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1.1 tidy 5.7.24

1.1.1 Available under license :

HTML Tidy

HTML parser and pretty printer

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The contributing author(s) would like to thank all those who
helped with testing, bug fixes and suggestions for improvements.
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1.2 openssl 1.0.2

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1.4 jsoup 1.11.3

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1.5 ilbc 1.0

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```
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 */

/*
 * ilbc.h
 *
 * This header file contains all of the API's for iLBC.
 *
 */

#ifndef WEBRTC_MODULES_AUDIO_CODING_CODECS_ILBC_MAIN_INTERFACE_ILBC_H_
#define WEBRTC_MODULES_AUDIO_CODING_CODECS_ILBC_MAIN_INTERFACE_ILBC_H_

/*
 * Define the fixpoint numeric formats
 */

#include "typedefs.h"

/*
 * Solution to support multiple instances
 * Customer has to cast instance to proper type
```

```
*/

typedef struct iLBC_encinst_t_ iLBC_encinst_t;

typedef struct iLBC_decinst_t_ iLBC_decinst_t;

/*
 * Comfort noise constants
 */

#define ILBC_SPEECH 1
#define ILBC_CNG  2

#ifdef __cplusplus
extern "C" {
#endif

/*****************************************************************************
 * WebRtcIlbcfix_XxxAssign(...)
 *
 * These functions assigns the encoder/decoder instance to the specified
 * memory location
 *
 * Input:
 *     - XXX_xxxinst      : Pointer to created instance that should be
 *                       assigned
 *     - ILBCXXX_inst_Addr : Pointer to the desired memory space
 *     - size            : The size that this structure occupies (in Word16)
 *
 * Return value          :  0 - Ok
 *                       -1 - Error
 */

WebRtc_Word16 WebRtcIlbcfix_EncoderAssign(iLBC_encinst_t **iLBC_encinst,
     WebRtc_Word16 *ILBCENC_inst_Addr,
     WebRtc_Word16 *size);
WebRtc_Word16 WebRtcIlbcfix_DecoderAssign(iLBC_decinst_t **iLBC_decinst,
     WebRtc_Word16 *ILBCDEC_inst_Addr,
     WebRtc_Word16 *size);


/*****************************************************************************
 * WebRtcIlbcfix_XxxAssign(...)
 *
 * These functions create a instance to the specified structure
 *
 * Input:
 *     - XXX_inst         : Pointer to created instance that should be created
```

```
*
* Return value           : 0 - Ok
*                   -1 - Error
*/


WebRtc_Word16 WebRtcIlbcfix_EncoderCreate(iLBC_encinst_t **iLBC_encinst);
WebRtc_Word16 WebRtcIlbcfix_DecoderCreate(iLBC_decinst_t **iLBC_decinst);


/*******************************************************************************
 * WebRtcIlbcfix_XxxFree(...)
 *
 * These functions frees the dynamic memory of a specified instance
 *
 * Input:
 *     - XXX_inst        : Pointer to created instance that should be freed
 *
 * Return value          :  0 - Ok
 *                   -1 - Error
 */


WebRtc_Word16 WebRtcIlbcfix_EncoderFree(iLBC_encinst_t *iLBC_encinst);
WebRtc_Word16 WebRtcIlbcfix_DecoderFree(iLBC_decinst_t *iLBC_decinst);



/*******************************************************************************
 * WebRtcIlbcfix_EncoderInit(...)
 *
 * This function initializes a iLBC instance
 *
 * Input:
 *     - iLBCenc_inst     : iLBC instance, i.e. the user that should receive
 *                   be initialized
 *     - frameLen         : The frame length of the codec 20/30 (ms)
 *
 * Return value          :  0 - Ok
 *                   -1 - Error
 */


WebRtc_Word16 WebRtcIlbcfix_EncoderInit(iLBC_encinst_t *iLBCenc_inst,
    WebRtc_Word16 frameLen);


/*******************************************************************************
 * WebRtcIlbcfix_Encode(...)
 *
 * This function encodes one iLBC frame. Input speech length has be a
 * multiple of the frame length.
 *
 * Input:
```

```
*    - iLBCenc_inst    : iLBC instance, i.e. the user that should encode
*                  a package
*    - speechIn         : Input speech vector
*    - len              : Samples in speechIn (160, 240, 320 or 480)
*
* Output:
*  - encoded              : The encoded data vector
*
* Return value            : >0 - Length (in bytes) of coded data
*                    -1 - Error
*/

WebRtc_Word16 WebRtcIlbcfix_Encode(iLBC_encinst_t *iLBCenc_inst,
     WebRtc_Word16 *speechIn,
     WebRtc_Word16 len,
     WebRtc_Word16 *encoded);

/*********************************************************************
 * WebRtcIlbcfix_DecoderInit(...)
 *
 * This function initializes a iLBC instance with either 20 or 30 ms frames
 * Alternatively the WebRtcIlbcfix_DecoderInit_XXms can be used. Then it's
 * not needed to specify the frame length with a variable.
 *
 * Input:
 *    - iLBC_decinst_t    : iLBC instance, i.e. the user that should receive
 *                    be initialized
 *    - frameLen          : The frame length of the codec 20/30 (ms)
 *
 * Return value            :  0 - Ok
 *                    -1 - Error
 */

WebRtc_Word16 WebRtcIlbcfix_DecoderInit(iLBC_decinst_t *iLBCdec_inst,
     WebRtc_Word16 frameLen);
WebRtc_Word16 WebRtcIlbcfix_DecoderInit20Ms(iLBC_decinst_t *iLBCdec_inst);
WebRtc_Word16 WebRtcIlbcfix_Decoderinit30Ms(iLBC_decinst_t *iLBCdec_inst);

/*********************************************************************
 * WebRtcIlbcfix_Decode(...)
 *
 * This function decodes a packet with iLBC frame(s). Output speech length
 * will be a multiple of 160 or 240 samples ((160 or 240)*frames/packet).
 *
 * Input:
 *    - iLBCdec_inst     : iLBC instance, i.e. the user that should decode
 *                    a packet
 *    - encoded          : Encoded iLBC frame(s)
```

```
*    - len            : Bytes in encoded vector
*
* Output:
*    - decoded            : The decoded vector
*    - speechType        : 1 normal, 2 CNG
*
* Return value            : >0 - Samples in decoded vector
*                    -1 - Error
*/

WebRtc_Word16 WebRtcIlbcfix_Decode(iLBC_decinst_t *iLBCdec_inst,
        WebRtc_Word16* encoded,
        WebRtc_Word16 len,
        WebRtc_Word16 *decoded,
        WebRtc_Word16 *speechType);
WebRtc_Word16 WebRtcIlbcfix_Decode20Ms(iLBC_decinst_t *iLBCdec_inst,
      WebRtc_Word16 *encoded,
      WebRtc_Word16 len,
      WebRtc_Word16 *decoded,
      WebRtc_Word16 *speechType);
WebRtc_Word16 WebRtcIlbcfix_Decode30Ms(iLBC_decinst_t *iLBCdec_inst,
      WebRtc_Word16 *encoded,
      WebRtc_Word16 len,
      WebRtc_Word16 *decoded,
      WebRtc_Word16 *speechType);

/*****************************************************************************
 * WebRtcIlbcfix_DecodePlc(...)
 *
 * This function conducts PLC for iLBC frame(s). Output speech length
 * will be a multiple of 160 or 240 samples.
 *
 * Input:
 *    - iLBCdec_inst     : iLBC instance, i.e. the user that should perform
 *                a PLC
 *    - noOfLostFrames    : Number of PLC frames to produce
 *
 * Output:
 *    - decoded            : The "decoded" vector
 *
 * Return value            : >0 - Samples in decoded PLC vector
 *                    -1 - Error
 */

WebRtc_Word16 WebRtcIlbcfix_DecodePlc(iLBC_decinst_t *iLBCdec_inst,
      WebRtc_Word16 *decoded,
      WebRtc_Word16 noOfLostFrames);
```

```
/*****************************************************************
 * WebRtcIlbcfix_NetEqPlc(...)
 *
 * This function updates the decoder when a packet loss has occured, but it
 * does not produce any PLC data. Function can be used if another PLC method
 * is used (i.e NetEq).
 *
 * Input:
 *     - iLBCdec_inst     : iLBC instance that should be updated
 *     - noOfLostFrames   : Number of lost frames
 *
 * Output:
 *     - decoded          : The "decoded" vector (nothing in this case)
 *
 * Return value           : >0 - Samples in decoded PLC vector
 *                          -1 - Error
 */

WebRtc_Word16 WebRtcIlbcfix_NetEqPlc(iLBC_decinst_t *iLBCdec_inst,
      WebRtc_Word16 *decoded,
      WebRtc_Word16 noOfLostFrames);

/*****************************************************************
 * WebRtcIlbcfix_version(...)
 *
 * This function returns the version number of iLBC
 *
 * Output:
 *     - version          : Version number of iLBC (maximum 20 char)
 */

void WebRtcIlbcfix_version(WebRtc_Word8 *version);

#ifdef __cplusplus
}
#endif

#endif

/*****************************************************************
*-------------------------------------------------------------------------*
*               TEXAS INSTRUMENTS INC                      *
*               Multimedia Codecs Group                   *
*                                                    *
*-------------------------------------------------------------------------*
*                                                    *
* (C) Copyright 2010  Texas Instruments Inc.  All rights reserved.       *
*                                                    *
```

```c
/******************************************************************************
 * FILE NAME: TestAppEncoder.c
 ******************************************************************************
 * FILE PURPOSE: Encoder test harness for bit exactness verification
 ******************************************************************************/

#include <stdio.h>
#include <string.h>
#include <stdlib.h>

#define NBUFS 1

#include "ilbcenc_tii.h"
#include "ilbcenc1.h"

#define ILBC_SPEECH_BUFFER_LEN 480
#define ILBC_SERIAL_FRAME_SIZE 50
#define ILBC_SUCCESS 1
#define ILBC_FAILURE 0

XDAS_Int16  enc_in[ILBC_SPEECH_BUFFER_LEN/2];

XDAS_Int8  enc_out[ILBC_SERIAL_FRAME_SIZE];
XDAS_Int8  Exp_Out[ILBC_SERIAL_FRAME_SIZE];
XDAS_Int8  Temp[ILBC_SPEECH_BUFFER_LEN];

#define PACK_CHAR2INT16(a, b) ((a & 0xff) | (b << 8))

int main(void)
{
  FILE  *fp, *f_speech, *f_bits;

  XDAS_Int8 inputFilename[200];
  XDAS_Int8 refFilename[200];
  XDAS_Int16 i, j;

  XDM1_SingleBufDesc inBufs;
```

```c
    XDM1_SingleBufDesc outBufs;

    XDAS_Int16 seq_cnt;
    XDAS_Int32 frame;
    XDAS_Int16 ret_val, ENC_ErrFlag, nb;

    ISPHENC1_Handle algE;
    ISPHENC1_Params ilbceParams;
    ISPHENC1_DynamicParams ilbceDynParams;
    ISPHENC1_Status ilbceStatus;
    ILBCENC1_InArgs enc_inArg;
    ISPHENC1_OutArgs enc_outArg;
    ISPHENC1_Fxns *fxns = &ILBCENC_TII_IILBCENC;

    inBufs.buf = (XDAS_Int8 *) enc_in;
    outBufs.buf = (XDAS_Int8 *) enc_out;

#ifdef _WIN32
    fp = fopen("..\\test\\testvecs\\config\\ilbc_enc_std_vc.txt", "r");
    if (fp == NULL)
    {
        printf("Error opening ..\\..\\..\\testvecs\\ilbc_enc_std.txt\n");
        return (-1);
    }
#elif __TMS470__
    fp = fopen("../../../test/testvecs/config/ilbc_enc_std.txt", "r");
    if (fp == NULL)
    {
        printf("Error opening ..\\..\\..\\testvecs\\ilbc_enc_std.txt\n");
        return (-1);
    }
#else
    fp = fopen("./testvecs/config/ilbc_enc_std_gcc.txt", "r");
    if (fp == NULL)
    {
        printf("Error opening ./testvecs/config/ilbc_enc_std_gcc.txt\n");
        return (-1);
    }
#endif

    seq_cnt = 0;

    /*scan the input arguments*/
    while(fscanf(fp, "%d", &enc_inArg.vadFlag) > 0)
    {
        fscanf(fp, "%hd", &ilbceParams.frameSize);
        fscanf(fp,"%s",inputFilename);
        fscanf(fp,"%s",refFilename);
```

```c
printf("Processing the sequence \t: %s \n", inputFilename);

if(ilbceParams.frameSize == 320)
    printf("Encoding 20ms frames with bitrate 15.2kbps\n");
else if(ilbceParams.frameSize == 480)
    printf("Encoding 30ms frames with bitrate 13.3kbps\n");

//Set the Params and dynParams
ilbceParams.size = sizeof (ISPHENC1_Params);
ilbceDynParams.size = sizeof (ISPHENC1_DynamicParams);
ilbceParams.tablesPtr = (void *)NULL;
ilbceStatus.size = sizeof (ISPHENC1_Status);
enc_inArg.baseInArgs.size = sizeof(ILBCENC1_InArgs);

frame = 0;

algE = (ISPHENC1_Handle) ALG_create((IALG_Fxns *) &ILBCENC_TII_IILBCENC,
    (IALG_Handle) NULL, (IALG_Params *) &ilbceParams);
if(algE == NULL)
 printf("Failed to Create the Algorithm instance\n");

f_speech = fopen((const char *)inputFilename, "rb");
if(f_speech == NULL)
{
    printf("Error opening input speech file %s !!\n",inputFilename);
    continue;
}

f_bits = fopen((const char *)refFilename, "wb");
if(f_bits == NULL)
{
    printf("Error opening Encoder output file %s !!\n",refFilename);
    fclose(f_speech);
    continue;
}

ret_val=0;
ENC_ErrFlag = 0;
frame = 0;

while((nb = fread(Temp, sizeof(char), ilbceParams.frameSize, f_speech)))
{
    if(nb != ilbceParams.frameSize)
        break;

    for(i=0, j=0; i<ilbceParams.frameSize/2; i++,j=j+2)
        enc_in[i] = PACK_CHAR2INT16(Temp[j], Temp[j+1]);
```

