, applies to some specially designated Free Software Foundation software, and to any other libraries whose authors decide to use it. You can use it for your libraries, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the library, or if you modify it.

For example, if you distribute copies of the library, whether gratis

or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link a program with the library, you must provide complete object files to the recipients so that they can relink them with the library, after making
changes to the library and recompiling
it. And you must show them these terms so they know their rights.

Our method of protecting your rights has two steps: (1) copyright the library, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the library.

Also, for each distributor's protection, we want to make certain that everyone understands that there is no warranty for this free library. If the library is modified by someone else and passed on, we want its recipients to know that what they have is not the original version, so that any problems introduced by others will not reflect on the original authors' reputations.
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Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that companies distributing free software will individually obtain patent licenses, thus in effect transforming the program into proprietary software. To prevent this, we have made it clear that any patent must
be licensed for everyone's
free use or not licensed at all.

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

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

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

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

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

Note that it is possible for a library to be covered by the ordinary General Public License rather than by this special one.
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0. This License Agreement applies to any software library which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Library General Public License (also called "this License"). Each licensee is addressed as "you".

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

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

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

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

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.
.
2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) The modified
work must itself be a software library.

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

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

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

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

by this function must
be optional: if the application does not supply it, the square
root function must still compute square roots.)

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

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

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

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.
.
Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

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

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

medium customarily used for software interchange.

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

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

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

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

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

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

.

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

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

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

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

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

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

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

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you

distribute.

.

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File: Core.js

Description:

Provides common utility functions and the Class object used internally by the library.

Also provides the <TreeUtil> object for manipulating JSON tree structures

Some of the Basic utility functions and the Class system are based in the MooTools Framework
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/opt/cola/permits/1565893855_1676445452.411109/0/netty-codec-redis-4-1-87-final-sources-1-jar/io/netty/handler/codec/redis/FullBulkStringRedisMessage.java
* /opt/cola/permits/1565893855_1676445452.411109/0/netty-codec-redis-4-1-87-final-sources-1-

jar/io/netty/handler/codec/redis/RedisDecoder.java

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1.220 netty/transport/classes/kqueue 4.1.87.Final

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* /opt/cola/permits/1565893843_1676445475.0124557/0/netty-transport-native-unix-common-4-1-87-final-sources-jar/io/netty/channel/unix/Buffer.java
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