```c
        for(i=0; i<ILBC_SERIAL_FRAME_SIZE; i++)
        {
            enc_out[i] = 0;
        }

    inBufs.bufSize = ilbceParams.frameSize;

        frame++;
        //printf("Processing the frame : %d\n", (int )frame);
        ret_val = algE->fxns->process ((ISPHENC1_Handle) algE,
                        &inBufs, &outBufs,
                        (ISPHENC1_InArgs *)&enc_inArg, &enc_outArg);

        if(ret_val==XDM_EOK)
        {
            fwrite(&outBufs.bufSize, sizeof(char), 2, f_bits);
            fwrite(enc_out, sizeof(char), outBufs.bufSize, f_bits);
        /*fread(Exp_Out, sizeof(char), outBufs.bufSize, f_bits);

            for(i = 0; i < outBufs.bufSize; i++)
            {
                if(Exp_Out[i] != enc_out[i])
                {
                    printf ("TEST FAILED AT FRAME NO. %d\n", (int )frame);
                    ENC_ErrFlag = 1;
                    break;
                }
            }

            if(ENC_ErrFlag)
                break;*/
        }
    }
    printf ("COMPLETED TESTVECTOR, TOTAL FRAMES. %d\n\n", (int )frame);

    fclose(f_speech);
    fclose(f_bits);

    seq_cnt++;
  }

  /* Prepare the end the application */
  fclose(fp);

  return(0);
}
```

```
/* Nothing past this point */
/** ================================================================
 * @file aac_alg_create.c
 *
 * @path codecs_dev\AAC_Decoder\AlgTest\TestSource\C
 *
 * @desc This file contains the implementation of ALG_create API operation.
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 ==========================================================================*/
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 */
/* "@(#) XDAS 2.12 04-24-01 (__imports)" */
/*
 *  ======== alg_create.c ========
 *  This file contains a simple implementation of the ALG_create API operation.
 */
#include <stdio.h>
#include <std.h>
#include <xdas.h>
#include "std.h"
#include "alg.h"
#include "ialg.h"
#include "stdlib.h"
#include "_alg.h"
#define NBUFS 1


/**********************************************************************
 *
 * FUNCTION NAME: ALG_create
 *
 * DESCRIPTION  : This function creates an instance of algorithm..
 *
 * ARGUMENT LIST:
 *
 * Argument      Type          IO    Description
 * ------------  --------      --    ------------------------------------
 * *fxns         IALG_Fxns     I     pointer to  IALG_Fxns structure
 * p             IALG_Handle   I     IALG_Handle
 * *params       IALG_Params   I     pointer to  IALG_Params structure
```

```
*
* RETURN VALUE:   none.
*
*********************************************************************/
ALG_Handle ALG_create(IALG_Fxns * fxns, IALG_Handle p, IALG_Params * g718Params)
{

  Int nbufs;
  IALG_MemRec *memTab;
  ALG_Handle alg;
  nbufs = fxns->algNumAlloc ();
  if (nbufs != NBUFS)
    exit (0);
  (memTab = (IALG_MemRec *) malloc (nbufs * sizeof (IALG_MemRec)));
   {

  nbufs = fxns->algAlloc (NULL, NULL, memTab);
    if (nbufs <= 0)
      {
        return (NULL);
      }
    if (_ALG_allocMemory (memTab, nbufs))
      {
      alg = (ALG_Handle) memTab[0].base;
      alg->fxns = fxns;

      if((fxns->algInit ((IALG_Handle) alg, memTab, NULL,
               g718Params))==IALG_EOK)
        {
          free (memTab);
           return (alg);
        }
        fxns->algFree (alg, memTab);
        _ALG_freeMemory (memTab, nbufs);
      }

      free (memTab);
    }
    return (NULL);
}




Void
ALG_delete (ALG_Handle alg)
{
  IALG_MemRec *memTab;
```

```
    Int n;
    IALG_Fxns *fxns;

    if (alg != NULL && alg->fxns != NULL)
    {
        fxns = alg->fxns;
        n = fxns->algNumAlloc != NULL ? fxns->algNumAlloc () : IALG_DEFMEMRECS;

        ((memTab = (IALG_MemRec *) malloc (n * sizeof (IALG_MemRec))));
        {
            memTab[0].base = alg;
            n = fxns->algFree (alg, memTab);
            _ALG_freeMemory (memTab, n);

            free (memTab);
        }
    }
}
```

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modules/audio_coding/codecs/G722/main/source/g722_decode.c
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* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
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 test_push_back.h

   Interface for the test_push_back class

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* to make it close to JTC1/SC22/WG21 C++ 0x working draft
* [http://www.open-std.org/Jtc1/sc22/wg21/docs/papers/2008/n2521.pdf]
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   SUMMARY: TestClass simulates a class that uses resources. It is designed to
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 **/

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* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-

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5.2.0/stlport/stl/pointers/_set.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/stlport/stl/_string_npos.h
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* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_limits.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/limits
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****
* README file for STLport 5.0   *
*   *
****

This directory contains the STLport-5.0 release.

What's inside :

README   - this file
INSTALL   - installation instructions

bin   - installation directory for STLport unit tests;

it may contain more subdirs, if you use
crosscompilation

build/lib   - build directory for STLport library (if you use
STLport iostreams and/or locale only)

build/test/unit - build directory for regression (unit) tests

build/test/eh   - build directory for exception handling tests

stlport   - main STLport include directory

src   - source for iostreams implementation and other parts
that aren't pure template code

lib   - installation directory for STLport library (if you
use STLport iostreams and/or locale only);
it may contain more subdirs, if you use
crosscompilation

test/unit   - unit (regression) tests

test/eh   - exception handling test using STLport iostreams

etc   - miscellanous files (ChangeLog, TODO, scripts, etc.)

GETTING STLPORT

To download the latest version of STLport, please be sure to visit
https://sourceforge.net/project/showfiles.php?group_id=146814

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5.2.0/src/c_locale_win32/c_wlocale_win32.c
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* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/utility

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/numeric

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/vector

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-

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5.2.0/test/eh/test_valarray.cpp
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/test/eh/test_string.cpp
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* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
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*
* Modified CRP 7/10/00 for improved conformance / efficiency on insert_unique /
* insert_equal with valid hint -- efficiency is improved all around, and it is
* should now be standard conforming for complexity on insert point immediately
* after hint (amortized constant time).
*
*/

Found in path(s):
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* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/stlport/stl/type_manips.h
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5.2.0/stlport/stl/_valarray.c
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/stlport/stl/_threads.c
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_deque.c
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_list.c
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/stlport/stl/_numeric.c
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_heap.c
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/stlport/stl/_tempbuf.c
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/stlport/stl/_slist_base.c
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_vector.c
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* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/test/unit/cppunit/cppunit_mini.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/test/unit/cppunit/test_main.cpp
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/test/unit/cppunit/cppunit_proxy.h
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5.2.0/stlport/stl/_hash_map.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/set
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_list.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_set.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_tree.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_pair.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_map.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/debug/_vector.h

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* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_algo.c

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stack

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* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/pthread_alloc

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_hash_set.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_algo.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_vector.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_pthread_alloc.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/algorithm

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/debug/_tree.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_uninitialized.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/debug/_hashtable.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_stack.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_hashtable.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_queue.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/map

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_bvector.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_algobase.c

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/queue

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/list

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/dll_main.cpp

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_algobase.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_construct.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/debug/_list.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/debug/_deque.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_raw_storage_iter.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_tempbuf.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/iterator

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5.2.0/stlport/stl/_function_adaptors.h
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* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/clocale

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stddef.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_csignal.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/signal.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/cwctype

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/csignal

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/cstring

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_cstring.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/cassert

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/csetjmp

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stdarg.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/typeinfo

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/setjmp.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/iomanip.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/assert.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/time.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/mem.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/cwchar

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/ctype.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_cstddef.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/cerrno

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/ios.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/iostream.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/new.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_cwctype.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/wchar.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_cstdio.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/math.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/istream.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/fstream.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_clocale.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/errno.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_mbstate_t.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/exception.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stdlib.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/ciso646

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/cstddef

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/ctime

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/pthread.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_cstdlib.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/cctype

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/new
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/float.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/ostream.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_ctime.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/cstdlib
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/cstdarg
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/cstdio
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_cctype.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_cmath.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/limits.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_typeinfo.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/locale.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_new.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stdio.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_cwchar.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_csetjmp.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/typeinfo.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/iso646.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/cmath
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/strstream.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/string.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/wctype.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/config/stl_confix.h
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* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_string_operators.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/debug/_string_sum_methods.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/pointers/_slist.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_string_sum.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-

5.2.0/stlport/stl/_string_sum_methods.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/stlport/stl/pointers/_vector.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
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/* boost limits_test.cpp   test your <limits> file for important
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 Main.cpp

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/***
 TestController.h

   SUMMARY: An "faux-singleton" object to encapsulate a hodgepodge of state and
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**/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/test/eh/nc_alloc.h
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/***
 random_number.cpp

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```
*****************************************************************************/
```

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/test/eh/random_number.cpp
No license file was found, but licenses were detected in source scan.

Quick start.

 GNU Make (Linux, OpenBSD, FreeBSD, CygWin, etc.), with gcc:

   make -f gcc.mak depend
   make -f gcc.mak install

 GNU Make (SunOS), with SunPro CC:

   make -f CC.mak depend
   make -f CC.mak install

 Microsoft NMAKE (MS Windows), with VC6:

   nmake /fmsvc.mak install

Make system goals.

 - all source files declared in one place (for all platforms and
   compilers); the same is for base library (application) name and
   version.
 - derive object filenames from source filenames in make system
 - source files may be situated in few catalogs
 - avoid information duplication, if possible
 - support cross-compilation

Make targets.

 release-static

   build STLport as static library

 dbg-static

   build STLport as static library (with debug information)

 stldbg-static

   build STLport as static library (STLP_DEBUG mode, with debug information)

release-shared

  build STLport as dynamic (shared) library

dbg-shared

  STLport as dynamic (shared) library (with debug information)

stldbg-shared

  build STLport as dynamic (shared) library (STLP_DEBUG mode, with
  debug information)

all (default)

  cumulative target for release,dbg,stldbg -shared on Unix-lile platforms
  and plus release,dbg,stldbg -static on Windows.

depend

  create dependency files (for performance reasons dependency not created
  during compilation process); this target absent for MS NMAKE (due to pure
  scripting opportunities)

install-release-shared
install-dbg-shared
install-stldbg-shared
install-release-static
install-dbg-static
install-stldbg-static

  build and install appropriate libraries and related files, into
  'STLport/lib' and 'STLport/bin' (../../lib, relative position of this file)

install

  cumulative target for install-*-shared on Unix-like platforms and
  install-*-* on Windows.

clean

  remove all intermediate files

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/build/lib/README
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```
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*
*/
/* Default values based on C++ Standard 22.2.1.
* Under Windows the localisation implementation take care of mapping its
* mask values to those internal values. For other platforms without real
* localization support we are free to use the most suitable values.*/
```

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/stlport/stl/c_locale.h
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```
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*
*/
```

/*
* Boris : simulation technique is used here according to Adobe Open Source License Version 1.0.
* Copyright 2000 Adobe Systems Incorporated and others. All rights reserved.
* Authors: Mat Marcus and Jesse Jones
* The original version of this source code may be found at
* http://opensource.adobe.com.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/stlport/stl/type_traits.h
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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/stlport/stl/_string_hash.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_string.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/string
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/stlport/stl/_threads.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/stlport/stl/_string_io.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/memory
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/src/lock_free_slist.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/stlport/stl/_auto_ptr.h
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*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/stlport/stl/config/user_config.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/stlport/stl/_cstdarg.h
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* provided the above notices are retained, and a notice that the code was
* modified is included with the above copyright notice.
*
*/
// version.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-

5.2.0/stlport/stl/_stream_iterator.h
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```
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 test_construct.h

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********************************************************************/
```

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/test/eh/test_construct.h
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```
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 test_algobase.cpp

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********************************************************************/
```

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/test/eh/test_algobase.cpp
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```
/*
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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/msl_string.h
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#ifndef _STLP_CLIMITS
define _STLP_CLIMITS

#ifndef _STLP_OUTERMOST_HEADER_ID
define _STLP_OUTERMOST_HEADER_ID 0x108
include <stl/_prolog.h>
#endif

#if defined (__SUNPRO_CC) && ((__SUNPRO_CC == 0x500) && (__SUNPRO_CC_COMPAT > 4))
include </usr/include/limits.h>
#elif defined (_STLP_USE_NEW_C_HEADERS)
if defined (_STLP_HAS_INCLUDE_NEXT)
include_next <climits>
else
include _STLP_NATIVE_CPP_C_HEADER(climits)
endif
#else

```
# if defined (__BORLANDC__)
#   if defined (_STLP_HAS_INCLUDE_NEXT)
#     include_next <limits.h>
#   else
#     include _STLP_NATIVE_C_HEADER(limits.h)
#   endif
# else
#   include <limits.h>
# endif
#endif

#if (_STLP_OUTERMOST_HEADER_ID ==  0x108 )
# include <stl/_epilog.h>
# undef _STLP_OUTERMOST_HEADER_ID
#endif

#endif /* _STLP_CLIMITS */

// Local Variables:
// mode:C++
// End:
```

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/climits
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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/build/Makefiles/gmake/sunos/sys.mak
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/build/Makefiles/gmake/CC.mak
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/build/Makefiles/gmake/lib/vc6.mak
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/build/Makefiles/gmake/app/aCC.mak
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/build/Makefiles/gmake/app/gcc.mak
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/build/Makefiles/gmake/darwin/targetsys.mak
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/build/Makefiles/gmake/sunos/targetsys.mak
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/build/Makefiles/gmake/vc6.mak
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/build/Makefiles/gmake/gcc.mak
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-

5.2.0/build/Makefiles/gmake/darwin/lib.mak

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/build/Makefiles/gmake/subdirs.mak

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/build/Makefiles/gmake/linux/targetsys.mak

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/build/Makefiles/gmake/aCC.mak

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/build/Makefiles/gmake/lib/aCC.mak

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/build/Makefiles/gmake/bcc.mak

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/build/Makefiles/gmake/unix/lib.mak

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/build/Makefiles/gmake/sysid.mak

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/build/Makefiles/gmake/darwin/sys.mak

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/build/Makefiles/gmake/app/dmc.mak

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/build/Makefiles/gmake/icc.mak

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/build/Makefiles/gmake/lib/icc.mak

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/build/Makefiles/gmake/lib/bcc.mak

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/build/Makefiles/gmake/lib/gcc.mak

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/build/Makefiles/gmake/depend.mak

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/build/Makefiles/gmake/targetdirs.mak

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/build/Makefiles/gmake/unix/rules-install-so.mak

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/build/Makefiles/gmake/freebsd/targetsys.mak

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/build/Makefiles/gmake/lib/rules-install-a.mak

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/build/Makefiles/gmake/linux/sys.mak

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/build/Makefiles/gmake/app/rules-install.mak

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/Makefile

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/build/Makefiles/gmake/app/icc.mak

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/build/Makefiles/gmake/clean.mak

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/build/Makefiles/gmake/lib/clean.mak

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/build/Makefiles/gmake/unix/rules-so.mak
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/build/Makefiles/gmake/lib/dmc.mak
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/build/Makefiles/gmake/hp-ux/targetsys.mak
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/build/Makefiles/gmake/dmc.mak
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/build/Makefiles/gmake/lib/rules-a.mak
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/build/Makefiles/gmake/app/CC.mak
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/build/Makefiles/gmake/lib/CC.mak
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/build/Makefiles/gmake/app/top.mak
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/build/Makefiles/gmake/targets.mak
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/build/Makefiles/gmake/extern.mak
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/build/Makefiles/gmake/app/rules.mak
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/build/Makefiles/gmake/lib/top.mak
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/build/Makefiles/gmake/app/bcc.mak
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/build/Makefiles/gmake/hp-ux/sys.mak
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/build/Makefiles/gmake/top.mak
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/build/Makefiles/gmake/freebsd/sys.mak
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 test_hash_set.cpp

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```
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```

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5.2.0/test/eh/test_hash_set.cpp
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```

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* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/allocators.cpp
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/stlport/stl/debug/_slist.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_alloc.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_slist.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_alloc.c
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_rope.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/stlport/stl/_slist_base.h
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```
/*************************************************************************
 test_deque.cpp

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**/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/test/eh/test_deque.cpp
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/**
 Prefix.h

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   SUMMARY: Configuration #defines for STL EH test suite

**/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/test/eh/Prefix.h
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/*
* Copyright (c) 1998
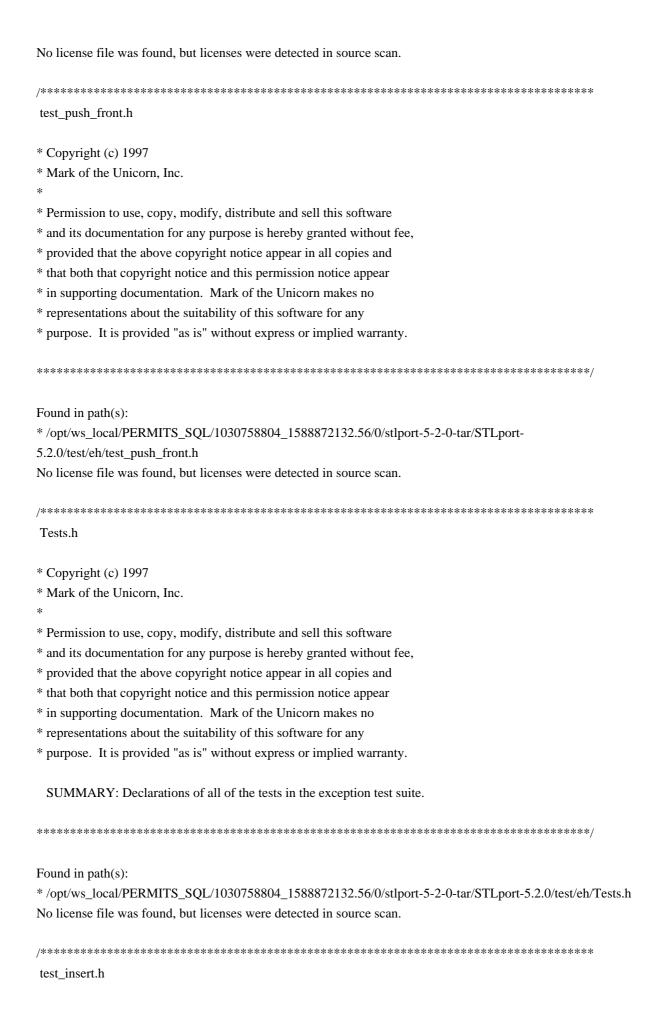* Silicon Graphics Computer Systems, Inc.
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*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_bitset.c
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_bitset.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/bitset
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/bitset.cpp
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/***
 SortClass.h

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   SUMMARY: A class designed to test operations that compares objects. All
     comparisons on SortClass may fail. Also records its own address for
     the sake of testing the stability of sorting algorithms.

***/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/test/eh/SortClass.h
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*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/test/unit/cppunit/cppunit_timer.h
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/***
 test_hash_resize.h

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/test/eh/test_hash_resize.h
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 test_set.cpp

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/test/eh/test_set.cpp

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```
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 test_push_front.h

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 **************************************************************************/
```

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/test/eh/test_push_front.h
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```
/**************************************************************************
 Tests.h

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   SUMMARY: Declarations of all of the tests in the exception test suite.

 **************************************************************************/
```

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/test/eh/Tests.h
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```
/**************************************************************************
 test_insert.h
```

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* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/test/eh/test_insert.h
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* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/stlport/stl/_unordered_set.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/stlport/stl/_iostream_string.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/stlport/stl/_unordered_map.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/stlport/stl/_string_workaround.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/stlport/stl/pointers/_deque.h
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* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/debug/_iterator.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/debug/_debug.c

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/debug/_debug.h

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Found in path(s):

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_abbrevs.h

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* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/strstream.cpp
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/locale_impl.cpp
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/_stdio_file.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/iostream.cpp
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_complex.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_streambuf.c
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/istream
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/fstream.cpp
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_complex.c
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/acquire_release.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/strstream
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/num_put_float.cpp
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_streambuf.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/num_get.cpp
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/codecvt.cpp
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/facets_byname.cpp
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_ctype.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/details/fstream_win32io.cpp
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/details/fstream_unistd.cpp
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/messages.cpp
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_ios.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-

5.2.0/src/locale_catalog.cpp

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/iomanip

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_ios.c

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/fstream

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/iosfwd

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_fstream.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/complex

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_istream.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/c_locale.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/num_put.cpp

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/c_locale_dummy/c_locale_dummy.c

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/complex.cpp

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_ostream.c

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/valarray

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_collate.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/time_facets.cpp

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_istreambuf_iterator.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/stdio_streambuf.cpp

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_monetary.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_monetary.c

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_istream.c

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/sstream

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/ctype.cpp

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_iomanip.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/monetary.cpp

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_time_facets.c

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/istream.cpp

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/locale

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_time_facets.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_ostreambuf_iterator.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/ostream

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_ostream.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-

5.2.0/src/stdio_streambuf.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_num_put.c

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/c_locale.c

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/complex_io.cpp

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_ios_base.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/streambuf

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_num_get.c

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_messages_facets.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/locale.cpp

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_sstream.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/sstream.cpp

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_locale.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/num_get_float.cpp

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/ostream.cpp

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_num_get.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_strstream.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_sstream.c

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_valarray.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/iostream

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/numpunct.cpp

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/complex_trig.cpp

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/ios.cpp

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/locale_impl.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/collate.cpp

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/details/fstream_stdio.cpp

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_numpunct.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/ios

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_num_put.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/streambuf.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_codecvt.h

* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/src/message_facets.h

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```
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*/
```

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* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/stlport/stl/_hashtable.c
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*/

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5.2.0/stlport/stl/config/_windows.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/stlport/stl/_string_base.h
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/**
 ThrowCompare.h

   Interface for the ThrowCompare class

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 **/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-
5.2.0/test/eh/ThrowCompare.h
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/**
 test_assign_op.h

   SUMMARY: Test functor template for assignment operators.

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***/

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* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/test/eh/test_assign_op.h
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* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_iterator.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_iterator_base.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_iterator_old.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_function_base.h
* /opt/ws_local/PERMITS_SQL/1030758804_1588872132.56/0/stlport-5-2-0-tar/STLport-5.2.0/stlport/stl/_function.h

1.7 jansson 2.7

1.7.1 Available under license :

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1.8 webrtc 55

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base/base64.h
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base/md5.h
base/sha1.cc
base/sha1.h
base/sigslot.cc

base/sigslot.h

common_audio/fft4g.c

common_audio/signal_processing/spl_sqrt_floor.c

common_audio/signal_processing/spl_sqrt_floor_arm.S

modules/audio_coding/codecs/g711/main/source/g711.c

modules/audio_coding/codecs/g711/main/source/g711.h

modules/audio_coding/codecs/g722/main/source/g722_decode.c

modules/audio_coding/codecs/g722/main/source/g722_enc_dec.h

modules/audio_coding/codecs/g722/main/source/g722_encode.c

modules/audio_coding/codecs/isac/main/source/fft.c

modules/audio_device/mac/portaudio/pa_memorybarrier.h

modules/audio_device/mac/portaudio/pa_ringbuffer.c

modules/audio_device/mac/portaudio/pa_ringbuffer.h

modules/audio_processing/aec/aec_rdft.c

system_wrappers/source/condition_variable_event_win.cc

system_wrappers/source/set_thread_name_win.h

system_wrappers/source/spreadsortlib/constants.hpp

system_wrappers/source/spreadsortlib/spreadsort.hpp

Individual licenses for each file:

Files:

base/base64.cc

base/base64.h

License:

//***

//* Base64 - a simple base64 encoder and decoder.

//*

//*   Copyright (c) 1999, Bob Withers - bwit@pobox.com

//*

//* This code may be freely used for any purpose, either personal

//* or commercial, provided the authors copyright notice remains

//* intact.

//*

//* Enhancements by Stanley Yamane:

//*   o reverse lookup table for the decode function

//*   o reserve string buffer space in advance

//*

//***

Files:

base/md5.cc

base/md5.h

License:

/*

* This code implements the MD5 message-digest algorithm.

* The algorithm is due to Ron Rivest. This code was
* written by Colin Plumb in 1993, no copyright is claimed.
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*

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base/sha1.h

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/*
* SHA-1 in C
* By Steve Reid <sreid@sea-to-sky.net>
* 100% Public Domain
*
* -----------------
* Modified 7/98
* By James H. Brown <jbrown@burgoyne.com>
* Still 100% Public Domain
*

Files:
base/sigslot.cc
base/sigslot.h

License:
// sigslot.h: Signal/Slot classes
//
// Written by Sarah Thompson (sarah@telergy.com) 2002.
//
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Files:
common_audio/signal_processing/spl_sqrt_floor.c
common_audio/signal_processing/spl_sqrt_floor_arm.S

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/*
* Written by Wilco Dijkstra, 1996. The following email exchange establishes the
* license.
*
* From: Wilco Dijkstra <Wilco.Dijkstra@ntlworld.com>
* Date: Fri, Jun 24, 2011 at 3:20 AM
* Subject: Re: sqrt routine
* To: Kevin Ma <kma@google.com>
* Hi Kevin,

* Thanks for asking. Those routines are public domain (originally posted to
* comp.sys.arm a long time ago), so you can use them freely for any purpose.
* Cheers,
* Wilco
*
* ----- Original Message -----
* From: "Kevin Ma" <kma@google.com>
* To: <Wilco.Dijkstra@ntlworld.com>
* Sent: Thursday, June 23, 2011 11:44 PM
* Subject: Fwd: sqrt routine
* Hi Wilco,
* I saw your sqrt routine from several web sites, including
* http://www.finesse.demon.co.uk/steven/sqrt.html.
* Just wonder if there's any copyright information with your Successive
* approximation routines, or if I can freely use it for any purpose.
* Thanks.
* Kevin
*/

Files:
modules/audio_coding/codecs/g711/main/source/g711.c
modules/audio_coding/codecs/g711/main/source/g711.h

License:
/*
* SpanDSP - a series of DSP components for telephony
*
* g711.h - In line A-law and u-law conversion routines
*
* Written by Steve Underwood <steveu@coppice.org>
*
* Copyright (C) 2001 Steve Underwood
*
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* public domain for the benefit of all mankind - even the slimy
* ones who might try to proprietize my work and use it to my
* detriment.
*/

Files:
modules/audio_coding/codecs/g722/main/source/g722_decode.c
modules/audio_coding/codecs/g722/main/source/g722_enc_dec.h
modules/audio_coding/codecs/g722/main/source/g722_encode.c

License:
/*
* SpanDSP - a series of DSP components for telephony
*

* g722_decode.c - The ITU G.722 codec, decode part.
*
* Written by Steve Underwood <steveu@coppice.org>
*
* Copyright (C) 2005 Steve Underwood
*
* Despite my general liking of the GPL, I place my own contributions
* to this code in the public domain for the benefit of all mankind -
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*
* Based in part on a single channel G.722 codec which is:
*
* Copyright (c) CMU 1993
* Computer Science, Speech Group
* Chengxiang Lu and Alex Hauptmann
*/

Files:
modules/audio_coding/codecs/isac/main/source/fft.c

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modules/audio_device/mac/portaudio/pa_memorybarrier.h

modules/audio_device/mac/portaudio/pa_ringbuffer.c

modules/audio_device/mac/portaudio/pa_ringbuffer.h

License:

/*

* $Id: pa_memorybarrier.h 1240 2007-07-17 13:05:07Z bjornroche $

* Portable Audio I/O Library

* Memory barrier utilities

*

* Author: Bjorn Roche, XO Audio, LLC

*

* This program uses the PortAudio Portable Audio Library.

* For more information see: http://www.portaudio.com

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*/

```
/*
 * $Id: pa_ringbuffer.c 1421 2009-11-18 16:09:05Z bjornroche $
 * Portable Audio I/O Library
 * Ring Buffer utility.
 *
 * Author: Phil Burk, http://www.softsynth.com
 * modified for SMP safety on Mac OS X by Bjorn Roche
 * modified for SMP safety on Linux by Leland Lucius
 * also, allowed for const where possible
 * modified for multiple-byte-sized data elements by Sven Fischer
 *
 * Note that this is safe only for a single-thread reader and a
 * single-thread writer.
 *
 * This program uses the PortAudio Portable Audio Library.
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```

Files:

common_audio/fft4g.c

modules/audio_processing/aec/aec_rdft.c

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/*

* http://www.kurims.kyoto-u.ac.jp/~ooura/fft.html

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Files:
system_wrappers/source/set_thread_name_win.h

Source:
http://msdn.microsoft.com/en-us/cc300389.aspx#P

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1.9 openh264 1.7

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SHAREDLIBSUFFIX = so

SHAREDLIBSUFFIXFULLVER=$(SHAREDLIBSUFFIX).$(FULL_VERSION)

SHAREDLIBSUFFIXMAJORVER=$(SHAREDLIBSUFFIX).$(SHAREDLIB_MAJORVERSION)

SHLDFLAGS = -Wl,-soname,$(LIBPREFIX)$(PROJECT_NAME).$(SHAREDLIBSUFFIXMAJORVER)

CFLAGS += -fPIC -fstack-protector-all

LDFLAGS += -lpthread

STATIC_LDFLAGS += -lpthread -lm

ifeq ($(ASM_ARCH), x86)

ifeq ($(ARCH), x86_64)

ASMFLAGS += -f elf64

else

ASMFLAGS += -f elf

endif

endif

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* (Deinst@world.std.com). David and I are now
* working on parallel development tracks to help
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* and we will maintain full affix file and dictionary
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* of MySpell back into a single tree. David has been
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* Special thanks also go to La'szlo' Ne'meth
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entities) or place of residence (for individuals) is in any country within Europe, the Middle East, or Africa
("EMEA"), (b) Google Asia Pacific Pte. Ltd., with offices at 8 Marina View Asia Square 1 #30-01 Singapore
018960, if Your principal place of business (for entities) or place of residence (for individuals) is in any country
within the Asia Pacific region ("APAC"), or (c) Google LLC, with offices at 1600 Amphitheatre Parkway, Mountain
View, California 94043, if Your principal place of business (for entities) or place of residence (for individuals) is in
any country in the world other than those in EMEA and APAC) and you ("Developer" or "You") and governs your
access and use of www.crashlytics.com and the Crashlytics crash reporting and beta testing solution (collectively,
the "Services" as more fully described below). If You are accessing or using the Services on behalf of a company or
other legal entity, You represent and warrant that You are an authorized representative of that entity and have the
authority to bind such entity to this Agreement, in which case the terms "Developer" and "You" shall refer to such
entity. You and Crashlytics hereby agree as follows:

YOUR RIGHT TO ACCESS AND USE THE SERVICES IS EXPRESSLY CONDITIONED ON ACCEPTANCE
OF THIS AGREEMENT. BY ACCESSING OR USING THE SERVICES, YOU AGREE TO BE BOUND BY
THIS AGREEMENT. IF YOU ARE ACCESSING OR USING THE SERVICES ON BEHALF OF YOUR
EMPLOYER OR ANOTHER ENTITY ("ENTITY"), YOU AGREE TO PROVIDE CRASHLYTICS WITH THE
NAME OF THE ENTITY AND OBTAIN CRASHLYTICS'S APPROVAL TO USE THE SOFTWARE ON YOUR
BEHALF AND BEHALF OF THE ENTITY AND YOU AGREE TO REMAIN RESPONSIBLE AND LIABLE
FOR YOUR AND SUCH ENTITY'S COMPLIANCE WITH THIS AGREEMENT. FURTHER, YOU
REPRESENT AND WARRANT THAT: (I) YOU ARE THE AUTHORIZED AGENT OF THE APPLICABLE
ENTITY AND HAVE THE LEGAL AUTHORITY TO ENTER INTO THE AGREEMENT ON BEHALF OF

YOURSELF AND THE ENTITY, AND (II) YOU HAVE OBTAINED, ON BEHALF OF YOURSELF AND THE ENTITY (IF APPLICABLE), ALL NECESSARY RIGHTS, WAIVERS, CONSENTS AND PERMISSIONS NECESSARY TO COLLECT, USE, STORE, AND SHARE USER INFORMATION IN CONNECTION WITH THE SOFTWARE.

Effective November 20, 2015, this Agreement does not cover www.answers.io or the related "Answers" service, which is a software development kit and associated services focused on analysis and computation of the behavior and usage of mobile applications, including app analytics, event tracking, and conversion tracking. If you use Answers, then please consult the Answers Agreement, which is the contract governing your use of Answers. If you have questions regarding this Agreement, please contact Crashlytics at support@crashlytics.com.

SECTION 1. OVERVIEW OF THE SERVICES

1.1 The Services provide a reporting solution for developers of mobile applications, including publicly released mobile applications ("Application(s)"), and facilitates Developers' ability to invite certain designated users ("Beta Tester(s)") to test mobile applications that have not yet been publicly released ("Beta Application(s)"). The Services provide information to Developers about the functioning of Applications and Beta Applications they own or manage, including, but not limited to, information about how and under what circumstances such applications crashed and how many users interact with such applications and how they do so.

SECTION 2. SPECIFIC TERMS FOR DEVELOPERS

2.1 Service and Access Credentials. Developer will provide reasonable cooperation, assistance, information and access to Crashlytics as may be necessary to initiate Developer's use of the Services. During the Term, and subject to Developer's compliance with all terms and conditions of this Agreement, Crashlytics will provide Developer with access to the Services. As part of the implementation process, Developer will identify a user name and password that will be used to set up Developer's account. Developer will not share its user name or password with any third party and will be responsible and liable for the acts or omissions of any person who accesses the Services using passwords or access procedures provided to Developer. Crashlytics reserves the right to refuse registration of, or to suspend or cancel, login IDs used by Developer to access the Services for any reason, including if Developer violates the terms and conditions set forth in this Agreement.

2.2 License to Developer. During the Term, and subject to all terms and conditions of this Agreement (as a condition to the grants below), Crashlytics grants Developer and Developer accepts a nonexclusive, nontransferable right and license (without right to sublicense) to: (a) access and use the Services, solely for the purpose of accessing and downloading the Software (defined below) and assessing the performance of its own Applications and Beta Applications for Developer's internal business purposes; and (b) download, install and use a reasonable number of copies of the Crashlytics software development kit (the "SDK") and any tools provided as part of the SDK, including, but not limited to, any plugins (collectively, the "Software") solely for the integration of the Software into an Application or Beta Application. Developer may use the Services and the Software solely for the purpose: (i) enabling Developer's users, including Beta Testers, to access and use Applications and Beta Applications, (ii) obtaining information regarding the installation, use of and engagement with, and the functionality of Developer's Applications and Beta Applications, including reporting on errors or bugs (collectively, "Performance Data"), (iii) improving the functionality of Developer's Applications, Beta Applications and related products and services, and/or (iv) communicating with users, including Beta Testers, about Developer's Applications and Beta Applications. Developer's access and use of the Services shall also comply with all other conditions set forth in all documentation, instructions, end user guides and other documents regarding the Services and Software, in each case that is provided or made available by Crashlytics to Developer in electronic or other form (collectively, "Documentation"). Developer shall comply with all: (a) applicable laws, rules, and regulations, and (b) any applicable third party terms, including any third party terms applicable to Developer's development and distribution of any Application or Beta

Application operating on the Android or iOS mobile operating systems, or any other operating system upon which the Application or Beta Application is made available and upon which Crashlytics makes the Services available to Developer.

2.3 Restrictions. Developer shall not directly or indirectly, or allow any third-party to: (a) use the Services or any of Crashlytics's Confidential Information (as defined below) to create any service, software, or documentation that is the same as, substantially similar to or has similar functionality as the Services, (b) disassemble, decompile, reverse engineer, decipher, translate or use any other means to attempt to discover any source code, algorithms, or trade secrets underlying the Services or Background Materials (defined below), except and only to the extent these restrictions are expressly prohibited by applicable statutory law, (c) encumber, sublicense, transfer, distribute, rent, lease, timeshare, or use any Crashlytics Properties (as defined below) in any service bureau, rental or managed services arrangement or permit other individuals or entities to create Internet "links" to the Crashlytics Properties or "frame" or "mirror" the Crashlytics Properties on any other server, or wireless or Internet-based device, (d) adapt, combine, create derivative works of, or otherwise modify any Crashlytics Properties, (e) use or allow the transmission, transfer, export, reexport, or other transfer of any product, technology, or information it obtains or learns in connection with Developer's use of the Services in violation of any export control or other laws and regulations of the United States or any other relevant jurisdiction, (f) remove or alter any proprietary notices or labels on or in any Crashlytics Properties; (g) use any Crashlytics Properties in connection with the development or transmission of any virus, worms or malicious code, (h) use any Crashlytics Properties to infringe the rights of Crashlytics or any third party, or in any way that does not comply with all applicable laws, or (i) use any Crashlytics Properties (including to create any Application) in any way that interferes with, disrupts, damages, or accesses in an unauthorized manner the servers, networks, or other properties or services of Crashlytics or any third party, including any mobile communications carrier.

2.4 Developer Feedback. From time to time, Crashlytics may solicit from Developer or Developer may make, in its sole discretion, suggestions for changes, modifications or improvements to the Crashlytics Properties (as defined below) or any other feedback related to Crashlytics or the Crashlytics Properties (collectively, "Developer Feedback"). All Developer Feedback shall be solely owned by Crashlytics (including all intellectual property rights therein and thereto) and shall also be Crashlytics's confidential information. Developer hereby assigns all of its right, title and interest in and to any Developer Feedback to Crashlytics and acknowledges that Crashlytics has the unrestricted right to use and exploit such Developer Feedback in any manner, without attribution, and without any obligations or compensation to Developer.

2.5 Developer Data. Developer hereby grants Crashlytics a nonexclusive, license fee free and royalty free right and license to access, copy, distribute, process and use all information, data and other content provided by Developer or received by Crashlytics in connection with Developer's authorized use of the Services, including, without limitation information provided through any Application or Beta Application that Developer makes available for testing through the Services (collectively, "Developer Data"), solely for the purpose of providing, developing, and maintaining the Services, along with any related customer or technical support, and as otherwise expressly permitted in this Agreement. Developer agrees that: (a) the Services depend on the availability of the Developer Data, and (b) Crashlytics will not assume any responsibility or liability for, or undertake to verify, the legality, accuracy or completeness of the Developer Data. Crashlytics shall have no obligation to store any Developer Data or Results (as defined below).

2.6 Access by Beta Testers; EULA; End Users; Compliance. Developer shall provide to Crashlytics the contact information of any user of Developer's application(s) whom Developer intends to invite to become a Beta Tester. Developer is solely responsible for determining which users will receive an invitation to become a Beta Tester, and for ensuring the accuracy of any user contact information provided to Crashlytics. Developer may provide Beta

Testers with its own EULA for a Beta Application that will be accessed by Beta Testers ("Developer EULA"); provided that the Developer EULA provides terms and conditions consistent with this Agreement and, with respect to Crashlytics, no less protective than those terms and conditions set forth in the standard EULA provided in Appendix A ("Standard EULA"). If Developer does not provide a separate Developer EULA to Beta Testers in connection with Developer's Beta Application, then Developer acknowledges and agrees that such Beta Testers, by accessing the Beta Application through the Services, will be made subject to the terms and conditions of the Standard EULA between Developer and such Beta Testers. Developer acknowledges and agrees that Crashlytics provides the Standard EULA by way of convenience only, and does not represent or warrant that the Standard EULA will be enforceable under, or in compliance with, all applicable laws, rules, regulations, or otherwise. Developer acknowledges and agrees that the EULA applicable to Developer's Beta Application shall be between Developer and any Beta Tester, and Crashlytics shall not be responsible for, and shall not have any liability whatsoever for, such EULA, any application tested by a Beta Tester, or for any breach by Developer or any Beta Tester of the terms and conditions of such EULA. The Services allow the Developer to collect information relating to performance of Developer's applications, including, without limitation, device state information, unique device identifiers, information relating to the physical location of a device, and information about how the application was used. Developer may turn on features of the Services to allow collection of other information via the Services, including some personally identifiable information (e.g., a user's email address), which allows Developers to communicate with users about the engagement with and functionality of their applications and to invite them to become Beta Testers. Developer represents and warrants that Developer is collecting information via the Services solely to obtain information about the user engagement with and functionality of Developer's applications, and to communicate with users about such engagement and functionality. Developer agrees that it will not enable collection of personally identifiable information via the Services unless it is necessary to communicate with users about the applications or Developer wishes to invite users to be Beta Testers and the user has provided affirmative consent to the collection and use of such information. Subject to and without limiting the foregoing, Developer agrees it will not enable collection or use of credit card information, Social Security numbers, driver's license numbers, dates of birth or physical addresses via the Services. Developer further agrees it will not invite any user to be a Beta Tester that is under the age of consent as defined under any applicable laws, rules, or regulations relating to data collection, including without limitation the Children's Online Privacy Protection Act of 1998 ("COPPA"), the Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation or "GDPR"), and all other relevant laws and regulations. At all times during the term of this Agreement, Developer shall maintain a privacy policy: (a) that is readily accessible to users from its website or within its online service (as applicable), (b) that fully and accurately discloses to its users what information is collected about its users, and (c) that states that such information is disclosed to and processed by third party providers like Crashlytics in the manner contemplated by the Services, including, without limitation, disclosure of the use of technology to track users' activity and otherwise collect information from users. For Developer's users in the European Union, Developer shall provide such users with clear notice of, and obtain such users' consent to, the transfer, storage, and use of their information in the United States and any other country where Crashlytics, or any third party service providers acting on its behalf, operates, and shall further notify such users that the privacy and data protection laws in some of these countries may vary from the laws in the country where such users live. Developer shall at all times comply with all applicable laws, rules and regulations relating to data collection, privacy and security, including without limitation, COPPA, GDPR, and all other such laws and regulations. Developer will obtain and maintain any required consents necessary and will comply with any other applicable requirements to permit the processing of Developer Data under this Agreement.

2.7 Developer Systems. Developer is responsible for providing: (a) all equipment, subscriptions and credentials necessary for Crashlytics to receive the Developer Data, and (b) all modems, servers, devices, storage, software (other than Software), databases, network and communications equipment and ancillary services needed to connect

to, access, or otherwise use the Services at its facility (collectively, "Developer Systems"). Developer shall ensure that Developer Systems are compatible with the Services and comply with all configurations and specifications described in the Documentation.

2.8 Limitations. Crashlytics will not be responsible or liable for any failures in the Services or any other problems which are related to: (a) the Developer Data or Developer Systems, or (b) any satellite, telecommunications, network or other equipment or service outside of Crashlytics's facilities or control.

2.9 Confidentiality. "Confidential Information" means any information disclosed by one party ("Discloser") to the other party ("Recipient") that is marked or otherwise identified as "confidential" or "proprietary," or by its nature or the circumstances of disclosure should reasonably be understood to be confidential, including without limitation, all financial, business or technical information disclosed in relation to this Agreement. Except for the specific rights granted by this Agreement, the Recipient may not use, copy or disclose any Confidential Information of the Discloser without Discloser's prior written consent, and shall use no less than reasonable care to safeguard Discloser's Confidential Information, including ensuring that Recipient's employees, contractors and agents ("Representatives")with access to Discloser's Confidential Information have a need to know such Confidential Information for the purposes of this Agreement and are bound by confidentiality obligations no less protective of the parties as those set forth herein. The foregoing obligations shall not apply to any Confidential Information that Recipient can demonstrate is: (a) already known by it without restriction, (b) rightfully furnished to it without restriction by a third party not in breach of any obligation to Discloser, (c) generally available to the public without breach of this Agreement or (d) independently developed by it without reference to or use of any of Discloser's Confidential Information and without any violation of any obligation of this Agreement. Each party shall be responsible for any breach of confidentiality by its Representatives, as applicable. Promptly upon Discloser's request at any time, Recipient shall, or in the case of Developer Data shall use reasonable efforts to, return all of Discloser's tangible Confidential Information, permanently erase all Confidential Information from any storage media and destroy all information, records, copies, summaries, analyses and materials developed therefrom. Nothing herein shall prevent a party from disclosing any of the other's Confidential Information as necessary pursuant to any court order or any legal, regulatory, law enforcement or similar requirement or investigation; provided, however, prior to any such disclosure, Recipient shall use reasonable efforts to: (i) promptly notify Discloser in writing of such requirement to disclose where permitted by law, and (ii) cooperate with Discloser in protecting against or minimizing any such disclosure and/or obtaining a protective order.

2.10 Proprietary Rights. As used in this Agreement: "Background Materials" means all ideas, concepts, inventions, systems, platforms, software (including all Software), interfaces, tools, utilities, templates, forms, Report Formats, techniques, methods, processes, algorithms, knowhow, trade secrets and other technologies and information that are used by Crashlytics in providing the Services and Results (including any correction, improvement, derivative work, extension or other modification to the Services made, created, conceived or developed by or for Crashlytics, including at Developer's request or as a result of feedback provided by Developer to Crashlytics); "Reports" means the reports, charts, graphs and other presentation in which the Results are presented to Developer; "Report Formats" means the formatting, look and feel of the Reports; and "Results" means the work products resulting from the Services that are delivered to Developer by Crashlytics through the Services, and which are based on the Developer Data. For the sake of clarity, Results shall expressly exclude all Background Materials. Developer shall own all right, title and interest (including all intellectual property and other proprietary rights) in and to: (a) feedback, suggestions, ideas or other materials and information provided by Beta Testers with respect to any Beta Application ("User Feedback"), (b) the Results and (c) Developer Data. Developer acknowledges and agrees that the Results will be presented to it in a Report, the Report Format of which is Confidential Information and proprietary to Crashlytics. Developer may make a reasonable number of copies of the Reports only for its internal purposes in using the Results.

2.11 General Learning; Aggregate Data. Crashlytics reserves the right to disclose aggregate information of Services usage, engagement, and performance, and to reuse all general knowledge, experience, knowhow, works and technologies (including ideas, concepts, processes and techniques) related to the Results or acquired during provision of the Services (including without limitation, that which it could have acquired performing the same or similar services for another customer).

2.12 Reservation of Rights. Except for the limited rights and licenses expressly granted hereunder, no other license is granted, no other use is permitted and Crashlytics (and its licensors) shall retain all right, title, and interest (including all intellectual property and proprietary rights embodied therein) in and to the Services, Software, Documentation, Background Materials, aggregate data, and analyses (collectively, "Crashlytics Properties").

SECTION 3. SPECIFIC TERMS FOR BETA TESTERS

3.1 License; Restrictions. In order to access and use the Services to test any Beta Application, you may need to download or install Software (defined in Section 2 above), web clips, certificates, or other materials provided by Crashlytics ("Crashlytics Material"). Subject to your compliance with this Agreement, Crashlytics grants you a limited, nonexclusive, non-assignable, non-sublicensable license to access, download, and use any Crashlytics Material made available to you by Crashlytics, solely to access and use the Services. Crashlytics reserves all right, title, and interest in the Crashlytics Material not expressly granted to you, including but not limited to intellectual property rights. To the maximum extent permitted by law, you may not do any of the following with respect to any Crashlytics Material you receive or otherwise have access to: (a) modify, reverse engineer, decompile, or disassemble any Crashlytics Material, (b) rent, lease, loan, sell, sublicense, distribute, transmit, or otherwise transfer any Crashlytics Material, (c) make any copy of or otherwise reproduce any Crashlytics Material, (d) remove, alter, or obscure any copyright, trademark or other proprietary rights notice on or in any Crashlytics Material, (e) work around any technical limitations in any Crashlytics Material, or (f) use any Crashlytics Material for purposes for which it is not designed.

3.2 No Responsibility for Beta Applications. If you have any complaints or disputes relating to your use of any Beta Application, you agree to look solely to the applicable Developer of such Beta Application and not Crashlytics. You acknowledge and agree that the applicable Developer, not Crashlytics, is fully responsible for any Beta Application, and the processing of information about your use of any Beta Application. If you want to terminate this Agreement, you must stop using the Services and delete from your device all Crashlytics Material.

3.3 Consent to Data Processing and Transfer. Irrespective of which country you live in, you authorize Crashlytics to use your information in, and as a result to transfer it to and store it in, the United States and any other country where Crashlytics operates. Privacy and data protection laws in some of these countries may vary from the laws in the country where you live.

3.4 No Compensation. By becoming a Beta Tester, you are acting as a volunteer. You will bear your own costs, including any mobile carrier and data costs that you incur in connection with your use of the Beta Application or any User Feedback (defined above) that you submit.

3.5 Standard EULA for Beta Applications. You agree to comply with the terms of the Standard EULA in connection with your access and use of any Beta Application of a Developer, unless you agree to comply with a separate license agreement that the Developer provides in connection with such Beta Application, in which case the terms of that separate license agreement will govern.

SECTION 4. WARRANTY, LIABILITY & INDEMNITY

4.1 Warranties. Crashlytics represents and warrants that it has full right, power, and authority to enter into this Agreement and to perform its obligations and duties under this Agreement, and that the performance of such obligations and duties does not conflict with or result in a breach of any other agreement of Crashlytics, or any judgment, order, or decree by which such party is bound. Developer's sole and exclusive remedy for any and all breaches of this provision is the remedy set forth in Section 4.4. Developer represents and warrants that it owns all right, title and interest, or possesses sufficient license rights, in and to the Developer Data as may be necessary to grant the rights and licenses, and provide the representations, and for Crashlytics to provide the Services set forth herein. Developer bears all responsibility and liability for the legality, accuracy and completeness of the Developer Data and Crashlytics's access, possession, distribution, and use thereof, as permitted herein.

4.2 Disclaimers. THE CRASHLYTICS SERVICES, CRASHLYTICS PROPERTIES AND RESULTS ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND. WITHOUT LIMITING THE FOREGOING, CRASHLYTICS AND ITS PARENTS, SUBSIDIARIES, AFFILIATES, RELATED COMPANIES, OFFICERS, DIRECTORS, EMPLOYEES, AGENTS, REPRESENTATIVES, PARTNERS AND LICENSORS (COLLECTIVELY, THE "CRASHLYTICS ENTITIES") MAKE NO WARRANTY: (A) THAT THE SERVICES OR RESULTS WILL MEET YOUR REQUIREMENTS OR BE UNINTERRUPTED, ERROR FREE OR BUGFREE, (B) REGARDING THE RELIABILITY, TIMELINESS, OR PERFORMANCE OF THE SERVICES, OR (C) THAT ANY ERRORS IN THE SERVICES CAN OR WILL BE CORRECTED. THE CRASHLYTICS ENTITIES HEREBY DISCLAIM (FOR THEMSELVES AND THEIR SUPPLIERS) ALL WARRANTIES, WHETHER EXPRESS OR IMPLIED, ORAL OR WRITTEN, INCLUDING WITHOUT LIMITATION, ALL IMPLIED WARRANTIES OF NONINFRINGEMENT, MERCHANTABILITY, TITLE OR FITNESS FOR ANY PARTICULAR PURPOSE AND ALL WARRANTIES ARISING FROM ANY COURSE OF DEALING, COURSE OF PERFORMANCE OR USAGE OF TRADE.

4.3 Claims Against Crashlytics. Developer will defend Crashlytics from all third party claims, whether actual or alleged (collectively, "Crashlytics Claims"), and will indemnify Crashlytics and hold Crashlytics harmless from any and all losses, liabilities, damages, costs, and expenses (including reasonable attorney's fees) resulting from such Crashlytics Claims that arise out of Developer's: (a) use of the Services, (b) actual or alleged infringement or misappropriation of the rights of any third party, including, without limitation, any intellectual property rights, privacy rights or publicity rights, and (c) breach of any representations and warranties set forth in the Agreement. Developer is solely responsible for defending any such Crashlytics Claims, subject to Crashlytics's right to participate with counsel of its own choosing, and for payment of all judgments, settlements, damages, losses, liabilities, costs, and expenses, including reasonable attorneys' fees, resulting from such Claims against Crashlytics, provided that Developer will not agree to any settlement related to any such Crashlytics Claims without Crashlytics's prior express written consent regardless of whether or not such settlement releases Crashlytics from any obligation or liability. If Developer uses the Services in an official capacity as an employee or representative of a United States federal, state, or local government entity and is legally unable to accept this indemnification provision, then it does not apply to such entity, but only to the extent required by applicable law.

4.4 Claims Against Developer. Crashlytics will defend the Developer from all third party claims, actions, suits, or proceedings, whether actual or alleged (collectively, "Developer Claims"), and will indemnify Developer and hold Developer harmless from any and all losses, liabilities, damages, costs, and expenses (including reasonable attorney's fees) resulting from such Developer Claims, that arise out of an allegation that the Services, when used as expressly permitted by this Agreement, infringes the intellectual property rights of such third party. Notwithstanding the foregoing, Crashlytics will have no obligation under this Section 4.4 or otherwise with respect to any infringement claim based upon: (a) any use of the Services not expressly permitted under this Agreement; (b) any use of the Services in combination with products, equipment, software, or data not made available by Crashlytics if such infringement would have been avoided without the combination with such other products, equipment, software,

or data; (c) any modification of the Services by any person other than Crashlytics or its authorized agents or subcontractors; or (d) any claim not clearly based on the Services itself. This Section 4.4 states Crashlytics's entire liability and Developer's sole and exclusive remedy for all third party claims.

4.5 Procedure. The foregoing obligations are conditioned on the party seeking indemnification: (a) promptly notifying the other party in writing of such claim; (b) giving the other party sole control of the defense thereof and any related settlement negotiations; and (c) cooperating and, at the other party's request and expense, assisting in such defense. Neither party may make any public announcement of any claim, defense or settlement without the other party's prior written approval. The indemnifying party may not settle, compromise or resolve a claim without the consent of the indemnified party, if such settlement, compromise or resolution (i) causes or requires an admission or finding of guilt against the indemnified party, (i) imposes any monetary damages against the indemnified party, or (iii) does not fully release the indemnified party from liability with respect to the claim.

4.6 Limitation of Liability.

(a) IN NO EVENT WILL EITHER PARTY BE LIABLE TO THE OTHER FOR ANY INDIRECT, SPECIAL, INCIDENTAL, EXEMPLARY, PUNITIVE, OR CONSEQUENTIAL DAMAGES ARISING OUT OF OR IN CONNECTION WITH THIS AGREEMENT, OR FOR ANY DAMAGES ASSOCIATED WITH ANY LOSS OF USE, BUSINESS, PROFITS, OR GOODWILL OR FOR INTERRUPTION, LOSS OR CORRUPTION OF DATA OR NETWORKS.

(b) IN NO EVENT WILL EITHER PARTY'S AGGREGATE LIABILITY FOR ANY AND ALL CLAIMS UNDER THIS AGREEMENT EXCEED FIFTY ($50.00) DOLLARS (USD).

(c) THE FOREGOING LIMITATIONS SHALL NOT APPLY TO BREACHES OF CONFIDENTIALITY OBLIGATIONS OR FOR MISAPPROPRIATION OR INFRINGEMENT OF INTELLECTUAL PROPERTY RIGHTS, AND SHALL APPLY NOTWITHSTANDING THE FAILURE OF ANY REMEDY PROVIDED HEREIN.

THE FOREGOING LIMITATIONS, EXCLUSIONS AND DISCLAIMERS SHALL APPLY TO ANY AND ALL CLAIMS, REGARDLESS OF WHETHER SUCH LIABILITY ARISES FROM ANY CLAIM BASED UPON CONTRACT, WARRANTY, TORT (INCLUDING NEGLIGENCE), STRICT LIABILITY, OR OTHERWISE, AND WHETHER OR NOT THE PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH LOSS OR DAMAGE. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to You. INSOFAR AS APPLICABLE LAW PROHIBITS ANY LIMITATION ON LIABILITY HEREIN, THE PARTIES AGREE THAT SUCH LIMITATION WILL BE AUTOMATICALLY MODIFIED, BUT ONLY TO THE EXTENT SO AS TO MAKE THE LIMITATION COMPLIANT WITH APPLICABLE LAW.

SECTION 5. TERM AND TERMINATION
5.1 Term. The term of this Agreement will begin on the date you first agree to this Agreement and are approved to register for the Services, and continue until terminated as set forth herein ("Term"). Your use of the Services may be terminated by Crashlytics or you at any time, for any reason, effective immediately upon notice provided by one party to the other party as set forth herein.

5.2 Effects of Termination. Upon any expiration or termination of this Agreement, all rights, obligations and licenses of the parties shall cease, except that: (a) all obligations that accrued prior to the effective date of termination and all remedies for breach of this Agreement shall survive, (b) you must discontinue accessing and

using the Services and delete all Software, Crashlytics Properties, and Crashlytics Material, and (c) the provisions in Section 2 titled Restrictions, Developer Feedback, Confidentiality, Proprietary Rights, General Learning; Aggregate Data, the provisions of Section 4 and the provisions in this Section 5 shall survive. Crashlytics has no obligation to store, delete or return any User Feedback, Performance Data, Developer Data, or Results.

SECTION 6. MISCELLANEOUS

6.1 Entire Agreement. This Agreement (which includes any order form completed by Developer) constitutes the entire agreement, and supersede all prior negotiations, understandings, or agreements (oral or written), between the parties about the subject matter of this Agreement.

6.2 Waivers, Consents and Amendments. No waiver, consent, or modification of this Agreement shall bind the Crashlytics Entities unless in writing and signed by Crashlytics. Crashlytics may amend this Agreement from time to time. If we make a change to this Agreement that, in our sole discretion, is material, we will notify you at the email address that you provided upon signing up to access the Services or upon signing up to access the Crashlytics Fabric services, at crashlytics.com, or otherwise through the Services. If you do not agree to the modified terms, you shall notify Crashlytics in writing within thirty (30) days, after which your right to access and use the Services shall immediately terminate and the Crashlytics Entities shall have no further responsibility or liability to you. The failure of either party to enforce its rights under this Agreement at any time for any period will not be construed as a waiver of such rights.

6.3 Severability. If any provision of this Agreement is determined to be illegal or unenforceable, that provision will be limited or eliminated to the minimum extent necessary so that this Agreement will otherwise remain in full force and effect and enforceable.

6.4 Governing Law and Disputes. This Agreement shall be governed by and construed in accordance with the laws of the State of California, without regard to its conflicts of law provisions.

(a) Except as set forth in Section 6.4(b) below, all claims arising out of or relating to this Agreement or the Services ("Disputes") will be governed by California law, excluding California's conflict of laws rules, and all Disputes will be litigated exclusively in the federal or state courts of Santa Clara County, California, USA, and You and Crashlytics consent to personal jurisdiction in those courts.

(b) If Your principal place of business (for entities) or place of residence (for individuals) is in any country within APAC (other than Australia, Japan, New Zealand or Singapore) or Latin America, this Section 6.4(b) will apply instead of Section 6.4(a) above. ALL DISPUTES (AS DEFINED ABOVE) WILL BE GOVERNED BY CALIFORNIA LAW, EXCLUDING CALIFORNIA'S CONFLICT OF LAWS RULES.The parties will try in good faith to settle any Dispute within 30 days after the Dispute arises. If the Dispute is not resolved within 30 days, it must be resolved by arbitration by the American Arbitration Association's International Centre for Dispute Resolution in accordance with its Expedited Commercial Rules in force as of the date of this Agreement ("Rules"). The parties will mutually select one arbitrator. The arbitration will be conducted in English in Santa Clara County, California, USA. Either party may apply to any competent court for injunctive relief necessary to protect its rights pending resolution of the arbitration. The arbitrator may order equitable or injunctive relief consistent with the remedies and limitations in this Agreement. Subject to the confidentiality requirements in of this Agreement, either party may petition any competent court to issue any order necessary to protect that party's rights or property; this petition will not be considered a violation or waiver of this governing law and arbitration section and will not affect the arbitrator's powers, including the power to review the judicial decision. The parties stipulate that the courts of Santa Clara County, California, USA, are competent to grant any order under this subsection. The arbitral award will be final and binding on the parties and its execution may be presented in any competent court, including any court

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1.15 libvpx 1.6.1-1352-g3ba9a2c8b

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This file contains a list of people who've made non-trivial
contribution to the Google C++ Testing Framework project. People

who commit code to the project are encouraged to add their names
here. Please keep the list sorted by first names.

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1.16 libevent 1.4.15-stable

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1.17 boost 1.65

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

HISTORY -

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

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

Some other contributors:

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

The SPARC specific code was originally contributed by Mark Weiser.
The Encore Multimax modifications were supplied by
Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely
due to Vernon Lee, on machines made available to Rice by IBM.
Much of the HP specific code and a number of good suggestions for improving the
generic code are due to Walter Underwood.
Robert Brazile (brazile@diamond.bbn.com) originally supplied the ULTRIX code.
Al Dosser (dosser@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk)
subsequently provided updates and information on variation between ULTRIX
systems. Parag Patel (parag@netcom.com) supplied the A/UX code.
Jesper Peterson(jep@mtiame.mtia.oz.au), Michel Schinz, and
Martin Tauchmann (martintauchmann@bigfoot.com) supplied the Amiga port.
Thomas Funke (thf@zelator.in-berlin.de(?)) and
Brian D.Carlstrom (bdc@clark.lcs.mit.edu) supplied the NeXT ports.
Douglas Steel (doug@wg.icl.co.uk) provided ICL DRS6000 code.
Bill Janssen (janssen@parc.xerox.com) supplied the SunOS dynamic loader
specific code. Manuel Serrano (serrano@cornas.inria.fr) supplied linux and
Sony News specific code. Al Dosser provided Alpha/OSF/1 code. He and
Dave Detlefs(detlefs@src.dec.com) also provided several generic bug fixes.
Alistair G. Crooks(agc@uts.amdahl.com) supplied the NetBSD and 386BSD ports.
Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port.

Brent Benson (brent@jade.ssd.csd.harris.com) ported the collector to
a Motorola 88K processor running CX/UX (Harris NightHawk).
Ari Huttunen (Ari.Huttunen@hut.fi) generalized the OS/2 port to
nonIBM development environments (a nontrivial task).
Patrick Beard (beard@cs.ucdavis.edu) provided the initial MacOS port.
David Chase, then at Olivetti Research, suggested several improvements.
Scott Schwartz (schwartz@groucho.cse.psu.edu) supplied some of the
code to save and print call stacks for leak detection on a SPARC.
Jesse Hull and John Ellis supplied the C++ interface code.
Zhong Shao performed much of the experimentation that led to the
current typed allocation facility. (His dynamic type inference code hasn't
made it into the released version of the collector, yet.)
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This package was debianized by Vladimir Prus <ghost@cs.msu.su> on
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  - implemented file-format e.g. WKB

  - implemented specific strategy or algorithm e.g. intersections

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<?xml version="1.0" encoding="UTF-8"?>

<!DOCTYPE article PUBLIC "-//Boost//DTD BoostBook XML V1.0//EN"

"http://www.boost.org/tools/boostbook/dtd/boostbook.dtd">

<article id="copyright_test" last-revision="DEBUG MODE Date: 2000/12/20 12:00:00 $"

xmlns:xi="http://www.w3.org/2001/XInclude">

```
<title>Copyright Test</title>
<articleinfo>
  <copyright>
    <year>1963</year> <year>1964</year> <year>1965</year> <holder>Jane Doe</holder>
  </copyright>
  <copyright>
    <year>2018</year> <holder>Joe Blow, John Coe</holder>
  </copyright>
  <copyright>
    <year>1977</year> <year>1985</year> <holder>Someone else</holder>
  </copyright>
</articleinfo>
</article>
```
This is an attempt to acknowledge early contributions to the garbage
collector. Later contributions should instead be mentioned in
README.changes.

HISTORY -

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

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

Some other contributors:

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

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

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

[section:mpl MPL Interoperability]

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

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

[endsect]
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--- end ---

```python
#!/usr/bin/env python
from subprocess import check_output as run
from datetime import datetime
from itertools import groupby
from operator import itemgetter
import re
import magic

def authors(filename):
    log = run(['git', 'log', '--follow',
            '--date=short','--format=%aN%x09%ad', filename],
            universal_newlines=True)
    for line in log.splitlines():
        author, date = line.split('\t')
        if author != 'fix-copyright.py':
            yield author, datetime.strptime(date, '%Y-%m-%d')

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

def fix_copyright(filename):
    # Find copyright block in original file
    prefix = set()
```

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

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


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


for f in all_files():
    fix_copyright(f)
```
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//
// See http://www.boost.org/libs/intrusive for documentation.
//
///

#ifndef BOOST_INTRUSIVE_DETAIL_MPL_HPP
#define BOOST_INTRUSIVE_DETAIL_MPL_HPP

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

#if defined(BOOST_HAS_PRAGMA_ONCE)
#  pragma once
#endif

#include <boost/intrusive/detail/config_begin.hpp>
#include <boost/move/detail/type_traits.hpp>
#include <cstddef>

namespace boost {
namespace intrusive {
namespace detail {

using boost::move_detail::is_same;
using boost::move_detail::add_const;
using boost::move_detail::remove_const;
using boost::move_detail::remove_cv;
using boost::move_detail::remove_reference;
using boost::move_detail::add_reference;
using boost::move_detail::remove_pointer;
using boost::move_detail::add_pointer;
using boost::move_detail::true_type;
using boost::move_detail::false_type;
using boost::move_detail::enable_if_c;
using boost::move_detail::enable_if;
using boost::move_detail::disable_if_c;
using boost::move_detail::disable_if;
using boost::move_detail::is_convertible;
using boost::move_detail::if_c;
using boost::move_detail::if_;
using boost::move_detail::is_const;
using boost::move_detail::identity;
using boost::move_detail::alignment_of;
using boost::move_detail::is_empty;
using boost::move_detail::addressof;
using boost::move_detail::integral_constant;
using boost::move_detail::enable_if_convertible;
using boost::move_detail::disable_if_convertible;
using boost::move_detail::bool_;
using boost::move_detail::true_;
using boost::move_detail::false_;
using boost::move_detail::yes_type;
using boost::move_detail::no_type;
using boost::move_detail::apply;
```

```cpp
using boost::move_detail::eval_if_c;
using boost::move_detail::eval_if;
using boost::move_detail::unvoid_ref;
using boost::move_detail::add_const_if_c;

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

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

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

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

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

```
//

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

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

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

```
};\
//


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


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


#define BOOST_INTRUSIVE_HAS_MEMBER_FUNC_CALLED_IGNORE_SIGNATURE(TRAITS_NAME,
FUNC_NAME) \
BOOST_INTRUSIVE_HAS_MEMBER_FUNC_CALLED(TRAITS_NAME##_ignore_signature, FUNC_NAME)
\
\
template <typename Type, class> \
struct TRAITS_NAME \
 : public TRAITS_NAME##_ignore_signature<Type> \
{};\
//


} //namespace detail
} //namespace intrusive
```

} //namespace boost

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

#endif //BOOST_INTRUSIVE_DETAIL_MPL_HPP
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<title>MPL Interoperability</title>
<link rel="stylesheet" href="../../../../../doc/src/boostbook.css" type="text/css">
<meta name="generator" content="DocBook XSL Stylesheets V1.79.1">
<link rel="home" href="../index.html" title="Chapter 1. Boost.TypeTraits">
<link rel="up" href="../index.html" title="Chapter 1. Boost.TypeTraits">
<link rel="prev" href="intrinsics.html" title="Support for Compiler Intrinsics">
<link rel="next" href="examples.html" title="Examples">
</head>
<body bgcolor="white" text="black" link="#0000FF" vlink="#840084" alink="#0000FF">
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<td valign="top"><img alt="Boost C++ Libraries" width="277" height="86" src="../../../../../boost.png"></td>
<td align="center">Home</td>
<td align="center">Libraries</td>
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<td align="center">More</td>
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<div class="spirit-nav">
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</div>

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<a name="boost_typetraits.mpl"></a><a class="link" href="mpl.html" title="MPL Interoperability">MPL
Interoperability</a>
</h2></div></div></div>
<p>
   All the value based traits in this library conform to MPL's requirements for
   an <a href="../../../../../libs/mpl/doc/refmanual/integral-constant.html" target="_top">Integral
   Constant type</a>.
 </p>
<p>
   Please note that these types no longer inherit from <code class="computeroutput"><span
class="identifier">mpl</span><span class="special">::</span><span class="identifier">true_</span></code> or
   <code class="computeroutput"><span class="identifier">mpl</span><span class="special">::</span><span
class="identifier">false_</span></code> etc, and the library will no longer
   implicitly include any MPL header. However there is an implicit conversion
   from <code class="computeroutput"><span class="identifier">integral_constant</span></code> to the
   corresponding MPL types, therefore tag-dispatching that uses MPL types in function
   overloads will still work as before.
 </p>
</div>
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accesskey="u" href="../index.html"><img src="../../../../../doc/src/images/up.png" alt="Up"></a><a accesskey="h"
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--- end ---
[article Invalid copyright
[quickbook 1.5]
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]

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```cpp
 *
 */

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

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

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

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


void bcp_implementation::output_license_info()
```

```cpp
{
   std::pair<const license_info*, int> licenses = get_licenses();

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

   std::ofstream os(m_dest_path.string().c_str());
   if(!os)
   {
      std::string msg("Error opening ");
      msg += m_dest_path.string();
      msg += " for output.";
      std::runtime_error e(msg);
      boost::throw_exception(e);
   }
   os <<
      "<!DOCTYPE HTML PUBLIC \"-//W3C//DTD HTML 4.0 Transitional//EN\">\n"
      "<html>\n"
      "<head>\n"
      "<title>Boost Licence Dependency Information";
   if(m_module_list.size() == 1)
   {
      os << " for " << *(m_module_list.begin());
   }
   os <<
      "</title>\n"
      "</head>\n"
      "<body>\n"
      "<H1>Boost Licence Dependency Information";
   if(m_module_list.size() == 1)
   {
      os << " for " << *(m_module_list.begin());
   }
   os <<
      "</H1>\n"
      "<H2>Contents</h2>\n"
      "<pre><a href=\"#input\">Input Information</a>\n";
   if(!m_bsl_summary_mode)
      os << "<a href=\"#summary\">Licence Summary</a>\n";
   os << "<a href=\"#details\">Licence Details</a>\n";

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

```
    }

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

//
// input Information:
//
os << "<a name=\"input\"></a><h2>Input Information</h2>\n";
if(m_scan_mode)
    os << "<P>The following files were scanned for boost dependencies:<BR>";
else
    os << "<P>The following Boost modules were checked:<BR>";

std::list<std::string>::const_iterator si = m_module_list.begin();
std::list<std::string>::const_iterator sj = m_module_list.end();
while(si != sj)
{
    os << *si << "<BR>";
    ++si;
}
os << "</p><p>The Boost path was: <code>" << m_boost_path.string() << "</code></P>";
//
// extract the boost version number from the boost directory tree,
// not from this app (which may have been built from a previous
// version):
//
fileview version_file(m_boost_path / "boost/version.hpp");
static const boost::regex version_regex(
    "^[[:blank:]]*#[[:blank:]]*define[[:blank:]]+BOOST_VERSION[[:blank:]]+(\\d+)");
boost::cmatch what;
if(boost::regex_search(version_file.begin(), version_file.end(), what, version_regex))
{
    int version = boost::lexical_cast<int>(what.str(1));
    os << "<p>The Boost version is: " << version / 100000 << "." << version / 100 % 1000 << "." << version % 100
```

```
    << "</P>\n";
  }

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

```
                holders:</P>\n<BLOCKQUOTE><P>";
                std::set<std::string>::const_iterator x, y;
                x = i->second.authors.begin();
                y = i->second.authors.end();
                while(x != y)
                {
                  os << *x << "<BR>\n";
                  ++x;
                }
                os << "</P></BLOCKQUOTE>\n";
                // Files using this license:
                os << "<P>This license applies to the following " << i->second.files.size() << "
        files:</P>\n<BLOCKQUOTE><P>";
                std::set<fs::path, path_less>::const_iterator m, n;
                m = i->second.files.begin();
                n = i->second.files.end();
                while(m != n)
                {
                  os << split_path(m_boost_path, *m) << "<br>\n";
                  ++m;
                }
                os << "</P></BLOCKQUOTE>\n";
             }
             else
             {
                os << "<P>This license is used by " << i->second.authors.size() << " authors (list omitted for brevity).</P>\n";
                os << "<P>This license applies to " << i->second.files.size() << " files (list omitted for brevity).</P>\n";
             }
             ++license_index;
             ++i;
          }
          //
          // Output list of files not found to be under license control:
          //
          os << "<h2><a name=\"files\"></a>Files With No Recognisable Licence</h2>\n"
             "<P>The following " << m_unknown_licenses.size() << " files had no recognisable license
        information:</P><BLOCKQUOTE><P>\n";
          std::set<fs::path, path_less>::const_iterator i2, j2;
          i2 = m_unknown_licenses.begin();
          j2 = m_unknown_licenses.end();
          while(i2 != j2)
          {
             os << split_path(m_boost_path, *i2) << "<br>\n";
             ++i2;
          }
          os << "</p></BLOCKQUOTE>";
          //
          // Output list of files with no found copyright holder:
```

```
  //
  os << "<h2><a name=\"authors\"></a>Files With No Recognisable Copyright Holder</h2>\n"
    "<P>The following " << m_unknown_authors.size() << " files had no recognisable copyright
holder:</P>\n<BLOCKQUOTE><P>";
  i2 = m_unknown_authors.begin();
  j2 = m_unknown_authors.end();
  while(i2 != j2)
  {
    os << split_path(m_boost_path, *i2) << "<br>\n";
    ++i2;
  }
  os << "</p></BLOCKQUOTE>";
  if(!m_bsl_summary_mode)
  {
    //
    // Output list of files that have been moved over to the Boost
    // Software License, along with enough information for human
    // verification.
    //
    os << "<h2><a name=\"bsl-converted\"></a>Files that can be automatically converted to the Boost Software
License</h2>\n"
      << "<P>The following " << m_converted_to_bsl.size() << " files can be automatically converted to the Boost
Software License, but require manual verification before they can be committed to CVS:</P>\n";
    if (!m_converted_to_bsl.empty())
    {
      typedef std::map<fs::path, std::pair<std::string, std::string>, path_less>
        ::const_iterator conv_iterator;
      conv_iterator i = m_converted_to_bsl.begin(),
               ie = m_converted_to_bsl.end();
      int file_num = 1;
      while (i != ie)
      {
        os << "<P>[" << file_num << "] File: <tt>" << split_path(m_boost_path, i->first)
          << "</tt><br>\n<table border=\"1\">\n  <tr>\n    <td><pre>"
          << i->second.first << "</pre></td>\n    <td><pre>"
          << i->second.second << "</pre></td>\n  </tr>\n</table>\n";
        ++i;
        ++file_num;
      }
    }
    //
    // Output list of files that could be moved over to the Boost Software License
    //
    os << "<h2><a name=\"to-bsl\"></a>Files that could be converted to the Boost Software License</h2>\n"
      "<P>The following " << m_can_migrate_to_bsl.size() << " files could be manually converted to the Boost
Software License, but have not yet been:</P>\n<BLOCKQUOTE><P>";
    i2 = m_can_migrate_to_bsl.begin();
    j2 = m_can_migrate_to_bsl.end();
```

```
while(i2 != j2)
{
  os << split_path(m_boost_path, *i2) << "<br>\n";
  ++i2;
}
os << "</p></BLOCKQUOTE>";
//
// Output list of files that can not be moved over to the Boost Software License
//
os << "<h2><a name=\"not-to-bsl\"></a>Files that can NOT be converted to the Boost Software
License</h2>\n"
  "<P>The following " << m_cannot_migrate_to_bsl.size() << " files cannot be converted to the Boost Software
License because we need the permission of more authors:</P>\n<BLOCKQUOTE><P>";
  i2 = m_cannot_migrate_to_bsl.begin();
  j2 = m_cannot_migrate_to_bsl.end();
  while(i2 != j2)
  {
    os << split_path(m_boost_path, *i2) << "<br>\n";
    ++i2;
  }
  os << "</p></BLOCKQUOTE>";
  //
  // Output list of authors that we need permission for to move to the BSL
  //
  os << "<h2><a name=\"need-bsl-authors\"></a>Authors we need for the BSL</h2>\n"
    "<P>Permission of the following authors is needed before we can convert to the Boost Software License. The
list of authors that have given their permission is contained in <code>more/blanket-
permission.txt</code>.</P>\n<BLOCKQUOTE><P>";
  std::copy(m_authors_for_bsl_migration.begin(), m_authors_for_bsl_migration.end(),
      std::ostream_iterator<std::string>(os, "<br>\n"));
  os << "</p></BLOCKQUOTE>";
  //
  // output a table of copyright information:
  //
  os << "<H2><a name=\"copyright\"></a>Copyright Holder Information</H2><table border=\"1\">\n";
  std::map<std::string, std::set<fs::path, path_less> >::const_iterator ad, ead;
  ad = m_author_data.begin();
  ead = m_author_data.end();
  while(ad != ead)
  {
    os << "<tr><td>" << ad->first << "</td><td>";
    std::set<fs::path, path_less>::const_iterator fi, efi;
    fi = ad->second.begin();
    efi = ad->second.end();
    while(fi != efi)
    {
      os << split_path(m_boost_path, *fi) << " ";
      ++fi;
```

```
      }
      os << "</td></tr>\n";
      ++ad;
    }
    os << "</table>\n";
  }


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

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

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

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


}
```

This package was debianized by Vladimir Prus <ghost@cs.msu.su> on
Wed, 17 July 2002, 19:27:00 +0400.

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```
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generic code are due to Walter Underwood.
Robert Brazile (brazile@diamond.bbn.com) originally supplied the ULTRIX code.
Al Dosser (dosser@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk)
subsequently provided updates and information on variation between ULTRIX
systems. Parag Patel (parag@netcom.com) supplied the A/UX code.
Jesper Peterson(jep@mtiame.mtia.oz.au), Michel Schinz, and
Martin Tauchmann (martintauchmann@bigfoot.com) supplied the Amiga port.
Thomas Funke (thf@zelator.in-berlin.de(?)) and
Brian D.Carlstrom (bdc@clark.lcs.mit.edu) supplied the NeXT ports.
Douglas Steel (doug@wg.icl.co.uk) provided ICL DRS6000 code.
Bill Janssen (janssen@parc.xerox.com) supplied the SunOS dynamic loader

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Roland Schwarz (roland.schwarz -at- chello.at)

Ronald Garcia (garcia -at- cs.indiana.edu) (Email to Andreas Huber, see change log)

Samuel Krempp (krempp -at- crans.ens-cachan.fr) (See Boost list message of Mon, 27 Sep 2004 13:18:36 +0200)

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Steve Cleary (Variant of Stephen Cleary)

Sylvain Pion (Sylvain.Pion - at - sophia.inria.fr)

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William E. Kempf () (email to Beman Dawes, 9/14/2006 4:18 PM)

Joerg Walter (jhr.walter - at - t-online.de : email to ublas mailing list Mon, 17 Sep 2007 10:17:08 +0200)

Mathias Koch (mkoch - at - idesis.de 7 : email to boost-owner@lists.boost.org Sep 2007 13:20:09 +0200)

--- end ---
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```
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-->
<!-- boost-no-inspect -->
<!-- HTML header for doxygen 1.8.9.1-->
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<meta http-equiv="Content-Type" content="text/xhtml;charset=UTF-8"/>
<meta http-equiv="X-UA-Compatible" content="IE=9"/>
<meta name="generator" content="Doxygen 1.8.11"/>
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<link href="tabs.css" rel="stylesheet" type="text/css"/>
<script type="text/javascript" src="jquery.js"></script>
<script type="text/javascript" src="dynsections.js"></script>
<link href="navtree.css" rel="stylesheet" type="text/css"/>
<script type="text/javascript" src="resize.js"></script>
<script type="text/javascript" src="navtreedata.js"></script>
<script type="text/javascript" src="navtree.js"></script>
<script type="text/javascript">
 $(document).ready(initResizable);
 $(window).load(resizeHeight);
</script>
<link href="search/search.css" rel="stylesheet" type="text/css"/>
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<script type="text/javascript" src="search/search.js"></script>
<script type="text/javascript">
 $(document).ready(function() { init_search(); });
</script>
<script type="text/x-mathjax-config">
 MathJax.Hub.Config({
   extensions: ["tex2jax.js"],
   jax: ["input/TeX","output/HTML-CSS"],
});
// Copyright Louis Dionne 2013-2017
// Distributed under the Boost Software License, Version 1.0.
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MathJax.Hub.Config({
   "HTML-CSS": {
     linebreaks: {
        automatic: true,
        width: "75% container"
     }
   }
```

```
});
</script><script type="text/javascript" src="https://cdn.mathjax.org/mathjax/latest/MathJax.js"></script>
<link href="doxygen.css" rel="stylesheet" type="text/css" />
<!-- Additional javascript for drawing charts. -->
<script type="text/javascript" src="highcharts.js"></script>
<script type="text/javascript" src="highcharts-data.js"></script>
<script type="text/javascript" src="highcharts-exporting.js"></script>
<script type="text/javascript" src="chart.js"></script>
<script type="text/javascript" src="hana.js"></script>
</head>
<body>
<div id="top"><!-- do not remove this div, it is closed by doxygen! -->
<div id="titlearea">
<table cellspacing="0" cellpadding="0">
<tbody>
<tr style="height: 56px;">
 <td id="projectlogo"><img alt="Logo" src="Boost.png"/></td>
 <td style="padding-left: 0.5em;">
  <div id="projectname">Boost.Hana
   <span id="projectnumber">1.2.0</span>
  </div>
  <div id="projectbrief">Your standard library for metaprogramming</div>
 </td>
 <td>        <div id="MSearchBox" class="MSearchBoxInactive">
    <span class="left">
     <img id="MSearchSelect" src="search/mag_sel.png"
        onmouseover="return searchBox.OnSearchSelectShow()"
        onmouseout="return searchBox.OnSearchSelectHide()"
        alt=""/>
     <input type="text" id="MSearchField" value="Search" accesskey="S"
        onfocus="searchBox.OnSearchFieldFocus(true)"
        onblur="searchBox.OnSearchFieldFocus(false)"
        onkeyup="searchBox.OnSearchFieldChange(event)"/>
     </span><span class="right">
      <a id="MSearchClose" href="javascript:searchBox.CloseResultsWindow()"><img id="MSearchCloseImg"
border="0" src="search/close.png" alt=""/></a>
     </span>
    </div>
 </td>
</tr>
</tbody>
</table>
</div>
<!-- end header part -->
<!-- Generated by Doxygen 1.8.11 -->
<script type="text/javascript">
var searchBox = new SearchBox("searchBox", "search",false,'Search');
</script>
```

```
</div><!-- top -->
<div id="side-nav" class="ui-resizable side-nav-resizable">
 <div id="nav-tree">
  <div id="nav-tree-contents">
    <div id="nav-sync" class="sync"></div>
  </div>
 </div>
 <div id="splitbar" style="-moz-user-select:none;"
      class="ui-resizable-handle">
 </div>
</div>
<script type="text/javascript">
$(document).ready(function(){initNavTree('group__group-ext-mpl.html','');});
</script>
<div id="doc-content">
<!-- window showing the filter options -->
<div id="MSearchSelectWindow"
    onmouseover="return searchBox.OnSearchSelectShow()"
    onmouseout="return searchBox.OnSearchSelectHide()"
    onkeydown="return searchBox.OnSearchSelectKey(event)">
</div>

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

<div class="header">
 <div class="summary">
<a href="#nested-classes">Classes</a>  </div>
 <div class="headertitle">
<div class="title">Boost.MPL adapters<div class="ingroups"><a class="el" href="group__group-
ext.html">External adapters</a></div></div>  </div>
</div><!--header-->
<div class="contents">
<a name="details" id="details"></a><h2 class="groupheader">Description</h2>
<p>Adapters for Boost.MPL containers. </p>
<table class="memberdecls">
<tr class="heading"><td colspan="2"><h2 class="groupheader"><a name="nested-classes"></a>
Classes</h2></td></tr>
<tr class="memitem:"><td class="memItemLeft" align="right" valign="top">struct  </td><td
class="memItemRight" valign="bottom"><a class="el"
href="structboost_1_1mpl_1_1integral__c.html">boost::mpl::integral_c< T, v ></a></td></tr>
<tr class="memdesc:"><td class="mdescLeft"> </td><td class="mdescRight">Adapter for IntegralConstants
from the Boost.MPL.  <a href="structboost_1_1mpl_1_1integral__c.html#details">More...</a><br /></td></tr>
<tr class="separator:"><td class="memSeparator" colspan="2"> </td></tr>
```

```
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class="memItemRight" valign="bottom"><a class="el" href="structboost_1_1mpl_1_1list.html">boost::mpl::list< T
></a></td></tr>
<tr class="memdesc:"><td class="mdescLeft"> </td><td class="mdescRight">Adapter for Boost.MPL lists.
<a href="structboost_1_1mpl_1_1list.html#details">More...</a><br /></td></tr>
<tr class="separator:"><td class="memSeparator" colspan="2"> </td></tr>
<tr class="memitem:"><td class="memItemLeft" align="right" valign="top">struct  </td><td
class="memItemRight" valign="bottom"><a class="el"
href="structboost_1_1mpl_1_1vector.html">boost::mpl::vector< T ></a></td></tr>
<tr class="memdesc:"><td class="mdescLeft"> </td><td class="mdescRight">Adapter for Boost.MPL
vectors.  <a href="structboost_1_1mpl_1_1vector.html#details">More...</a><br /></td></tr>
<tr class="separator:"><td class="memSeparator" colspan="2"> </td></tr>
</table>
</div><!-- contents -->
</div><!-- doc-content -->
<!--
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-->
<!-- boost-no-inspect -->
<!-- HTML footer for doxygen 1.8.9.1-->
<!-- start footer part -->
<div id="nav-path" class="navpath"><!-- id is needed for treeview function! -->
 <ul>
 </ul>
</div>
</body>
</html>
```

==
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<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE article PUBLIC "-//Boost//DTD BoostBook XML V1.0//EN"
"http://www.boost.org/tools/boostbook/dtd/boostbook.dtd">
<article id="copyright_test" last-revision="DEBUG MODE Date: 2000/12/20 12:00:00 $"
xmlns:xi="http://www.w3.org/2001/XInclude">
 <title>Copyright Test</title>
 <articleinfo>
  <copyright>
   <holder>Jane Doe</holder>
  </copyright>
  <copyright>
   <year>2018</year> <holder>Joe Blow, John Coe</holder>
  </copyright>
  <copyright>
   <year>1977</year> <year>1985</year> <holder>Someone else</holder>
  </copyright>
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</article>
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"http://www.boost.org/tools/boostbook/dtd/boostbook.dtd">
<article id="copyright_test" last-revision="DEBUG MODE Date: 2000/12/20 12:00:00 $"
xmlns:xi="http://www.w3.org/2001/XInclude">
 <title>Copyright Test</title>
 <articleinfo>
  <copyright>

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    <year>1963</year> <year>1964</year> <year>1965</year> <holder>Jane Doe</holder>
  </copyright>
 <copyright>
    <year>2018</year> <holder>Joe Blow, John Coe</holder>
  </copyright>
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  </copyright>
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</article>
var group__group_ext_mpl =
[
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  [ "list", "structboost_1_1mpl_1_1list.html", null ],
  [ "vector", "structboost_1_1mpl_1_1vector.html", null ]
];
```

1.18 libjpeg-turbo 1.4.90

1.18.1 Notifications :

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

1.18.2 Available under license :

The Independent JPEG Group's JPEG software
==

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

This distribution contains the sixth public release of the Independent JPEG
Group's free JPEG software. You are welcome to redistribute this software and
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our electronic mailing list. Mailing list members are notified of updates
and have a chance to participate in technical discussions, etc.

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

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

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

This file contains the following sections:

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

Other documentation files in the distribution are:

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

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

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

OVERVIEW
========

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

low-quality image. For more details, see the references, or just experiment
with various compression settings.

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

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

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

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

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

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

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3. You may not pretend that you wrote this software. If you use it in a
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must be clearly indicated in accompanying documentation.
(2) If only executable code is distributed, then the accompanying
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sole proprietor of its copyright holder, Aladdin Enterprises of Menlo Park, CA.
ansi2knr.c is NOT covered by the above copyright and conditions, but instead
by the usual distribution terms of the Free Software Foundation; principally,
that you must include source code if you redistribute it. (See the file
ansi2knr.c for full details.) However, since ansi2knr.c is not needed as part
of any program generated from the IJG code, this does not limit you more than
the foregoing paragraphs do.

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

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

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

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

REFERENCES
==========

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

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

A somewhat less technical, more leisurely introduction to JPEG can be found in
"The Data Compression Book" by Mark Nelson and Jean-loup Gailly, published by

M&T Books (New York), 2nd ed. 1996, ISBN 1-55851-434-1. This book provides
good explanations and example C code for a multitude of compression methods
including JPEG. It is an excellent source if you are comfortable reading C
code but don't know much about data compression in general. The book's JPEG
sample code is far from industrial-strength, but when you are ready to look
at a full implementation, you've got one here...

The best full description of JPEG is the textbook "JPEG Still Image Data
Compression Standard" by William B. Pennebaker and Joan L. Mitchell, published
by Van Nostrand Reinhold, 1993, ISBN 0-442-01272-1. Price US$59.95, 638 pp.
The book includes the complete text of the ISO JPEG standards (DIS 10918-1
and draft DIS 10918-2). This is by far the most complete exposition of JPEG
in existence, and we highly recommend it.

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

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

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

The TIFF 6.0 file format specification can be obtained by FTP from

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

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

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

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

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

The JPEG FAQ (Frequently Asked Questions) article is a useful source of
general information about JPEG. It is updated constantly and therefore is
not included in this distribution. The FAQ is posted every two weeks to
Usenet newsgroups comp.graphics.misc, news.answers, and other groups.
It is available on the World Wide Web at http://www.faqs.org/faqs/jpeg-faq/
and other news.answers archive sites, including the official news.answers
archive at rtfm.mit.edu: ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/.
If you don't have Web or FTP access, send e-mail to mail-server@rtfm.mit.edu
with body
 send usenet/news.answers/jpeg-faq/part1
 send usenet/news.answers/jpeg-faq/part2

RELATED SOFTWARE
================

Numerous viewing and image manipulation programs now support JPEG. (Quite a

few of them use this library to do so.) The JPEG FAQ described above lists
some of the more popular free and shareware viewers, and tells where to
obtain them on Internet.

If you are on a Unix machine, we highly recommend Jef Poskanzer's free
PBMPLUS software, which provides many useful operations on PPM-format image
files. In particular, it can convert PPM images to and from a wide range of
other formats, thus making cjpeg/djpeg considerably more useful. The latest
version is distributed by the NetPBM group, and is available from numerous
sites, notably ftp://wuarchive.wustl.edu/graphics/graphics/packages/NetPBM/.
Unfortunately PBMPLUS/NETPBM is not nearly as portable as the IJG software is;
you are likely to have difficulty making it work on any non-Unix machine.

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

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

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

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

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

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

TO DO
=====

The major thrust for v7 will probably be improvement of visual quality.
The current method for scaling the quantization tables is known not to be
very good at low Q values. We also intend to investigate block boundary
smoothing, "poor man's variable quantization", and other means of improving
quality-vs-file-size performance without sacrificing compatibility.

In future versions, we are considering supporting some of the upcoming JPEG
Part 3 extensions --- principally, variable quantization and the SPIFF file
format.

As always, speeding things up is of great interest.

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

1.19 retrofit 2.3.0

1.19.1 Available under license :

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1.20 android-support 1.0.2

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1.21 libjpeg 6b

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The Independent JPEG Group's JPEG software
==

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

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

This file contains the following sections:

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

Other documentation files in the distribution are:

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

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

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

OVERVIEW
========

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

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

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

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

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

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ansi2knr.c for full details.) However, since ansi2knr.c is not needed as part
of any program generated from the IJG code, this does not limit you more than
the foregoing paragraphs do.

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

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

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

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

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   CompuServe Incorporated. GIF(sm) is a Service Mark property of
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REFERENCES

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

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

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

The best full description of JPEG is the textbook "JPEG Still Image Data
Compression Standard" by William B. Pennebaker and Joan L. Mitchell, published
by Van Nostrand Reinhold, 1993, ISBN 0-442-01272-1. Price US$59.95, 638 pp.

The book includes the complete text of the ISO JPEG standards (DIS 10918-1 and draft DIS 10918-2). This is by far the most complete exposition of JPEG in existence, and we highly recommend it.

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

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

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

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

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

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

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

The JPEG FAQ (Frequently Asked Questions) article is a useful source of
general information about JPEG. It is updated constantly and therefore is
not included in this distribution. The FAQ is posted every two weeks to
Usenet newsgroups comp.graphics.misc, news.answers, and other groups.
It is available on the World Wide Web at http://www.faqs.org/faqs/jpeg-faq/
and other news.answers archive sites, including the official news.answers
archive at rtfm.mit.edu: ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/.
If you don't have Web or FTP access, send e-mail to mail-server@rtfm.mit.edu
with body
 send usenet/news.answers/jpeg-faq/part1
 send usenet/news.answers/jpeg-faq/part2

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

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

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

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

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

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

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

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

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

TO DO
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The major thrust for v7 will probably be improvement of visual quality.
The current method for scaling the quantization tables is known not to be
very good at low Q values. We also intend to investigate block boundary
smoothing, "poor man's variable quantization", and other means of improving
quality-vs-file-size performance without sacrificing compatibility.

In future versions, we are considering supporting some of the upcoming JPEG
Part 3 extensions --- principally, variable quantization and the SPIFF file
format.

As always, speeding things up is of great interest.

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

1.22 gson 2.8.2
1.22.1 Available under license :
Google Gson

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1.24 protobuf 3.0.0-beta-3

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  * Optimize Java serialization of strings so that UTF-8 encoding happens only
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  * Added atomicops for AIX (POWER)
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1.26 websocketpp 0.8.0

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1.27 libsrtp 2.0.0

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1.29 libunwind 1.1

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1.30 opus 1.1.3

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1.32 simple 2.3.0

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